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[Despite the fact that its power list sounds like a laundry list of internet fetishes (inflation? check. rubber? check. vore? check), the gumberoo is a legitimate Fearsome Critter. One of the weirdest, but legitimate all the same.]

Gumberoo

CR 9 N Aberration

Lurching into view is a swollen bear-like creature. Its shiny hide is black in color and almost completely lacking in hair.

Bizarre denizens of the deepest woods, gumberoos are irascible and violent predators with remarkable defensive abilities. A gumberoo’s skin is tough and rubbery, allowing it to deflect nearly any blow and bounce projectiles right back at their source. Their entire bodies are filled with lighter-than-air gas which it generates through digestion. The energy needed to perform this magical metabolism is immense, causing gumberoos to need a constant source of fuel. It is said that a gumberoo can consume an entire horse, bones and all, in a single meal. This need for energy means that gumberoos are usually on the move, seeking new sources of prey. Gumberoos fear neither man nor beast and sometimes wander directly into human settlements looking for food. Despite their immense size, they are quite light and capable of leaping incredible distances. The gas that gives them these powers is flammable; fire is the most reliable way to kill a gumberoo.

Gumberoo CR 9

XP 6,400

N Large aberration

Init +6; **Senses** low-light vision, Perception +11, scent

Defense

AC 19, touch 11, flat-footed 17 (-1 size, +2 Dex, +8 natural)

hp 102 (12d8+48)

Fort +8, **Ref** +8, **Will** +9

DR 10/-

Defensive Abilities reflective skin; **Immune** fear

Vulnerable fire

Offense

Speed 30 ft

Melee 2 claws +17 (2d6+8), bite +16 (1d8+8)

Space 10 ft.; **Reach** 5 ft.

Special Attacks bounce, death throes, rend (2 claws, 2d6+12)

Statistics

Str 26, **Dex** 15, **Con** 16, **Int** 2, **Wis** 13, **Cha** 9

Base Attack +12; **CMB** +21; **CMD** 33 (37 trip)

Feats Improved Bull Rush, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (claw)

Skills Acrobatics +9 (+29 jumping), Climb +15, Perception +11; **Racial Modifiers** +20 to Acrobatics made to jump

SQ ferocity, leap

Ecology

Environment cold and temperate forests

Organization solitary

Treasure none

Special Attacks

Bounce (Ex) As a full-round action that does not provoke attacks of opportunity, a gumberoo can launch itself into the air, move up to twice its land speed and land on top of an opponent with incredible force. The target of this attack can choose to make a DC 24 Reflex save to take half damage from the attack, or make an attack of opportunity at a -4 penalty. The victim of a bounce attack takes 2d8+12 points of damage and must succeed a DC 24 Fortitude save or be stunned for 1 round. The save DC is Strength-based.

Death Throes (Su) When a gumberoo is slain, its body explodes with tremendous force, dealing 6d6 points of bludgeoning damage to all creatures in a 20 foot radius (Reflex DC 20 half). The save DC is Constitution based.

Leap (Ex) A gumberoo does not halve the distance traveled on a standing long jump. If a gumberoo makes a long jump with a running start, it gains a +4 bonus on the Acrobatics check.

Reflective Skin (Su) A gumberoo's hide grants it remarkable protection against ranged attacks. Any ranged weapon attack that does not bypass a gumberoo's damage reduction is reflected back at its attacker, using the same attack roll. Any ray or ranged touch attack spell, spell-like or supernatural ability that strikes a gumberoo is reflected back at its attacker, using the same attack roll. Any spell, spell-like ability, or supernatural ability that deals fire damage deals damage to the gumberoo as normal and does not reflect. A ranged weapon that deals fire damage, such as a +1 *flaming arrow* or a flask of alchemist's fire, does not reflect, although base damage is still reduced by the gumberoo's damage reduction.