

Organization: Solitary, pair, or pride (6–10)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

This immense lion has a short mane and a spotted, tawny coat, but there ends the resemblance to a normal animal. This monstrous creature has bony protrusions around its eyes and shoulders, with spiked ridges running along the length of its back.

Dire lions are patient hunters, just like their smaller cousins, but apt to take on bigger prey.

Dire lions grow to be up to 15 feet long and weigh up to 3,500 pounds.

Combat

A dire lion attacks by running at prey, leaping, and clawing and biting as it rakes with its rear claws. It often jumps onto a creature larger than itself.

Improved Grab (Ex): To use this ability, a dire 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.

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

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

Skills: Dire lions have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

DIRE RAT

Small Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +3
Speed: 40 ft. (8 squares), climb 20 ft.
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/–4
Attack: Bite +4 melee (1d4 plus disease)
Full Attack: Bite +4 melee (1d4 plus disease)
Space/Reach: 5 ft./5 ft.
Special Attacks: Disease
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +5, Will +3
Abilities: Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11
Feats: Alertness, Weapon Finesse^B
Environment: Any
Organization: Solitary or pack (11–20)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small); 4–6 HD (Medium)
Level Adjustment: —

This enormous rat looks bigger and more vicious than most dogs. It has coarse, spiky fur, malevolent eyes, and a long, naked tail.

Dire rats are omnivorous scavengers, but will attack to defend their nests and territories.

A dire rat can grow to be up to 4 feet long and weigh over 50 pounds.

Combat

Dire rat packs attack fearlessly, biting and chewing with their sharp incisors.

Disease (Ex): Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Skills: Dire rats have a +8 racial bonus on Swim checks.

Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Dire rats use their Dexterity modifier for Climb and Swim checks.

DIRE SHARK

Huge Animal (Aquatic)
Hit Dice: 18d8+66 (147 hp)
Initiative: +2
Speed: Swim 60 ft. (12 squares)
Armor Class: 17 (–2 size, +2 Dex, +7 natural), touch 10, flat-footed 15
Base Attack/Grapple: +13/+27
Attack: Bite +18 melee (2d8+9)
Full Attack: Bite +18 melee (2d8+9)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, swallow whole
Special Qualities: Keen scent
Saves: Fort +14, Ref +13, Will +12
Abilities: Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10
Skills: Listen +12, Spot +11, Swim +14
Feats: Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)
Environment: Cold aquatic
Organization: Solitary or school (2–5)
Challenge Rating: 9
Treasure: None
Alignment: Always neutral
Advancement: 19–32 (Huge); 33–54 (Gargantuan)
Level Adjustment: —

This enormous sea monster has a streamlined body with a triangular fin atop its back, a toothy mouth set well under its long snout, and a symmetrical tail shaped like a crescent moon.

Dire sharks attack anything they perceive to be edible, even larger creatures.

This monstrous fish can grow to a length of 25 feet and weigh more than 20,000 pounds.

Combat

Dire sharks bite with their powerful jaws, swallowing smaller creatures in one gulp.

Improved Grab (Ex): To use this ability, a dire shark 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 try to swallow the foe in the following round.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.