



“Snarl Beast” by Matt Parsons, © Kenzer and Co.

[I liked the art, I liked the mechanics, but I didn’t like the name. So I figured I’d blend in a bit of the Nemean Lion. Why the Nemean Lion doesn’t have statistics when so many other Greek legendary creatures do is beyond me.]

### **Nemeos**

*This muscular beast is a maned lion the size of a horse. Its head is crowned with two forward facing horns.*

Nemeos, sometimes called “titan lions”, are bestial and wicked monsters that embody the worst of natural predators. A nemeos gladly hunts more than its share of game, and they prefer the taste of intelligent, panicked meat above all others. A nemeos is often thought of as a divine punishment, and indeed there is some evidence that suggests that they have the blood of fiends or titans in their veins.

Nemeos are typically solitary, but do associate with each other to mate and raise offspring. A nemeos female will give birth to a small litter of 2-3 cubs, the largest and strongest of which typically kills and eats its siblings. The parents then dote on the survivor and teach it the ways of cruelty, frequently bringing back wounded prey to their dens for the cub to practice on. Despite their lion-like appearance, there is no sexual dimorphism in nemeos—both males and females have manes and horns.

**Nemeos**  
**XP 12,800**

**CR 11**

NE Large magical beast

**Init** +5; **Senses** darkvision 60 ft., low-light vision, Perception +14, scent

Defense

**AC** 25, touch 14, flat-footed 20 (-1 size, +5 Dex, +11 natural)

**hp** 138 (12d10+72); ferocity

**Fort** +14, **Ref** +13, **Will** +9

**DR** 10/natural; **Immune** fear

Offense

**Speed** 50 ft.

**Melee** bite +18 (2d6+7 plus grab), 2 claws +18 (1d6+7/19-20), gore +18 (2d8+7)

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

**Special Attacks** pounce, powerful charge (gore, 4d8+14), rake (2 claws +18, 1d6+7/19-20), roar

Statistics

**Str** 25, **Dex** 21, **Con** 22, **Int** 3, **Wis** 17, **Cha** 18

**Base Atk** +12; **CMB** +20 (+24 grapple); **CMD** 35 (39 vs. trip)

**Feats** Ability Focus (roar), Acrobatic Steps, Improved Critical (claw), Iron Will, Nimble Moves, Power Attack

**Skills** Climb +18, Perception +14, Stealth +8; **Racial Modifiers** +4 Climb, +4 Perception, +4

Stealth

**Languages** Abyssal (cannot speak)

Ecology

**Environment** warm plains and hills

**Organization** solitary or pair

**Treasure** incidental

Special Abilities

**Damage Reduction (Ex)** The damage reduction of a nemeos can be overcome by natural weapons, including unarmed strikes.

**Roar (Su)** Three times per day as a standard action, a nemeos can give a bloodcurdling roar, affecting all creatures within 60 ft. A creature in the area that fails a DC 22 Will save is paralysed with fear for 1d4 rounds; on a successful save, a creature is shaken for 1d4 rounds. A creature that succeeds its save against the roar of a nemeos cannot be affected by the roar of that nemeos for the next 24 hours. This is a mind-influencing, sonic fear effect.