

Library of the Lion

Compiled by Carlos Robledo
GA PFS

BRAVERY AND NOBILITY (subtier 1-2)**CR 1**

Young Foo Dog

NG Small outsider (animal, extraplanar, good)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8**DEFENSE****AC** 17, touch 15, flat-footed 13 (+4 Dex, +1 size, +2 natural)**hp** 13 (2d10+2)**Fort** +4, **Ref** +7, **Will** +3**Defensive Abilities** paired protectors, stony defense 2/day; **DR**5/bludgeoning; **Immune** poison, disease, paralysis, sleep**OFFENSE****Speed** 40 ft.**Melee** bite +3 (1d4+1)**STATISTICS****Str** 13, **Dex** 19, **Con** 13, **Int** 6, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +1; **CMD** 15 (19 vs. trip)**Feats** Iron Will, Skill Focus (Perception)**Skills** Acrobatics +8 (+12 when jumping), Perception +8; **Racial Modifiers**

+8 Acrobatics when jumping, +4 to survival when tracking by scent

Languages Celestial, Common**SQ** freeze**SPECIAL ABILITIES****Freeze (Ex)** You can hide in plain sight as an inanimate object.**Paired Protectors (Su)** If within 30 ft of another Foo creature, gain protection from evil.**Stony Defense (2/day) (Su)** As an immediate action gain hardness 8 but -10 ft to speed until end next turn.**4 Player Adjustment: Stony Defense only 1/day and remove DR****BRAVERY AND NOBILITY** (subtier 4-5)**CR 2**

Foo Dogs

NG Medium outsider (animal, extraplanar, good)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8**DEFENSE****AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)**hp** 17 (2d10+6)**Fort** +6, **Ref** +5, **Will** +3**Defensive Abilities** paired protectors, stony defense 2/day; **DR**5/bludgeoning; **Immune** poison, disease, paralysis, sleep**OFFENSE****Speed** 40 ft.**Melee** bite +4 (1d6+4)**STATISTICS****Str** 17, **Dex** 15, **Con** 17, **Int** 6, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +4; **CMD** 16 (20 vs. trip)**Feats** Iron Will, Skill Focus (Perception)**Skills** Acrobatics +6 (+10 when jumping), Perception +8; **Racial Modifiers**

+4 when jumping, +4 to survival when tracking by scent

Languages Celestial, Common**SQ** freeze**SPECIAL ABILITIES****Freeze (Ex)** You can hide in plain sight as an inanimate object.**Paired Protectors (Su)** If within 30 ft of another Foo creature, gain protection from evil.**Stony Defense (2/day) (Su)** As an immediate action gain hardness 8 but -10 ft to speed until end next turn.**4 Player Adjustment: Remove 1 Foo Dog**

PRIDE OF TALDOR

CR 4

FOO LION

NG Large outsider (augmented animal, good, extraplanar)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)

hp 42 (5d10+15)

Fort +7, **Ref** +7, **Will** +4

Defensive Abilities paired protectors, stony defense 5/day; **DR**

5/bludgeoning; **Immune** poison, disease, paralysis, sleep

OFFENSE

Speed 40 ft.

Melee bite +8 (1d8+6 plus grab), 2 claws +8 (1d6+6)

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

Special Attacks pounce, rake (2 claws +7, 1d4+5)

STATISTICS

Str 23, **Dex** 17, **Con** 17, **Int** 6, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +10 (+14 grapple); **CMD** 23 (27 vs. trip)

Feats Improved Initiative, Iron Will^B, Run, Skill Focus (Perception)

Skills Acrobatics +11 (+15 when jumping), Perception +8, Stealth +6 (+14 in undergrowth); **Racial Modifiers** +4 Acrobatics when jumping, +4 Perception, +4 Stealth (+8 in undergrowth)

Languages Celestial, Common

SQ freeze

SPECIAL ABILITIES

Freeze (Ex) You can hide in plain sight as an inanimate object.

Paired Protectors (Su) If within 30 ft of another Foo creature, gain protection from evil.

Stony Defense (5day) (Su) As an immediate action gain hardness 8 but -10 ft to speed until end next turn.