



Image © Liu Liwen, accessed [here](#)

[“There is a beast here whose form resembles a pig with spurs on its feet. It makes a sound like a dog barking. It is called the Lili. If it is seen by people, it is an omen that there will be much public earthwork construction in the district.” -*Guideways through Mountains and Seas*

The difficulty with drawing monsters from the *Guideways* is that there aren't a lot of English sources. Which means I've discovered a number of beautiful pieces of art based on that book, but they're all on Pinterest. If I'm lucky, I can track back from there to websites in Chinese, but whether these are the original sources, and what the names of the artists are, are frequently mysterious.

Edit: thanks to [@inquisitorsirjohannvonfallbaer](#) for finding the name of this artist!]

Lili

This skulking creature somewhat resembles a wild boar, with long tusks and a mane of bristly fur. Its legs end in curved claws, and it carries itself low to the ground.

Sometimes called a “cliff pig” or “rock boar”, the lili is a strange creature with an affinity and a taste for earth and stone. They consume only metals and minerals—a lili can subsist on simply rock, but such creatures are likely to be sickly and weak. They thrive on a diet of semiprecious stones, iron and copper, and have the ability to reshape the ground in order to more conveniently access these prizes. Although they do not actively target humanoid creatures, lili are likely to come into conflict with them by reshaping terrain, collapsing walls or buildings, or raiding foundries and mines for food.

A lili is of animal intelligence, and their behavior is similar to the pigs they superficially resemble. In areas where resources are plentiful, female lili will travel together in groups of multiple sows and their piglets. Lili boars leave their sounders when fully grown, and the boars are territorial and violent towards other boars. Fights for mating rights are common, with the winner impregnating multiple females. Lili piglets reach maturity in one or two years, and the creatures have a lifespan of about 10 years.

Lili CR 5

XP 1,600

N Medium magical beast (earth)

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception +7, scent

Defense

AC 17, touch 12, flat-footed 14 (+2 Dex, +5 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +7, **Will** +3

Defensive Qualities ferocity; **Resist** acid 10, fire 10

Offense

Speed 30 ft., climb 30 ft.

Melee gore +9 (2d4+3), 2 claws +9 (1d4+3)

Special Attacks grinding attacks, tremor

Spell-like Abilities CL 5th, concentration +7

3/day—*soften earth and stone* (DC 14), *stone shape*

1/day—*move earth*

Statistics

Str 17, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +6; **CMB** +9 (+11 sunder); **CMD** 21 (23 vs. sunder, 25 vs. trip)

Feats Improved Sunder, Nimble Moves, Power Attack

Skills Climb +17, Perception +7

SQ treasure scent

Ecology

Environment any mountains

Organization solitary, pair or sounder (3-12)

Treasure incidental

Special Abilities

Grinding Attacks (Ex) A lili ignores the first 5 points of hardness when attacking an object.

Treasure Scent (Ex) A lili can use its scent special ability to detect metals and minerals within 30 ft.

Tremor (Su) As a standard action, a lili can cause the earth in a 30 foot radius to shake around it. All creatures standing on the ground in that area must succeed a DC 15 Reflex save or fall prone. The save DC is Charisma based.