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## MONSTERS (ANIMALS)

This section provides statistics and basic information for many common kinds of mundane animals. These creatures generally operate on instinct, driven by simple needs such as food and reproduction. Most animals, even predators, do not attack unless they or their young are threatened.

Animals are not capable of detailed reasoning, although with the Handle Animal skill it is possible to tame an animal and teach it to perform certain tricks.

Some herbivorous animals do not normally use their natural weapons to attack. As such, their natural weapons are treated as secondary attacks. The animal's attack and damage entries note this fact, with an explanatory footnote.

**Animal Traits:** An animal possesses the following traits (unless otherwise noted in a creature's entry).

—Intelligence score of 1 or 2 (no creature with an Intelligence score of 3 or higher can be an animal).

—Low-light vision.

—*Alignment:* Always neutral. Animals are not governed by a human sense of morality.

—*Treasure:* None. Animals never possess treasure.

### APE

	Large Animal
<b>Hit Dice:</b>	4d8+11 (29 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft. (6 squares), climb 30 ft.
<b>Armor Class:</b>	14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
<b>Base Attack/Grapple:</b>	+3/+12
<b>Attack:</b>	Claws +7 melee (1d6+5)
<b>Full Attack:</b>	2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2)
<b>Space/Reach:</b>	10 ft./10 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +6, Ref +6, Will +2
<b>Abilities:</b>	Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7
<b>Skills:</b>	Climb +14, Listen +6, Spot +6
<b>Feats:</b>	Alertness, Toughness
<b>Environment:</b>	Warm forests
<b>Organization:</b>	Solitary, pair, or company (3–5)
<b>Challenge Rating:</b>	2
<b>Advancement:</b>	5–8 HD (Large)
<b>Level Adjustment:</b>	—

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.

**Combat**

**Skills:** Apes have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

### BABOON

	Medium Animal
<b>Hit Dice:</b>	1d8+1 (5 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	40 ft. (8 squares), climb 30 ft.
<b>Armor Class:</b>	13 (+2 Dex, +1 natural), touch 12, flat-footed 11
<b>Base Attack/Grapple:</b>	+0/+2
<b>Attack:</b>	Bite +2 melee (1d6+3)
<b>Full Attack:</b>	Bite +2 melee (1d6+3)
<b>Space/Reach:</b>	5 ft./5 ft.

<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +3, Ref +4, Will +1
<b>Abilities:</b>	Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4
<b>Skills:</b>	Climb +10, Listen +5, Spot +5
<b>Feats:</b>	Alertness
<b>Environment:</b>	Warm plains
<b>Organization:</b>	Solitary or troop (10–40)
<b>Challenge Rating:</b>	1/2
<b>Advancement:</b>	2–3 HD (Medium)
<b>Level Adjustment:</b>	—

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a big dog.

Males can be 2 to 4 feet long and weigh as much as 90 pounds.

#### Combat

Baboons usually attack in groups.

**Skills:** Baboons have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

## BADGER

	Small Animal
<b>Hit Dice:</b>	1d8+2 (6 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	30 ft. (6 squares), burrow 10 ft.
<b>Armor Class:</b>	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
<b>Base Attack/Grapple:</b>	+0/–5
<b>Attack:</b>	Claw +4 melee (1d2–1)
<b>Full Attack:</b>	2 claws +4 melee (1d2–1) and bite –1 melee (1d3–1)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Rage
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +4, Ref +5, Will +1
<b>Abilities:</b>	Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Escape Artist +7, Listen +3, Spot +3
<b>Feats:</b>	Track <sup>B</sup> , Weapon Finesse
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary, pair, or cete (3–5)
<b>Challenge Rating:</b>	1/2
<b>Advancement:</b>	2 HD (Small)

**Level Adjustment:** —

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.

#### Combat

Badgers attack with their sharp claws and teeth.

**Rage (Ex):** A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

**Skills:** A badger has a +4 racial bonus on Escape Artist checks.

## BAT

	Diminutive Animal
<b>Hit Dice:</b>	1/4 d8 (1 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	5 ft (1 square), fly 40 ft. (good)
<b>Armor Class:</b>	16 (+4 size, +2 Dex), touch 16, flat-footed 14
<b>Base Attack/Grapple:</b>	+0/–17

<b>Attack:</b>	—
<b>Full Attack:</b>	—
<b>Space/Reach:</b>	1 ft./0 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Blindsense 20 ft., low-light vision
<b>Saves:</b>	Fort +2, Ref +4, Will +2
<b>Abilities:</b>	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
<b>Skills:</b>	Hide +14, Listen +8*, Move Silently +6, Spot +8*
<b>Feats:</b>	Alertness
<b>Environment:</b>	Temperate deserts
<b>Organization:</b>	Colony (10–40) or crowd (10–50)
<b>Challenge Rating:</b>	1/10
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

#### Combat

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Skills: \*A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

### BEAR, BLACK

	Medium Animal
<b>Hit Dice:</b>	3d8+6 (19 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
<b>Base Attack/Grapple:</b>	+2/+6
<b>Attack:</b>	Claw +6 melee (1d4+4)
<b>Full Attack:</b>	2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +5, Ref +4, Will +2
<b>Abilities:</b>	Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Climb +4, Listen +4, Spot +4, Swim +8
<b>Feats:</b>	Endurance, Run
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary or pair
<b>Challenge Rating:</b>	2
<b>Advancement:</b>	4–5 HD (Medium)
<b>Level Adjustment:</b>	—

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

#### Combat

Black bears rip prey with their claws and teeth.

Skills: A black bear has a +4 racial bonus on Swim checks.

### BEAR, BROWN

	Large Animal
<b>Hit Dice:</b>	6d8+24 (51 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
<b>Base Attack/Grapple:</b>	+4/+16

<b>Attack:</b>	Claw +11 melee (1d8+8)
<b>Full Attack:</b>	2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Improved grab
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +9, Ref +6, Will +3
<b>Abilities:</b>	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Listen +4, Spot +7, Swim +12
<b>Feats:</b>	Endurance, Run, Track
<b>Environment:</b>	Cold forests
<b>Organization:</b>	Solitary or pair
<b>Challenge Rating:</b>	4
<b>Advancement:</b>	7–10 HD (Large)

#### Level Adjustment: —

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The brown bear's statistics can be used for almost any big bear, including the grizzly.

#### Combat

A brown bear attacks mainly by tearing at opponents with its claws.

**Improved Grab (Ex):** To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Skills:** A brown bear has a +4 racial bonus on Swim checks.

## BEAR, POLAR

	Large Animal
<b>Hit Dice:</b>	8d8+32 (68 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	40 ft. (8 squares), swim 30 ft.
<b>Armor Class:</b>	15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
<b>Base Attack/Grapple:</b>	+6/+18
<b>Attack:</b>	Claw +13 (1d8+8)
<b>Full Attack:</b>	2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Improved grab
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +10, Ref +7, Will +3
<b>Abilities:</b>	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Hide –2*, Listen +5, Spot +7, Swim +16
<b>Feats:</b>	Endurance, Run, Track
<b>Environment:</b>	Cold plains
<b>Organization:</b>	Solitary or pair
<b>Challenge Rating:</b>	4
<b>Advancement:</b>	9–12 HD (Large)

#### Level Adjustment: —

These long, lean carnivores are slightly taller than brown bears.

#### Combat

Polar bears fight just as brown bears do.

**Improved Grab (Ex):** To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Skills:** A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

## BISON

	Large Animal
<b>Hit Dice:</b>	5d8+15 (37 hp)

<b>Initiative:</b>	+0
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	13 (–1 size, +4 natural), touch 9, flat-footed 13
<b>Base Attack/Grapple:</b>	+3/+13
<b>Attack:</b>	Gore +8 melee (1d8+9)
<b>Full Attack:</b>	Gore +8 melee (1d8+9)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Stampede
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +7, Ref +4, Will +1
<b>Abilities:</b>	Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4
<b>Skills:</b>	Listen +7, Spot +5
<b>Feats:</b>	Alertness, Endurance
<b>Environment:</b>	Temperate plains
<b>Organization:</b>	Solitary or herd (6–30)
<b>Challenge Rating:</b>	2
<b>Advancement:</b>	6–7 HD (Large)

#### Level Adjustment: —

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.

#### Combat

**Stampede (Ex):** A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

## BOAR

Medium Animal

<b>Hit Dice:</b>	3d8+12 (25 hp)
<b>Initiative:</b>	+0
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	16 (+6 natural), touch 10, flat-footed 16
<b>Base Attack/Grapple:</b>	+2/+4
<b>Attack:</b>	Gore +4 melee (1d8+3)
<b>Full Attack:</b>	Gore +4 melee (1d8+3)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Ferocity
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +6, Ref +3, Will +2
<b>Abilities:</b>	Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4
<b>Skills:</b>	Listen +7, Spot +5
<b>Feats:</b>	Alertness, Toughness
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary or herd (5–8)
<b>Challenge Rating:</b>	2
<b>Advancement:</b>	4–5 HD (Medium)

#### Level Adjustment: —

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

#### Combat

**Ferocity (Ex):** A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

## CAMEL

Large Animal

<b>Hit Dice:</b>	3d8+6 (19 hp)
<b>Initiative:</b>	+3

<b>Speed:</b>	50 ft. (10 squares)
<b>Armor Class:</b>	13 (–1 size, +3 Dex, +1 natural) touch 12, flat-footed 10
<b>Base Attack/Grapple:</b>	+2/+10
<b>Attack:</b>	Bite +0 melee (1d4+2*)
<b>Full Attack:</b>	Bite +0 melee* (1d4+2*)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +5, Ref +6, Will +1
<b>Abilities:</b>	Str 18, Dex 16, Con 14, Int 2, Wis 11, Cha 4
<b>Skills:</b>	Listen +5, Spot +5
<b>Feats:</b>	Alertness, Endurance
<b>Environment:</b>	Warm deserts
<b>Organization:</b>	Domesticated or herd (6–30)
<b>Challenge Rating:</b>	1
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

Camels are known for their ability to travel long distances without food or water.

The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher. The two-humped, or Bactrian, camel is suited to cooler, rocky areas. It is stockier, slower (speed 40 feet), and has a higher Constitution score (16).

**Carrying Capacity:** A light load for a camel is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A camel can drag 4,500 pounds.

Combat

\*A camel's bite is treated as a secondary attack and adds only half the camel's Strength bonus to the damage roll.

## CAT

	Tiny Animal
<b>Hit Dice:</b>	1/2 d8 (2 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft. (6 squares)
<b>Armor Class:</b>	14 (+2 size, +2 Dex), touch 14, flat-footed 12
<b>Base Attack/Grapple:</b>	+0/–12
<b>Attack:</b>	Claw +4 melee (1d2–4)
<b>Full Attack:</b>	2 claws +4 melee (1d2–4) and bite –1 melee (1d3–4)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +2, Ref +4, Will +1
<b>Abilities:</b>	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 7
<b>Skills:</b>	Balance +10, Climb +6, Hide +14*, Jump +10, Listen +3, Move Silently +6, Spot +3
<b>Feats:</b>	Weapon Finesse
<b>Environment:</b>	Temperate plains
<b>Organization:</b>	Domesticated or solitary
<b>Challenge Rating:</b>	1/4
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

The statistics presented here describe a common housecat.

Combat

Cats prefer to sneak up on their prey.

**Skills:** Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Cats have a +8 racial bonus on Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

## CHEETAH

	Medium Animal
<b>Hit Dice:</b>	3d8+6 (19 hp)
<b>Initiative:</b>	+4
<b>Speed:</b>	50 ft. (10 squares)
<b>Armor Class:</b>	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
<b>Base</b>	+2/+5
<b>Attack/Grapple:</b>	
<b>Attack:</b>	Bite +6 melee
<b>Full Attack:</b>	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d2+1)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Trip
<b>Special Qualities:</b>	Low-light vision, scent, sprint
<b>Saves:</b>	Fort +5, Ref +7, Will +2
<b>Abilities:</b>	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Hide +6, Listen +4, Move Silently +6, Spot +4
<b>Feats:</b>	Alertness, Weapon Finesse
<b>Environment:</b>	Warm plains
<b>Organization:</b>	Solitary, pair, or family (3–5)
<b>Challenge Rating:</b>	2
<b>Advancement:</b>	4–5 HD (Medium)

### Level Adjustment: —

Cheetahs are swift feline predators of the plains. A cheetah is 3 to 5 feet long and weighs 110 to 130 pounds.

### Combat

Cheetahs make sudden sprints to bring down prey.

**Trip (Ex):** A cheetah that hits with a claw or bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cheetah.

**Sprint (Ex):** Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

## CROCODILE

	Medium Animal
<b>Hit Dice:</b>	3d8+9 (22 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	20 ft. (4 squares), swim 30 ft.
<b>Armor Class:</b>	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
<b>Base</b>	+2/+6
<b>Attack/Grapple:</b>	
<b>Attack:</b>	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
<b>Full Attack:</b>	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Improved grab
<b>Special Qualities:</b>	Hold breath, low-light vision
<b>Saves:</b>	Fort +6, Ref +4, Will +2
<b>Abilities:</b>	Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Hide +7*, Listen +4, Spot +4, Swim +12
<b>Feats:</b>	Alertness, Skill Focus (Hide)
<b>Environment:</b>	Warm marshes
<b>Organization:</b>	Solitary or colony (6–11)
<b>Challenge Rating:</b>	2
<b>Advancement:</b>	4–5 HD (Medium)

### Level Adjustment: —

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach.

### Combat

**Improved Grab (Ex):** To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a

free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

**Hold Breath (Ex):** A crocodile can hold its breath for a number of rounds equal to 4 x its Constitution score before it risks drowning.

**Skills:** A crocodile has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A crocodile gains a +4 racial bonus on Hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Hide checks.

## CROCODILE, GIANT

	Huge Animal
<b>Hit Dice:</b>	7d8+28 (59 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	20 ft. (4 squares), swim 30 ft.
<b>Armor Class:</b>	16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
<b>Base</b>	+5/+21
<b>Attack/Grapple:</b>	
<b>Attack:</b>	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
<b>Full Attack:</b>	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
<b>Space/Reach:</b>	15 ft./10 ft.
<b>Special Attacks:</b>	Improved grab
<b>Special Qualities:</b>	Hold breath, low-light vision
<b>Saves:</b>	Fort +9, Ref +6, Will +3
<b>Abilities:</b>	Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Hide +1*, Listen +5, Spot +5, Swim +16
<b>Feats:</b>	Alertness, Endurance, Skill Focus (Hide)
<b>Environment:</b>	Warm marshes
<b>Organization:</b>	Solitary or colony (6–11)
<b>Challenge Rating:</b>	4
<b>Advancement:</b>	8–14 HD (Huge)

**Level Adjustment:** —

These huge creatures usually live in salt water and can be more than 20 feet long. Giant crocodiles fight and behave like their smaller cousins.

## DOG

	Small Animal
<b>Hit Dice:</b>	1d8+2 (6 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
<b>Base Attack/Grapple:</b>	+0/–3
<b>Attack:</b>	Bite +2 melee (1d4+1)
<b>Full Attack:</b>	Bite +2 melee (1d4+1)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +4, Ref +5, Will +1
<b>Abilities:</b>	Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Jump +7, Listen +5, Spot +5, Survival +1*
<b>Feats:</b>	Alertness, Track <sup>B</sup>
<b>Environment:</b>	Temperate plains
<b>Organization:</b>	Solitary or pack (5–12)
<b>Challenge Rating:</b>	1/3
<b>Advancement:</b>	—

**Level Adjustment:** —

The statistics presented here describe a fairly small dog of about 20 to 50 pounds in weight. They also can be used for small



wild canines such as coyotes, jackals, and African wild dogs.

#### Combat

Dogs generally hunt in packs, chasing and exhausting prey until they can drag it down.

**Skills:** Dogs have a +4 racial bonus on Jump checks. \*Dogs have a +4 racial bonus on Survival checks when tracking by scent.

### DOG, RIDING

	Medium Animal
<b>Hit Dice:</b>	2d8+4 (13 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
<b>Base</b>	+1/+3
<b>Attack/Grapple:</b>	
<b>Attack:</b>	Bite +3 melee (1d6+3)
<b>Full Attack:</b>	Bite +3 melee (1d6+3)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +5, Ref +5, Will +1
<b>Abilities:</b>	Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*
<b>Feats:</b>	Alertness, Track <sup>B</sup>
<b>Environment:</b>	Temperate plains
<b>Organization:</b>	Solitary or pack (5–12)
<b>Challenge Rating:</b>	1
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

This category includes working breeds such as collies, huskies, and St. Bernards.

**Carrying Capacity:** A light load for a riding dog is up to 100 pounds; a medium load, 101–200 pounds; and a heavy load, 201–300 pounds. A riding dog can drag 1,500 pounds.

#### Combat

If trained for war, these animals can make trip attacks just as wolves do (see the Wolf entry). A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

**Skills:** Riding dogs have a +4 racial bonus on Jump checks. \*Riding dogs have a +4 racial bonus on Survival checks when tracking by scent.

### DONKEY

	Medium Animal
<b>Hit Dice:</b>	2d8+2 (11 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	30 ft. (6 squares)
<b>Armor Class:</b>	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
<b>Base Attack/Grapple:</b>	+1/+1
<b>Attack:</b>	Bite +1 melee (1d2)
<b>Full Attack:</b>	Bite +1 melee (1d2)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +4, Ref +4, Will +0
<b>Abilities:</b>	Str 10, Dex 13, Con 12, Int 2, Wis 11, Cha 4
<b>Skills:</b>	Balance +3, Listen +3, Spot +2
<b>Feats:</b>	Endurance
<b>Environment:</b>	Temperate deserts
<b>Organization:</b>	Solitary

<b>Challenge Rating:</b>	1/6
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

These long-eared, horselike creatures are surefooted and sturdy. The statistics presented here could also describe burros.

**Carrying Capacity:** A light load for a donkey is up to 50 pounds; a medium load, 51–100 pounds; and a heavy load, 101–150 pounds. A donkey can drag 750 pounds.

**Combat**

A donkey bites only when it has no way to escape.

**Skills:** Donkeys have a +2 racial bonus on Balance checks.

## EAGLE

	Small Animal
<b>Hit Dice:</b>	1d8+1 (5 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	10 ft. (2 squares), fly 80 ft. (average)
<b>Armor Class:</b>	14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12
<b>Base Attack/Grapple:</b>	+0/–4
<b>Attack:</b>	Talons +3 melee (1d4)
<b>Full Attack:</b>	2 talons +3 melee (1d4) and bite –2 melee (1d4)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision
<b>Saves:</b>	Fort +3, Ref +4, Will +2
<b>Abilities:</b>	Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6
<b>Skills:</b>	Listen +2, Spot +14
<b>Feats:</b>	Weapon Finesse
<b>Environment:</b>	Temperate mountains
<b>Organization:</b>	Solitary or pair
<b>Challenge Rating:</b>	1/2
<b>Advancement:</b>	2–3 HD (Medium)

**Level Adjustment:** —

These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots.

A typical eagle is about 3 feet long and has a wingspan of about 7 feet. The statistics presented here can describe any similar-sized, diurnal bird of prey.

**Combat**

Eagles dive at prey, raking with their powerful talons.

**Skills:** Eagles have a +8 racial bonus on Spot checks.

## ELEPHANT

	Huge Animal
<b>Hit Dice:</b>	11d8+55 (104 hp)
<b>Initiative:</b>	+0
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	15 (–2 size, +7 natural), touch 8, flat-footed 15
<b>Base Attack/Grapple:</b>	+8/+26
<b>Attack:</b>	Gore +16 melee (2d8+15)
<b>Full Attack:</b>	Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); or gore +16 melee (2d8+15)
<b>Space/Reach:</b>	15 ft./10 ft.
<b>Special Attacks:</b>	Trample 2d8+15
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +12, Ref +7, Will +6
<b>Abilities:</b>	Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
<b>Skills:</b>	Listen +12, Spot +10
<b>Feats:</b>	Alertness, Endurance, Iron Will, Skill Focus (Listen)
<b>Environment:</b>	Warm plains

<b>Organization:</b>	Solitary or herd (6–30)
<b>Challenge Rating:</b>	7
<b>Advancement:</b>	12–22 HD (Huge)

**Level Adjustment:** —

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden.

This entry describes an African elephant. Indian elephants are slightly smaller and weaker (Strength 28), but more readily trained (Wisdom 15). These statistics can also represent prehistoric creatures such as mammoths and mastodons.

#### Combat

Elephants tend to charge at threatening creatures.

**Trample (Ex):** Reflex half DC 25. The save DC is Strength-based.

## HAWK

	Tiny Animal
<b>Hit Dice:</b>	1d8 (4 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	10 ft. (2 squares), fly 60 ft. (average)
<b>Armor Class:</b>	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
<b>Base Attack/Grapple:</b>	+0/–10
<b>Attack:</b>	Talons +5 melee (1d4–2)
<b>Full Attack:</b>	Talons +5 melee (1d4–2)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision
<b>Saves:</b>	Fort +2, Ref +5, Will +2
<b>Abilities:</b>	Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6
<b>Skills:</b>	Listen +2, Spot +14
<b>Feats:</b>	Weapon Finesse
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary or pair
<b>Challenge Rating:</b>	1/3
<b>Advancement:</b>	—

**Level Adjustment:** —

These creatures are similar to eagles but slightly smaller: 1 to 2 feet long, with wingspans of 6 feet or less.

#### Combat

Hawks combine both talons into a single attack.

**Skills:** Hawks have a +8 racial bonus on Spot checks.

## HORSE

Horses are widely domesticated for riding and as beasts of burden.

#### Combat

A horse not trained for war does not normally use its hooves to attack. Its hoof attack is treated as a secondary attack and adds only half the horse's Strength bonus to damage. (These secondary attacks are noted with an asterisk in the Attack and Full Attack entries for the heavy horse and the light horse.)

	Horse, Heavy
	Large Animal
<b>Hit Dice:</b>	3d8+6 (19 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	50 ft. (10 squares)
<b>Armor Class:</b>	13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
<b>Base Attack/Grapple:</b>	+2/+9
<b>Attack:</b>	Hoof –1 melee (1d6+1*)
<b>Full Attack:</b>	2 hooves –1 melee (1d6+1*)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	—

<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +5, Ref +4, Will +2
<b>Abilities:</b>	Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Listen +4, Spot +4
<b>Feats:</b>	Endurance, Run
<b>Environment:</b>	Temperate plains
<b>Organization:</b>	Domesticated
<b>Challenge Rating:</b>	1
<b>Advancement:</b>	—

**Level Adjustment:** —

The statistics presented here describe large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A heavy horse cannot fight while carrying a rider.

**Carrying Capacity:** A light load for a heavy horse is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds. A heavy horse can drag 3,000 pounds.

	Horse, Light
	Large Animal
<b>Hit Dice:</b>	3d8+6 (19 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	60 ft. (12 squares)
<b>Armor Class:</b>	13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
<b>Base Attack/Grapple:</b>	+2/+8
<b>Attack:</b>	Hoof –2 melee (1d4+1*)
<b>Full Attack:</b>	2 hooves –2 melee (1d4+1*)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +5, Ref +4, Will +2
<b>Abilities:</b>	Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Listen +4, Spot +4
<b>Feats:</b>	Endurance, Run
<b>Environment:</b>	Temperate plains
<b>Organization:</b>	Domesticated or herd (6–30)
<b>Challenge Rating:</b>	1
<b>Advancement:</b>	—

**Level Adjustment:** —

The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians as well as wild horses. These animals are usually ready for useful work by age two. A light horse cannot fight while carrying a rider.

**Carrying Capacity:** A light load for a light horse is up to 150 pounds; a medium load, 151–300 pounds; and a heavy load, 301–450 pounds. A light horse can drag 2,250 pounds.

	Warhorse, Heavy
	Large Animal
<b>Hit Dice:</b>	4d8+12 (30 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	50 ft. (10 squares)
<b>Armor Class:</b>	14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
<b>Base Attack/Grapple:</b>	+3/+11
<b>Attack:</b>	Hoof +6 melee (1d6+4)
<b>Full Attack:</b>	2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +7, Ref +5, Will +2

<b>Abilities:</b>	Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6
<b>Skills:</b>	Listen +5, Spot +4
<b>Feats:</b>	Endurance, Run
<b>Environment:</b>	Temperate plains
<b>Organization:</b>	Domesticated
<b>Challenge Rating:</b>	2
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

These animals are similar to heavy horses but are trained and bred for strength and aggression. A heavy warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

**Carrying Capacity:** A light load for a heavy warhorse is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A heavy warhorse can drag 4,500 pounds.

	Warhorse, Light
	Large Animal
<b>Hit Dice:</b>	3d8+9 (22 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	60 ft. (12 squares)
<b>Armor Class:</b>	14 (–1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
<b>Base Attack/Grapple:</b>	+2/+9
<b>Attack:</b>	Hoof +4 melee (1d4+3)
<b>Full Attack:</b>	2 hooves +4 melee (1d4+3) and bite –1 melee (1d3+1)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +6, Ref +4, Will +2
<b>Abilities:</b>	Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
<b>Skills:</b>	Listen +4, Spot +4
<b>Feats:</b>	Endurance, Run
<b>Environment:</b>	Temperate plains
<b>Organization:</b>	Domesticated
<b>Challenge Rating:</b>	1
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

These animals are similar to light horses but are trained and bred for strength and aggression. They usually are not ready for warfare before age three. A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

**Carrying Capacity:** A light load for a light warhorse is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A light warhorse can drag 3,450 pounds.

## HYENA

	Medium Animal
<b>Hit Dice:</b>	2d8+4 (13 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	50 ft. (10 squares)
<b>Armor Class:</b>	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
<b>Base Attack/Grapple:</b>	+1/+3
<b>Attack:</b>	Bite +3 melee (1d6+3)
<b>Full Attack:</b>	Bite +3 melee (1d6+3)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Trip
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +5, Ref +5, Will +1
<b>Abilities:</b>	Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6

<b>Skills:</b>	Hide +3*, Listen +6, Spot +4
<b>Feats:</b>	Alertness
<b>Environment:</b>	Warm deserts
<b>Organization:</b>	Solitary, pair, or pack (7–16)
<b>Challenge Rating:</b>	1
<b>Advancement:</b>	3 HD (Medium); 4–5 HD (Large)
<b>Level Adjustment:</b>	—

Hyenas are pack hunters infamous for their cunning and their unnerving vocalizations. The statistics presented here are for a striped hyena, which is about 3 feet long and weighs about 120 pounds.

#### Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

**Trip (Ex):** A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

**Skills:** \*Hyenas have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.

## LEOPARD

	Medium Animal
<b>Hit Dice:</b>	3d8+6 (19 hp)
<b>Initiative:</b>	+4
<b>Speed:</b>	40 ft (8 squares), climb 20 ft.
<b>Armor Class:</b>	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
<b>Base Attack/Grapple:</b>	+2/+5
<b>Attack:</b>	Bite +6 melee (1d6+3)
<b>Full Attack:</b>	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Improved grab, pounce, rake 1d3+1
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +5, Ref +7, Will +2
<b>Abilities:</b>	Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Balance +12, Climb +11, Hide +8*, Jump +11, Listen +6, Move Silently +8, Spot +6
<b>Feats:</b>	Alertness, Weapon Finesse
<b>Environment:</b>	Warm forests
<b>Organization:</b>	Solitary or pair
<b>Challenge Rating:</b>	2
<b>Advancement:</b>	4–5 HD (Medium)
<b>Level Adjustment:</b>	—

These jungle cats are about 4 feet long and weigh about 120 pounds. They usually hunt at night. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions.

#### Combat

**Improved Grab (Ex):** To use this ability, a leopard must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a leopard charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +6 melee, damage 1d3+1.

**Skills:** Leopards have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Leopards have a +8 racial bonus on Balance and Climb checks. A leopard can always choose to take 10 on a Climb check, even if rushed or threatened. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

## LION

	Large Animal
<b>Hit Dice:</b>	5d8+10 (32 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
<b>Base Attack/Grapple:</b>	+3/+12

<b>Attack:</b>	Claw +7 melee (1d4+5)
<b>Full Attack:</b>	2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Pounce, improved grab, rake 1d4+2
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +6, Ref +7, Will +2
<b>Abilities:</b>	Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5
<b>Feats:</b>	Alertness, Run
<b>Environment:</b>	Warm plains
<b>Organization:</b>	Solitary, pair, or pride (6–10)
<b>Challenge Rating:</b>	3
<b>Advancement:</b>	6–8 HD (Large)

**Level Adjustment:** —

The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

**Combat**

**Pounce (Ex):** If a lion charges a foe, it can make a full attack, including two rake attacks.

**Improved Grab (Ex):** To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Rake (Ex):** Attack bonus +7 melee, damage 1d4+2.

**Skills:** Lions have a +4 racial bonus on Balance, Hide, and Move Silently checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

## LIZARD

	Tiny Animal
<b>Hit Dice:</b>	1/2 d8 (2 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	20 ft. (4 squares), climb 20 ft.
<b>Armor Class:</b>	14 (+2 size, +2 Dex), touch 14, flat-footed 12
<b>Base Attack/Grapple:</b>	+0/–12
<b>Attack:</b>	Bite +4 melee (1d4–4)
<b>Full Attack:</b>	Bite +4 melee (1d4–4)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision
<b>Saves:</b>	Fort +2, Ref +4, Will +1
<b>Abilities:</b>	Str 3, Dex 15, Con 10, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Balance +10, Climb +12, Hide +10, Listen +3, Spot +3
<b>Feats:</b>	Weapon Finesse
<b>Environment:</b>	Warm forests
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	1/6
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

The statistics presented here describe small, nonvenomous lizards of perhaps a foot or two in length, such as an iguana.

**Combat**

Lizards prefer flight to combat, but they can bite painfully if there is no other option.

**Skills:** Lizards have a +8 racial bonus on Balance checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Lizards use their Dexterity modifier instead of their Strength modifier for Climb checks.

## LIZARD, MONITOR

	Medium Animal
<b>Hit Dice:</b>	3d8+9 (22 hp)

<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft. (6 squares), swim 30 ft.
<b>Armor Class:</b>	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
<b>Base Attack/Grapple:</b>	+2/+5
<b>Attack:</b>	Bite +5 melee (1d8+4)
<b>Full Attack:</b>	Bite +5 melee (1d8+4)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision
<b>Saves:</b>	Fort +8, Ref +5, Will +2
<b>Abilities:</b>	Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11
<b>Feats:</b>	Alertness, Great Fortitude
<b>Environment:</b>	Warm forests
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	2
<b>Advancement:</b>	4–5 HD (Medium)

#### Level Adjustment:

—

This category includes fairly large, carnivorous lizards from 3 to 5 feet long.

#### Combat

Monitor lizards can be aggressive, using their powerful jaws to tear at prey or enemies.

**Skills:** A monitor lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Monitor lizards have a +4 racial bonus on Hide and Move Silently checks. \*In forested or overgrown areas, the Hide bonus improves to +8.

## MANTA RAY

Large Animal (Aquatic)

<b>Hit Dice:</b>	4d8 (18 hp)
<b>Initiative:</b>	+0
<b>Speed:</b>	Swim 30 ft. (6 squares)
<b>Armor Class:</b>	12 (–1 size, +3 natural), touch 9, flat-footed 12
<b>Base Attack/Grapple:</b>	+3/+9
<b>Attack:</b>	Ram –1 melee* (1d6+1)
<b>Full Attack:</b>	Ram –1 melee* (1d6+1)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision
<b>Saves:</b>	Fort +4, Ref +4, Will +2
<b>Abilities:</b>	Str 15, Dex 11, Con 10, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Listen +7, Spot +6, Swim +10
<b>Feats:</b>	Alertness, Endurance
<b>Environment:</b>	Warm aquatic
<b>Organization:</b>	Solitary or school (2–5)
<b>Challenge Rating:</b>	1
<b>Advancement:</b>	5–6 HD (Medium)

#### Level Adjustment:

—

These fish are nonaggressive and generally avoid contact with other creatures. They filter plankton and similar small organisms from the water through their gaping, toothless maws.

#### Combat

\*If threatened, a manta ray uses its size and weight to ram opponents. This is treated as a secondary attack.

**Skills:** A manta ray has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## MONKEY



	Tiny Animal
<b>Hit Dice:</b>	1d8 (4 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft. (6 squares), climb 30 ft.
<b>Armor Class:</b>	14 (+2 size, +2 Dex), touch 14, flat-footed 12
<b>Base Attack/Grapple:</b>	+0/−12
<b>Attack:</b>	Bite +4 melee (1d3−4)
<b>Full Attack:</b>	Bite +4 melee (1d3−4)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision
<b>Saves:</b>	Fort +2, Ref +4, Will +1
<b>Abilities:</b>	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
<b>Skills:</b>	Balance + 10, Climb +10, Hide +10, Listen +3, Spot +3
<b>Feats:</b>	Weapon Finesse
<b>Environment:</b>	Warm forests
<b>Organization:</b>	Troop (10–40)
<b>Challenge Rating:</b>	1/6
<b>Advancement:</b>	2–3 HD (Small)
<b>Level Adjustment:</b>	—

The statistics presented here can describe any arboreal monkey that is no bigger than a housecat, such as a colobus or capuchin.

#### Combat

Monkeys generally flee into the safety of the trees, but if cornered can fight ferociously.

**Skills:** Monkeys have a +8 racial bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.

## MULE

	Large Animal
<b>Hit Dice:</b>	3d8+9 (22 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	30 ft. (6 squares)
<b>Armor Class:</b>	13 (−1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
<b>Base Attack/Grapple:</b>	+2/+9
<b>Attack:</b>	Hoof +4 melee (1d4+3)
<b>Full Attack:</b>	2 hooves +4 melee (1d4+3)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +6, Ref +4, Will +1
<b>Abilities:</b>	Str 16, Dex 13, Con 17, Int 2, Wis 11, Cha 6
<b>Skills:</b>	Listen +6, Spot +6
<b>Feats:</b>	Alertness, Endurance
<b>Environment:</b>	Warm plains
<b>Organization:</b>	Domesticated
<b>Challenge Rating:</b>	1
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

Mules are sterile crossbreeds of donkeys and horses. A mule is similar to a light horse, but slightly stronger and more agile.

#### Combat

A mule's powerful kick can be dangerous.

**Carrying Capacity:** A light load for a mule is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A mule can drag 3,450 pounds.

**Skills:** Mules have a +2 racial bonus on Dexterity checks to avoid slipping or falling.

## OCTOPUS

	Small Animal (Aquatic)
<b>Hit Dice:</b>	2d8 (9 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	20 ft. (4 squares), swim 30 ft.
<b>Armor Class:</b>	16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13
<b>Base Attack/Grapple:</b>	+1/+2
<b>Attack:</b>	Arms +5 melee (0)
<b>Full Attack:</b>	Arms +5 melee (0) and bite +0 melee (1d3)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Improved grab
<b>Special Qualities:</b>	Ink cloud, jet, low-light vision
<b>Saves:</b>	Fort +3, Ref +6, Will +1
<b>Abilities:</b>	Str 12, Dex 17, Con 11, Int 2, Wis 12, Cha 3
<b>Skills:</b>	Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9
<b>Feats:</b>	Weapon Finesse
<b>Environment:</b>	Warm aquatic
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	1
<b>Advancement:</b>	3–6 HD (Medium)

### Level Adjustment: —

These bottom-dwelling sea creatures are dangerous only to their prey. If disturbed, they usually try to escape.

### Combat

**Improved Grab (Ex):** To use this ability, an octopus must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

**Ink Cloud (Ex):** An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Skills:** An octopus can change colors, giving it a +4 racial bonus on Hide checks. An octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. An octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## OCTOPUS, GIANT

	Large Animal (Aquatic)
<b>Hit Dice:</b>	8d8+11 (47 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	20 ft. (4 squares), swim 30 ft.
<b>Armor Class:</b>	18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
<b>Base Attack/Grapple:</b>	+6/+15
<b>Attack:</b>	Tentacle +10 melee (1d4+5)
<b>Full Attack:</b>	8 tentacles +10 melee (1d4+5) and bite +5 melee (1d8+2)
<b>Space/Reach:</b>	10 ft./10 ft. (20 ft. with tentacle)
<b>Special Attacks:</b>	Improved grab, constrict
<b>Special Qualities:</b>	Ink cloud, jet, low-light vision
<b>Saves:</b>	Fort +7, Ref +8, Will +3
<b>Abilities:</b>	Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3
<b>Skills:</b>	Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13
<b>Feats:</b>	Alertness, Skill Focus (Hide), Toughness
<b>Environment:</b>	Warm aquatic
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	8
<b>Advancement:</b>	9–12 HD (Large); 13–24 HD (Huge)

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**Level Adjustment:** —

These creatures are aggressive and territorial hunters, with arms reaching 10 feet or more in length. Their tentacles are studded with barbs and sharp-edged suckers.

**Combat**

An opponent can attack a giant octopus's tentacles with a sunder attempt as if they were weapons. A giant octopus's tentacles have 10 hit points each. If a giant octopus is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant octopus's tentacles deals 5 points of damage to the creature. A giant octopus usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 1d10+10 days.

**Constrict (Ex):** A giant octopus deals 2d8+6 points of damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, a giant octopus must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Ink Cloud (Ex):** A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** A giant octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Skills:** A giant octopus can change colors, giving it a +4 racial bonus on Hide checks. A giant octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks. A giant octopus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## OWL

	Tiny Animal
<b>Hit Dice:</b>	1d8 (4 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	10 ft. (2 squares), fly 40 ft. (average)
<b>Armor Class:</b>	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
<b>Base Attack/Grapple:</b>	+0/−11
<b>Attack:</b>	Talons +5 melee (1d4−3)
<b>Full Attack:</b>	Talons +5 melee (1d4−3)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision
<b>Saves:</b>	Fort +2, Ref +5, Will +2
<b>Abilities:</b>	Str 4, Dex 17, Con 10, Int 2, Wis 14, Cha 4
<b>Skills:</b>	Listen +14, Move Silently +17, Spot +6*
<b>Feats:</b>	Weapon Finesse
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	1/4
<b>Advancement:</b>	2 HD (Small)

**Level Adjustment:** —

The statistics presented here describe nocturnal birds of prey from 1 to 2 feet long, with wingspans up to 6 feet. They combine both talons into a single attack.

**Combat**

Owls swoop quietly down onto prey, attacking with their powerful talons.

**Skills:** Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Move Silently checks. \*They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

## PONY

	Medium Animal
<b>Hit Dice:</b>	2d8+2 (11 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	13 (+1 Dex, +2 natural), touch 11, flat-footed

	12
<b>Base Attack/Grapple:</b>	+1/+2
<b>Attack:</b>	Hoof –3 melee (1d3*)
<b>Full Attack:</b>	2 hooves –3 melee (1d3*)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +4, Ref +4, Will +0
<b>Abilities:</b>	Str 13, Dex 13, Con 12, Int 2, Wis 11, Cha 4
<b>Skills:</b>	Listen +5, Spot +5
<b>Feats:</b>	Endurance
<b>Environment:</b>	Temperate plains
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	1/4
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

The statistics presented here describe a small horse, under 5 feet tall at the shoulder. Ponies are otherwise similar to light horses and cannot fight while carrying a rider.

#### Combat

\*A pony not trained for war does not normally use its hooves to attack but rather to run. Its hoof attack is treated as a secondary attack and adds only half the pony's Strength bonus to damage.

**Carrying Capacity:** A light load for a pony is up to 75 pounds; a medium load, 76–150 pounds; and a heavy load, 151–225 pounds. A pony can drag 1,125 pounds.

## PONY, WAR

	Medium Animal
<b>Hit Dice:</b>	2d8+4 (13 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
<b>Base Attack/Grapple:</b>	+1/+3
<b>Attack:</b>	Hoof +3 melee (1d3+2)
<b>Full Attack:</b>	2 hooves +3 melee (1d3+2)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +5, Ref +4, Will +0
<b>Abilities:</b>	Str 15, Dex 13, Con 14, Int 2, Wis 11, Cha 4
<b>Skills:</b>	Listen +5, Spot +5
<b>Feats:</b>	Endurance
<b>Environment:</b>	Temperate plains
<b>Organization:</b>	Domesticated
<b>Challenge Rating:</b>	1/2
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

Warponies are bred for strength and aggression, and are similar to light warhorses.

#### Combat

A warpony can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

**Carrying Capacity:** A light load for a warpony is up to 100 pounds; a medium load, 101–200 pounds; and a heavy load, 201–300 pounds. A warpony can drag 1,500 pounds.

## PORPOISE

	Medium Animal
<b>Hit Dice:</b>	2d8+2 (11 hp)
<b>Initiative:</b>	+3

<b>Speed:</b>	Swim 80 ft. (16 squares)
<b>Armor Class:</b>	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
<b>Base Attack/Grapple:</b>	+1/+1
<b>Attack:</b>	Slam +4 melee (2d4)
<b>Full Attack:</b>	Slam +4 melee (2d4)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Blindsight 120 ft., hold breath, low-light vision
<b>Saves:</b>	Fort +4, Ref +6, Will +1
<b>Abilities:</b>	Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Listen +8*, Spot +7*, Swim +8
<b>Feats:</b>	Weapon Finesse
<b>Environment:</b>	Temperate aquatic
<b>Organization:</b>	Solitary, pair, or school (3–20)
<b>Challenge Rating:</b>	1/2
<b>Advancement:</b>	3–4 HD (Medium); 5–6 HD (Large)
<b>Level Adjustment:</b>	—

Porpoises are mammals that tend to be playful, friendly, and helpful. A typical porpoise is 4 to 6 feet long and weighs 110 to 160 pounds. The statistics presented here can describe any small whale of similar size.

#### Combat

**Blindsight (Ex):** Porpoises can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human’s.

**Hold Breath (Ex):** A porpoise can hold its breath for a number of rounds equal to 6 x its Constitution score before it risks drowning.

**Skills:** A porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

## RAT

	Tiny Animal
<b>Hit Dice:</b>	1/4 d8 (1 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	15 ft. (3 squares), climb 15 ft., swim 15 ft.
<b>Armor Class:</b>	14 (+2 size, +2 Dex), touch 14, flat-footed 12
<b>Base Attack/Grapple:</b>	+0/–12
<b>Attack:</b>	Bite +4 melee (1d3–4)
<b>Full Attack:</b>	Bite +4 melee (1d3–4)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +2, Ref +4, Will +1
<b>Abilities:</b>	Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
<b>Skills:</b>	Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10
<b>Feats:</b>	Weapon Finesse
<b>Environment:</b>	Any
<b>Organization:</b>	Plague (10–100)
<b>Challenge Rating:</b>	1/8
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

These omnivorous rodents thrive almost anywhere.

#### Combat

Rats usually run away. They bite only as a last resort.

**Skills:** Rats have a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim

checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## RAVEN

	Tiny Animal
<b>Hit Dice:</b>	1/4 d8 (1 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	10 ft. (2 squares), fly 40 ft. (average)
<b>Armor Class:</b>	14 (+2 size, +2 Dex), touch 14, flat-footed 12
<b>Base Attack/Grapple:</b>	+0/−13
<b>Attack:</b>	Claws +4 melee (1d2−5)
<b>Full Attack:</b>	Claws +4 melee (1d2−5)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Low-light vision
<b>Saves:</b>	Fort +2, Ref +4, Will +2
<b>Abilities:</b>	Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6
<b>Skills:</b>	Listen +3, Spot +5
<b>Feats:</b>	Weapon Finesse
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	1/6
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. They combine both claws into a single attack. The statistics presented here can describe most nonpredatory birds of similar size.

## RHINOCEROS

	Large Animal
<b>Hit Dice:</b>	8d8+40 (76 hp)
<b>Initiative:</b>	+0
<b>Speed:</b>	30 ft. (6 squares)
<b>Armor Class:</b>	16 (−1 size, +7 natural), touch 9, flat-footed 16
<b>Base Attack/Grapple:</b>	+6/+18
<b>Attack:</b>	Gore +13 melee (2d6+12)
<b>Full Attack:</b>	Gore +13 melee (2d6+12)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Powerful charge
<b>Special Qualities:</b>	Low-light vision
<b>Saves:</b>	Fort +11, Ref +6, Will +3
<b>Abilities:</b>	Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2
<b>Skills:</b>	Listen +14, Spot +3
<b>Feats:</b>	Alertness, Endurance, Improved Natural Attack (gore)
<b>Environment:</b>	Warm plains
<b>Organization:</b>	Solitary or herd (2–12)
<b>Challenge Rating:</b>	4
<b>Advancement:</b>	9–12 HD (Large); 13–24 HD (Huge)
<b>Level Adjustment:</b>	—

The rhinoceros is infamous for its bad temper and willingness to charge intruders.

The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 6,000 pounds. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).

Combat

When it is harassed or annoyed, a rhinoceros lowers its head and charges.

**Powerful Charge (Ex):** A rhinoceros deals 4d6+24 points of damage when it makes a charge.

## SHARK

	<b>Shark, Medium</b>	<b>Shark, Large</b>	<b>Shark, Huge</b>
	Medium Animal (Aquatic)	Large Animal (Aquatic)	Huge Animal (Aquatic)
<b>Hit Dice:</b>	3d8+3 (16 hp)	7d8+7 (38 hp)	10d8+20 (65 hp)
<b>Initiative:</b>	+2	+6	+6
<b>Speed:</b>	Swim 60 ft. (12 squares)	Swim 60 ft. (12 squares)	Swim 60 ft. (12 squares)
<b>Armor Class:</b>	15 (+2 Dex, +3 natural), touch 12, flat-footed 13	15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13	15 (–2 size, +2 Dex, +5 natural), touch 10, flat-footed 13
<b>Base Attack/Grapple:</b>	+2/+3	+5/+12	+7/+20
<b>Attack:</b>	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
<b>Full Attack:</b>	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
<b>Space/Reach:</b>	5 ft./5 ft.	10 ft./5 ft.	15 ft./10 ft.
<b>Special Attacks:</b>	—	—	—
<b>Special Qualities:</b>	Blindsense, keen scent	Blindsense, keen scent	Blindsense, keen scent
<b>Saves:</b>	Fort +4, Ref +5, Will +2	Fort +8, Ref +7, Will +3	Fort +11, Ref +9, Will +4
<b>Abilities:</b>	Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Listen +6, Spot +6, Swim +9	Listen +8, Spot +7, Swim +11	Listen +10, Spot +10, Swim +13
<b>Feats:</b>	Alertness, Weapon Finesse	Alertness, Great Fortitude, Improved Initiative	Alertness, Great Fortitude, Improved Initiative, Iron Will
<b>Environment:</b>	Cold aquatic	Cold aquatic	Cold aquatic
<b>Organization:</b>	Solitary, school (2–5), or pack (6–11)	Solitary, school (2–5), or pack (6–11)	Solitary, school (2–5), or pack (6–11)
<b>Challenge Rating:</b>	1	2	4
<b>Advancement:</b>	4–6 HD (Medium)	8–9 HD (Large)	11–17 HD (Huge)
<b>Level Adjustment:</b>	—	—	—

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

### Combat

Sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

**Blindsense (Ex):** A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

**Keen Scent (Ex):** A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

**Skills:** A shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## SNAKE

Snakes usually are not aggressive and flee when confronted.

**Skills:** Snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A snake can always choose to take 10 on a Climb check, even if rushed or threatened. Snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher. A snake has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

### Constrictor Snake

	Medium Animal
<b>Hit Dice:</b>	3d8+6 (19 hp)
<b>Initiative:</b>	+3



<b>Speed:</b>	20 ft. (4 squares), climb 20 ft., swim 20 ft.
<b>Armor Class:</b>	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
<b>Base Attack/Grapple:</b>	+2/+5
<b>Attack:</b>	Bite +5 melee (1d3+4)
<b>Full Attack:</b>	Bite +5 melee (1d3+4)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Constrict 1d3+4, improved grab
<b>Special Qualities:</b>	Scent
<b>Saves:</b>	Fort +4, Ref +6, Will +2
<b>Abilities:</b>	Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11
<b>Feats:</b>	Alertness, Toughness
<b>Environment:</b>	Warm forests
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	2
<b>Advancement:</b>	4–5 HD (Medium); 6–10 HD (Large)

#### Level Adjustment: —

Constrictor snakes usually are not aggressive and flee when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict.

#### Combat

Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

**Constrict (Ex):** On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

**Improved Grab (Ex):** To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

### Constrictor Snake, Giant

	Huge Animal
<b>Hit Dice:</b>	11d8+14 (63 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	20 ft. (4 squares), climb 20 ft., swim 20 ft.
<b>Armor Class:</b>	15 (–2 size, +3 Dex, +4 natural), touch 11, flat-footed 12
<b>Base Attack/Grapple:</b>	+8/+23
<b>Attack:</b>	Bite +13 melee (1d8+10)
<b>Full Attack:</b>	Bite +13 melee (1d8+10)
<b>Space/Reach:</b>	15 ft./10 ft.
<b>Special Attacks:</b>	Constrict 1d8+10, improved grab
<b>Special Qualities:</b>	Scent
<b>Saves:</b>	Fort +8, Ref +10, Will +4
<b>Abilities:</b>	Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16
<b>Feats:</b>	Alertness, Endurance, Skill Focus (Hide), Toughness
<b>Environment:</b>	Warm forests
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	5
<b>Advancement:</b>	12–16 HD (Huge); 17–33 HD (Gargantuan)

#### Level Adjustment: —

Giant constrictor snakes are more aggressive than their smaller cousins, principally because they need a great amount of food to survive.

### Viper Snake

	Snake, Tiny Viper	Snake, Small Viper
	Tiny Animal	Small Animal
<b>Hit Dice:</b>	1/4 d8 (1 hp)	1d8 (4 hp)
<b>Initiative:</b>	+3	+3
<b>Speed:</b>	15 ft. (3 squares), climb 15 ft., swim 15 ft.	20 ft. (4 squares), climb 20 ft., swim 20 ft.
<b>Armor Class:</b>	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-



	footed 14	footed 14
<b>Base</b>	+0/–11	+0/–6
<b>Attack/Grapple:</b>		
<b>Attack:</b>	Bite +5 melee (1 plus poison)	Bite +4 melee (1d2–2 plus poison)
<b>Full Attack:</b>	Bite +5 melee (1 plus poison)	Bite +4 melee (1d2–2 plus poison)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.	5 ft./5 ft.
<b>Special Attacks:</b>	Poison	Poison
<b>Special Qualities:</b>	Scent	Scent
<b>Saves:</b>	Fort +2, Ref +5, Will +1	Fort +2, Ref +5, Will +1
<b>Abilities:</b>	Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5	Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6
<b>Feats:</b>	Weapon Finesse	Weapon Finesse
<b>Environment:</b>	Temperate marshes	Temperate marshes
<b>Organization:</b>	Solitary	Solitary
<b>Challenge Rating:</b>	1/3	1/2
<b>Advancement:</b>	—	—
<b>Level Adjustment:</b>	—	—

	<b>Snake, Medium Viper</b>	<b>Snake, Large Viper</b>	<b>Snake, Huge Viper</b>
	Medium Animal	Large Animal	Huge Animal
<b>Hit Dice:</b>	2d8 (9 hp)	3d8 (13 hp)	6d8+6 (33 hp)
<b>Initiative:</b>	+3	+7	+6
<b>Speed:</b>	20 ft. (4 squares), climb 20 ft., swim 20 ft.	20 ft. (4 squares), climb 20 ft., swim 20 ft.	20 ft. (4 squares), climb 20 ft., swim 20 ft.
<b>Armor Class:</b>	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12	15 (–2 size, +2 Dex, +5 natural), touch 10, flat-footed 15
<b>Base</b>	+1/+0	+2/+6	+4/+15
<b>Attack/Grapple:</b>			
<b>Attack:</b>	Bite +4 melee (1d4–1 plus poison)	Bite +4 melee (1d4 plus poison)	Bite +6 melee (1d6+4 plus poison)
<b>Full Attack:</b>	Bite +4 melee (1d4–1 plus poison)	Bite +4 melee (1d4 plus poison)	Bite +6 melee (1d6+4 plus poison)
<b>Space/Reach:</b>	5 ft./5 ft.	10 ft./5 ft.	15 ft./10 ft.
<b>Special Attacks:</b>	Poison	Poison	Poison
<b>Special Qualities:</b>	Scent	Scent	Scent
<b>Saves:</b>	Fort +3, Ref +6, Will +1	Fort +3, Ref +6, Will +2	Fort +6, Ref +7, Will +3
<b>Abilities:</b>	Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7	Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8	Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11
<b>Feats:</b>	Weapon Finesse	Improved Initiative, Weapon Finesse	Improved Initiative, Run, Weapon Focus (bite)
<b>Environment:</b>	Temperate marshes	Temperate marshes	Temperate marshes
<b>Organization:</b>	Solitary	Solitary	Solitary
<b>Challenge Rating:</b>	1	2	3
<b>Advancement:</b>	—	—	7–18 HD (Huge)
<b>Level</b>	—	—	—
<b>Adjustment:</b>			

These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

#### Combat

Viper snakes rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC varies by the snake's size, as shown on the table below. The save DCs are Constitution-based.

<b>Size</b>	<b>Fort DC</b>
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Tiny	10
Small	10
Medium	11
Large	11
Huge	14

## SQUID

	Medium Animal (Aquatic)
<b>Hit Dice:</b>	3d8 (13 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	Swim 60 ft. (12 squares)
<b>Armor Class:</b>	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
<b>Base Attack/Grapple:</b>	+2/+8*
<b>Attack:</b>	Arms +4 melee (0)
<b>Full Attack:</b>	Arms +4 melee (0) and bite –1 melee (1d6+1)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Improved grab
<b>Special Qualities:</b>	Ink cloud, jet, low-light vision
<b>Saves:</b>	Fort +3, Ref +6, Will +2
<b>Abilities:</b>	Str 14, Dex 17, Con 11, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Listen +7, Spot +7, Swim +10
<b>Feats:</b>	Alertness, Endurance
<b>Environment:</b>	Temperate aquatic
<b>Organization:</b>	Solitary or school (6–11)
<b>Challenge Rating:</b>	1
<b>Advancement:</b>	4–6 HD (Medium); 7–11 HD (Large)
<b>Level Adjustment:</b>	—

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

### Combat

**Improved Grab (Ex):** To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. \*A squid has a +4 racial bonus on grapple checks.

**Ink Cloud (Ex):** A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Skills:** A squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line

## SQUID, GIANT

	Huge Animal (Aquatic)
<b>Hit Dice:</b>	12d8+18 (72 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	Swim 80 ft. (16 squares)
<b>Armor Class:</b>	17 (–2 size, +3 Dex, +6 natural), touch 11, flat-footed 14
<b>Base Attack/Grapple:</b>	+9/+29
<b>Attack:</b>	Tentacle +15 melee (1d6+8)
<b>Full Attack:</b>	10 tentacles +15 melee (1d6+8) and bite +10 melee (2d8+4)
<b>Space/Reach:</b>	15 ft./15 ft. (30 ft. with tentacle)
<b>Special Attacks:</b>	Constrict 1d6+8, improved grab
<b>Special Qualities:</b>	Ink cloud, jet, low-light vision

<b>Saves:</b>	Fort +9, Ref +11, Will +5
<b>Abilities:</b>	Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2
<b>Skills:</b>	Listen +10, Spot +11, Swim +16
<b>Feats:</b>	Alertness, Diehard, Endurance, Toughness (2)
<b>Environment:</b>	Temperate aquatic
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	9
<b>Advancement:</b>	13–18 HD (Huge); 19–36 HD (Gargantuan)

**Level Adjustment:** —

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet.

#### Combat

An opponent can attack a giant squid's tentacles with a sunder attempt as if they were weapons. A giant squid's tentacles have 10 hit points each. If a giant squid is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant squid's tentacles deals 5 points of damage to the creature. A giant squid usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

**Constrict (Ex):** A giant squid deals 1d6+8 points of damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. \*A giant squid has a +4 racial bonus on grapple checks.

**Ink Cloud (Ex):** A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

**Jet (Ex):** A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Skills:** A giant squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## TIGER

### Large Animal

<b>Hit Dice:</b>	6d8+18 (45 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	40 ft. (8 squares)
<b>Armor Class:</b>	14 (–1 size, +2 Dex, +3 natural), touch 11, flat-footed 12
<b>Base Attack/Grapple:</b>	+4/+14
<b>Attack:</b>	Claw +9 melee (1d8+6)
<b>Full Attack:</b>	2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3)
<b>Space/Reach:</b>	10 ft./5 ft.
<b>Special Attacks:</b>	Improved grab, pounce, rake 1d8+3
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +8, Ref +7, Will +3
<b>Abilities:</b>	Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11
<b>Feats:</b>	Alertness, Improved Natural Weapon (bite), and Improved Natural Weapon (claw).
<b>Environment:</b>	Warm forests
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	4
<b>Advancement:</b>	7–12 HD (Large); 13–18 HD (Huge)

**Level Adjustment:** —

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

#### Combat

**Improved Grab (Ex):** To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a tiger charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +9 melee, damage 1d8+3.

**Skills:** Tigers have a +4 racial bonus on Balance, Hide, and Move Silently checks. \*In areas of tall grass or heavy

undergrowth, the Hide bonus improves to +8.

## TOAD

	Diminutive Animal
<b>Hit Dice:</b>	1/4 d8 (1 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	5 ft. (1 square)
<b>Armor Class:</b>	15 (+4 size, +1 Dex), touch 15, flat-footed 14
<b>Base Attack/Grapple:</b>	+0/−17
<b>Attack:</b>	—
<b>Full Attack:</b>	—
<b>Space/Reach:</b>	1 ft./0 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Amphibious, low-light vision
<b>Saves:</b>	Fort +2, Ref +3, Will +2
<b>Abilities:</b>	Str 1, Dex 12, Con 11, Int 1, Wis 14, Cha 4
<b>Skills:</b>	Hide +21, Listen +4, Spot +4
<b>Feats:</b>	Alertness
<b>Environment:</b>	Temperate marshes
<b>Organization:</b>	Swarm (10–100)
<b>Challenge Rating:</b>	1/10
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

These diminutive amphibians are innocuous and beneficial, since they eat insects.

**Skills:** A toad's coloration gives it a +4 racial bonus on Hide checks.

## WEASEL

	Tiny Animal
<b>Hit Dice:</b>	1/2 d8 (2 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	20 ft. (4 squares), climb 20 ft.
<b>Armor Class:</b>	14 (+2 size, +2 Dex), touch 14, flat-footed 12
<b>Base Attack/Grapple:</b>	+0/−12
<b>Attack:</b>	Bite +4 melee (1d3–4)
<b>Full Attack:</b>	Bite +4 melee (1d3–4)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.
<b>Special Attacks:</b>	Attach
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +2, Ref +4, Will +1
<b>Abilities:</b>	Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5
<b>Skills:</b>	Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3
<b>Feats:</b>	Weapon Finesse
<b>Environment:</b>	Temperate hills
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	1/4
<b>Advancement:</b>	—
<b>Level Adjustment:</b>	—

These little mammals are aggressive predators but usually confine themselves to smaller prey. The statistics presented here can also apply to ferrets.

### Combat

**Attach (Ex):** If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Dexterity bonus to Armor Class and has an AC of 12. An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

**Skills:** Weasels have a +4 racial bonus on Move Silently checks and a +8 racial bonus on Balance and Climb checks. They use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or

threatened.

## WHALE

Some varieties of these seagoing mammals are among the largest animals known. Relatively small whales (such as the orca presented here) can be vicious predators, attacking virtually anything they detect.

**Blindsight (Ex):** Whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the whale to rely on its vision, which is approximately as good as a human’s.

**Hold Breath (Ex):** A whale can hold its breath for a number of rounds equal to 8 × its Constitution score before it risks drowning.

**Skills:** A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. \*A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

	Baleen Whale
	Gargantuan Animal
<b>Hit Dice:</b>	12d8+78 (132 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	Swim 40 ft. (8 squares)
<b>Armor Class:</b>	16 (–4 size, +1 Dex, +9 natural), touch 7, flat-footed 15
<b>Base Attack/Grapple:</b>	+9/+33
<b>Attack:</b>	Tail slap +17 melee (1d8+18)
<b>Full Attack:</b>	Tail slap +17 melee (1d8+18)
<b>Space/Reach:</b>	20 ft./15 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Blindsight 120 ft., hold breath, low-light vision
<b>Saves:</b>	Fort +14, Ref +9, Will +5
<b>Abilities:</b>	Str 35, Dex 13, Con 22, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Listen +15*, Spot +14*, Swim +20
<b>Feats:</b>	Alertness, Diehard, Endurance, Toughness (2)
<b>Environment:</b>	Warm aquatic
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	6
<b>Advancement:</b>	13–18 HD (Gargantuan); 19–36 HD (Colossal)

**Level Adjustment:** —

The statistics here describe a plankton-feeding whale between 30 and 60 feet long, such as gray, humpback, and right whales. These massive creatures are surprisingly gentle. If harassed or provoked, they are as likely to flee as they are to retaliate.

	Cachalot Whale
	Gargantuan Animal
<b>Hit Dice:</b>	12d8+87 (141 hp)
<b>Initiative:</b>	+1
<b>Speed:</b>	Swim 40 ft. (8 squares)
<b>Armor Class:</b>	16 (–4 size, +1 Dex, +9 natural), touch 7, flat-footed 15
<b>Base Attack/Grapple:</b>	+9/+33
<b>Attack:</b>	Bite +17 melee (4d6+12)
<b>Full Attack:</b>	Bite +17 melee (4d6+12) and tail slap +12 melee (1d8+6)
<b>Space/Reach:</b>	20 ft./15 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Blindsight 120 ft., hold breath, low-light vision
<b>Saves:</b>	Fort +15, Ref +9, Will +6
<b>Abilities:</b>	Str 35, Dex 13, Con 24, Int 2, Wis 14, Cha 6
<b>Skills:</b>	Listen +15*, Spot +14*, Swim +20
<b>Feats:</b>	Alertness, Diehard, Endurance, Improved Natural Attack (bite),

	Toughness
<b>Environment:</b>	Temperate aquatic
<b>Organization:</b>	Solitary or pod (6–11)
<b>Challenge Rating:</b>	7
<b>Advancement:</b>	13–18 HD (Gargantuan); 19–36 HD (Colossal)
<b>Level Adjustment:</b>	—

Also known as sperm whales, these creatures can be up to 60 feet long. They prey on giant squids.

	Orca
	Huge Animal
<b>Hit Dice:</b>	9d8+48 (88 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	Swim 50 ft. (10 squares)
<b>Armor Class:</b>	16 (–2 size, +2 Dex, +6 natural), touch 10, flat-footed 14
<b>Base Attack/Grapple:</b>	+6/+22
<b>Attack:</b>	Bite +12 melee (2d6+12)
<b>Full Attack:</b>	Bite +12 melee (2d6+12)
<b>Space/Reach:</b>	15 ft./10 ft.
<b>Special Attacks:</b>	—
<b>Special Qualities:</b>	Blindsight 120 ft., hold breath, low-light vision
<b>Saves:</b>	Fort +11, Ref +8, Will +5
<b>Abilities:</b>	Str 27, Dex 15, Con 21, Int 2, Wis 14, Cha 6
<b>Skills:</b>	Listen +14*, Spot +14*, Swim +16
<b>Feats:</b>	Alertness, Endurance, Run, Toughness
<b>Environment:</b>	Cold aquatic
<b>Organization:</b>	Solitary or pod (6–11)
<b>Challenge Rating:</b>	5
<b>Advancement:</b>	10–13 HD (Huge); 14–27 HD (Gargantuan)
<b>Level Adjustment:</b>	—

These ferocious creatures are about 30 feet long. They eat fish, squid, seals, and other whales.

## WOLF

	Medium Animal
<b>Hit Dice:</b>	2d8+4 (13 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	50 ft. (10 squares)
<b>Armor Class:</b>	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
<b>Base Attack/Grapple:</b>	+1/+2
<b>Attack:</b>	Bite +3 melee (1d6+1)
<b>Full Attack:</b>	Bite +3 melee (1d6+1)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Trip
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +5, Ref +5, Will +1
<b>Abilities:</b>	Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*
<b>Feats:</b>	Track <sup>B</sup> , Weapon Focus (bite)
<b>Environment:</b>	Temperate forests
<b>Organization:</b>	Solitary, pair, or pack (7–16)
<b>Challenge Rating:</b>	1
<b>Advancement:</b>	3 HD (Medium); 4–6 HD (Large)
<b>Level Adjustment:</b>	—

Wolves are pack hunters known for their persistence and cunning.

### Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the

flanks or rear.

**Trip (Ex):** A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

**Skills:** \*Wolves have a +4 racial bonus on Survival checks when tracking by scent.

## WOLVERINE

	Medium Animal
<b>Hit Dice:</b>	3d8+15 (28 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft. (6 squares), burrow 10 ft., climb 10 ft.
<b>Armor Class:</b>	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
<b>Base Attack/Grapple:</b>	+2/+4
<b>Attack:</b>	Claw +4 melee (1d4+2)
<b>Full Attack:</b>	2 claws +4 melee (1d4+2) and bite –1 melee (1d6+1)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Rage
<b>Special Qualities:</b>	Low-light vision, scent
<b>Saves:</b>	Fort +7, Ref +5, Will +2
<b>Abilities:</b>	Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10
<b>Skills:</b>	Climb +10, Listen +6, Spot +6
<b>Feats:</b>	Alertness, Toughness, Track <sup>B</sup>
<b>Environment:</b>	Cold forests
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	2
<b>Advancement:</b>	4–5 HD (Large)
<b>Level Adjustment:</b>	—

These creatures are similar to badgers but are bigger, stronger, and even more ferocious.

## COMBAT

**Rage (Ex):** A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and –2 to Armor Class. The creature cannot end its rage voluntarily.

**Skills:** Wolverines have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.