

This hunched giant exudes power and a crude, stupid anger, its filthy fur clothing bespeaking a brutish and backwoods lifestyle.

Jurn Hill Giant CR 7

XP 3,200

CE Large [humanoid](#) ([giant](#))

Init -1; **Senses** [low-light vision](#); [Perception](#) +6

DEFENSE

AC 22, [touch](#) 8, [flat-footed](#) 21 (+5 [armor](#), -1 [Dex](#), +9 [natural](#), -1 [size](#))

hp 85 (10d8+40)

Fort +11, **Ref** +2, **Will** +3

Defensive Abilities [rock catching](#)

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee [greatclub](#) +14/+9 (2d8+10) or 2 slams +13 (1d8+7)

Ranged rock +6 (1d8+10)

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

Special Attacks [rock throwing](#) (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +7; **CMB** +15; **CMD** 24

Feats [Cleave](#), [Intimidating Prowess](#), [Martial Weapon Proficiency](#)([greatclub](#)), [Power Attack](#), [Weapon Focus](#) ([greatclub](#))

Skills [Climb](#) +10, [Intimidate](#) +12, [Perception](#) +6

Languages Giant

Treasure Large Chainmail, Large Greatclub, 1d100 gp

This immense black wolf is the size of a horse, its fangs as large and sharp as knives.

Dire Wolf CR 3

XP 800

N Large [animal](#)

Init +2; **Senses** low-light vision, [scent](#); [Perception](#) +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 [Dex](#), +3 [natural](#), -1 [size](#))

hp 37 (5d8+15)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus [trip](#))

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

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. [trip](#))

Feats [Run](#), [Skill Focus](#) ([Perception](#)), [Weapon Focus](#) (bite)

Skills [Perception](#) +10, [Stealth](#) +3, [Survival](#) +1 (+5 [scent tracking](#)); **Racial Modifiers** +4 [Survival](#) when tracking by [scent](#)

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (3–8)

Treasure none

Frakas CR 5**XP 800**N Huge [animal](#)**Init** +2; **Senses** low-light vision, [scent](#); [Perception](#) +10

DEFENSE

AC 23, touch 12, flat-footed 19 (+4 [Dex](#), +6 natural, +5 armor, -2 size)**hp** 60 (5d8+15)**Fort** +9, **Ref** +8, **Will** +4

OFFENSE

Speed 50 ft.**Melee** bite +14 (1d10+13 plus [trip](#))**Space** 15 ft.; **Reach** 10 ft.

STATISTICS

Str 25, **Dex** 18, **Con** 23, **Int** 2, **Wis** 16, **Cha** 14**Base Atk** +3; **CMB** +8; **CMD** 28 (32 vs. trip)**Feats** [Run](#), [Skill Focus](#) ([Perception](#)), [Weapon Focus](#) (bite)**Skills** [Perception](#) +10, [Stealth](#) +3, [Survival](#) +1 (+5 scent tracking); **Racial Modifiers** +4 [Survival](#) when tracking by scent

ECOLOGY

Environment cold or temperate forests**Organization** solitary, pair, or pack (3–8)**Treasure** Huge Nonhumanoid Chainmail**Ogre CR 3****XP 800**CE Large [humanoid](#) ([giant](#))**Init** -1; **Senses** [darkvision](#) 60 ft., [low-light vision](#); [Perception](#) +5

DEFENSE

AC 17, [touch](#) 8, [flat-footed](#) 17 (+4 [armor](#), -1 [Dex](#), +5 [natural](#), -1 [size](#))**hp** 30 (4d8+12)**Fort** +6, **Ref** +0, **Will** +3

OFFENSE

Speed 30 ft. (40 ft. base)**Melee** [greatclub](#) +7 (2d8+7)**Ranged** [javelin](#) +1 (1d8+5)**Space** 10 ft.; **Reach** 10 ft.

TACTICS

Before Combat Ogres rarely lay ambushes, and when they do, it's not so much because they are crafty as because they are lazy. If they can kill a man with a well-thrown javelin, they don't have to fight or chase him down.**During Combat** Once battle is joined, ogres wade into the thick of melee, swinging their clubs at any target that presents itself.**Morale** When their prey turns out to be more dangerous than they thought, the rare moment of good sense seizes ogres; they flee if reduced to less than 5 hp.

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 7**Base Atk** +3; **CMB** +9; **CMD** 18**Feats** [Iron Will](#), [Toughness](#)**Skills** [Climb](#) +7, [Perception](#) +5**Languages** Giant **Treasure** standard (hide armor, greatclub, 4 javelins, other treasure)

Jurn Bruiser CR 9

XP 6,400

CE Large [humanoid](#) ([giant](#))

Init -1; **Senses** [low-light vision](#); [Perception](#) +6

DEFENSE

AC 22, [touch](#) 10, [flat-footed](#) 24 (+5 [armor](#), +1 [Dex](#), +9 [natural](#), -1 [size](#))

hp 105 (10d8+40)

Fort +11, **Ref** +2, **Will** +3

Defensive Abilities [rock catching](#)

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee 2 slams +15 (1d8+9)

Ranged rock +12 (1d8+12)

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

Special Attacks [rock throwing](#) (120 ft.)

STATISTICS

Str 29, **Dex** 12, **Con** 23, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +7; **CMB** +17; **CMD** 28

Feats [Cleave](#), [Intimidating Prowess](#), Awesome Blow, [Power Attack](#), Improved Bull Rush

Skills [Climb](#) +10, [Intimidate](#) +12, [Perception](#) +6

Languages Giant

Treasure Large Mwk Studded Leather, Large Adamantine Gauntlets

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

Large Air Elemental

CR 5

XP 1,600

N Large [outsider](#) ([air](#), [elemental](#), [extraplanar](#))

Init +11; **Senses** [darkvision](#) 60 ft.; [Perception](#) +11

DEFENSE

AC 21, touch 17, flat-footed 13 (+7 Dex, +1 dodge, +4 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +13, **Will** +2

Defensive Abilities [air mastery](#); **DR** 5/—; **Immune** [elemental traits](#)

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +14 (1d8+4)

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

Special Attacks [whirlwind](#) (DC 18, 10–40 ft.)

STATISTICS

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8, **CMB** +13; **CMD** 31

Feats [Combat Reflexes](#), [Dodge](#), [Flyby Attack](#), [Improved Initiative](#)^B, [Mobility](#), [Weapon Finesse](#)^B

Skills [Acrobatics](#) +15, [Escape Artist](#) +15, [Fly](#) +21, [Knowledge](#) (planes) +5, [Perception](#) +11, [Stealth](#) +11

Languages Auran

Air Mastery (Ex) Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

This giant has chiseled, muscular features and a flat, forward-sloping head, looking almost as if it were carved of stone.

Karax CR 8

XP 4,800

N Large [humanoid](#) ([giant](#))

Init +2; **Senses** [darkvision](#) 60 ft., low-light vision; [Perception](#) +12

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 102 (12d8+48)

Fort +12, **Ref** +6, **Will** +7

Defensive Abilities improved rock catching

OFFENSE

Speed 40 ft.

Melee greatclub +16/+11 (2d8+12) or 2 slams +16 (1d8+8)

Ranged rock +11/+6 (1d8+12)

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

Special Attacks [rock throwing](#) (180 ft.)

STATISTICS

Str 27, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +18; **CMD** 30

Feats [Iron Will](#), [Martial Weapon Proficiency](#) (greatclub), [Point Blank Shot](#), [Power Attack](#), [Precise Shot](#), [Quick Draw](#)

Skills [Climb](#) +12, [Intimidate](#) +12, [Perception](#) +12, [Stealth](#) +4 (+12 in rocky terrain); **Racial Modifiers** +8 [Stealth](#) in rocky terrain

Languages Common, Giant

Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its [Reflex](#) save when attempting to catch a thrown rock with [rock catching](#). This ability otherwise works like the [rock catching](#) ability.

Frost Giant CR 9

XP 6,400

CE Large [humanoid](#) ([cold](#), [giant](#))

Init -1; **Senses** [low-light vision](#); [Perception](#) +10

DEFENSE

AC 21, [touch](#) 8, [flat-footed](#) 21 (+4 [armor](#), -1 [Dex](#), +9 [natural](#), -1 [size](#))

hp 133 (14d8+70)

Fort +14, **Ref** +3, **Will** +6

Defensive Abilities [rock catching](#); Immune cold

Weaknesses [vulnerability](#) to fire

OFFENSE

Speed 40 ft.

Melee [greataxe](#) +18/+13 (3d6+13) or 2 slams +18 (1d8+9)

Ranged rock +9 (1d8+13)

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

Special Attacks [rock throwing](#) (120 ft.)

STATISTICS

Str 29, **Dex** 9, **Con** 21, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +10; **CMB** +20; **CMD** 29

Feats [Cleave](#), [Great Cleave](#), [Improved Overrun](#), [Improved Sunder](#), [Martial Weapon Proficiency](#) ([greataxe](#)), [Power Attack](#), [Skill Focus](#)([Stealth](#))

Skills [Climb](#) +13, [Craft](#) (any one) +7, [Intimidate](#) +7, [Perception](#) +10, [Stealth](#) +2 (+6 in snow);

Racial Modifiers +4 [Stealth](#) in snow

Languages Common, Giant

Merging the most horrifying features of carrion-fed insect and withered cadaver, this bony devil moves in unsettling lurches.

Bone Devil (Osyluth) CR 9

XP 6,400

LE Large [outsider](#) ([devil](#), [evil](#), [extraplanar](#), [lawful](#))

Init +9; **Senses** [darkvision](#) 60 ft., see in darkness; [Perception](#) +19; **Aura** fear aura (5 ft., DC 19, 1d6 rounds)

DEFENSE

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

hp 105 (10d10+50)

Fort +12, **Ref** +12, **Will** +7

DR 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 20

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +14 melee (1d8+5), 2 claws +14 melee (1d6+5), sting +14 melee (3d4+5 plus [poison](#))

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

Spell-Like Abilities (CL 12th)

Constant—[fly](#)

At will—[dimensional anchor](#), [greater teleport](#) (self plus 50 lbs. of objects only), [invisibility](#) (self only), [major image](#) (DC 17), [wall of ice](#)

3/day—[quicken](#) [invisibility](#) (self only)

1/day—[summon](#) (level 4, 1 bone devil, 35%)

STATISTICS

Str 21, **Dex** 21, **Con** 20, **Int** 16, **Wis** 15, **Cha** 18

Base Atk +10; **CMB** +16; **CMD** 31

Feats [Alertness](#), [Combat Reflexes](#), [Improved Initiative](#), [Iron Will](#), [Quicken Spell-Like Ability](#) ([invisibility](#))

Skills [Bluff](#) +17, [Diplomacy](#) +17, [Fly](#) +21, [Intimidate](#) +17, [Knowledge](#)(planes) +16, [Perception](#) +19, [Sense Motive](#) +19, [Spellcraft](#) +16, [Stealth](#) +14

Languages Celestial, Common, Draconic, Infernal; [telepathy](#) 100 ft.

SPECIAL ABILITIES

Poison (Ex)

Sting—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d3 Str [damage](#); cure 2 consecutive saves. The save DC is Constitution-based.

A pair of frozen, multifaceted eyes coldly judge all before this towering, insectile monstrosity.

Ice Devil (Gelugon)CR 13**XP 25,600**LE Large [outsider](#) ([devil](#), [evil](#), [extraplanar](#), [lawful](#))**Init** +9; **Senses** [darkvision](#) 60 ft., see in darkness; [Perception](#) +27**Aura** fear (10 ft., DC 22)

DEFENSE

AC 32, touch 14, flat-footed 27 (+5 Dex, +18 natural, -1 size)**hp** 161 (14d10+84); [regeneration](#) 5 (good weapons, good spells)**Fort** +15, **Ref** +14, **Will** +12**DR** 10/good; **Immune** fire, cold, poison; **Resist** acid 10; **SR** 24

OFFENSE

Speed 40 ft., fly 60 ft. (good)**Melee** +1 [frost spear](#) +21/+16/+11 (2d6+10/×3 plus 1d6 cold plus slow), bite +14 (2d6+6), tail +14 (3d6+3 plus slow)**Space** 10 ft.; **Reach** 10 ft.**Spell-Like Abilities** (CL 13th)Constant— [fly](#)At will— [cone of cold](#) (DC 20), [ice storm](#), [greater teleport](#) (self plus 50 lbs. of objects only), [persistent image](#) (DC 20), [wall of ice](#)(DC 19)1/day— [Summon](#) (level 4, 2 bone devils, 50%)

STATISTICS

Str 23, **Dex** 21, **Con** 22, **Int** 25, **Wis** 22, **Cha** 20**Base Atk** +14; **CMB** +21; **CMD** 36**Feats** [Alertness](#), [Cleave](#), [Combat Reflexes](#), [Improved Initiative](#), [Iron Will](#), [Power Attack](#), [Weapon Focus](#) (spear)**Skills** [Acrobatics](#) +22, [Bluff](#) +22, [Diplomacy](#) +22, [Fly](#) +13, [Intimidate](#)+19, [Knowledge](#) (planes) +24, [Knowledge](#) (any three others) +21, [Perception](#) +27, [Sense Motive](#) +27, [Spellcraft](#) +21, [Stealth](#) +18, [Survival](#) +23**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.**Slow (Su)**A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 [Fortitude](#) save or be affected as though by a [slow](#) spell for 1d6 rounds. This effect comes from the devil in the case of its weapon; it is not a quality possessed by the spear itself. The save DC is Constitution-based.

Armored Triceratops CR 8

XP 4,800

N Huge [animal](#)

Init -1; **Senses** [low-light vision](#), [scent](#); [Perception](#) +21

DEFENSE

AC 26, [touch](#) 7, [flat-footed](#) 26 (+5 Armor, -1 [Dex](#), +14 [natural](#), -2 [size](#))

hp 119 (14d8+56)

Fort +15, **Ref** +8, **Will** +5

OFFENSE

Speed 30 ft.

Melee gore +18 (2d10+12)

Space 15 ft.; **Reach** 15 ft.

Special Attacks [powerful charge](#) (gore, 4d10+16), [trample](#) (2d6+12, DC 25)

STATISTICS

Str 26, **Dex** 9, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +10; **CMB** +20; **CMD** 29 (33 vs. trip)

Feats [Great Fortitude](#), [Improved Bull Rush](#), [Improved Critical](#), [Power Attack](#), [Run](#), [Skill Focus \(Perception\)](#), [Weapon Focus](#) (gore)

Skills [Perception](#) +24

Gear Huge Nonhumanoid Chainmail, Huge Mwk Spiked "Boots," Huge Mwk Steel horn tips

This immense, wingless dragon rears up on a serpentine body. Its triple tail and powerful talons swipe at the air.

Linnorm, Crag CR 14

XP 38,400

CE Gargantuan [dragon](#)

Init +8; **Senses** [darkvision](#) 120 ft., [low-light vision](#), [scent](#), [true seeing](#); [Perception](#) +22

DEFENSE

AC 29, touch 10, [flat-footed](#) 25 (+4 [Dex](#), +19 natural, -4 size)

hp 202 (15d12+105); [regeneration](#) 10 (cold iron)

Fort +16, **Ref** +15, **Will** +13

Defensive Abilities [freedom of movement](#); **DR** 15/cold iron; **Immune** curse effects, fire, mind-affecting effects, [paralysis](#), [poison](#), [sleep](#); **SR** 25

OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +23 (2d8+12/19–20 plus [poison](#)), 2 claws +23 (1d8+12), tail +18 (2d6+6 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks [breath weapon](#), [constrict](#) (tail, 2d6+18), death curse

STATISTICS

Str 34, **Dex** 18, **Con** 25, **Int** 5, **Wis** 18, **Cha** 21

Base Atk +15; **CMB** +31 (+35 [grapple](#)); **CMD** 45 (can't be [tripped](#))

Feats [Blind-Fight](#), [Cleave](#), [Combat Reflexes](#), [Improved Bull Rush](#), [Improved Critical](#) (bite), [Improved Initiative](#), [Lightning Reflexes](#), [Power Attack Skills](#) [Fly](#) +16, [Perception](#) +22, [Swim](#) +38

Languages Aklo, Draconic, Sylvan

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a [standard action](#), a crag linnorm can expel a 120-foot line of magma, dealing 15d8 points of fire damage to all creatures struck ([Reflex](#) DC 24 halves). This line of magma remains red-hot for 1 round after the linnorm creates it. Creatures that took damage on the first round take 6d6 fire damage the second round ([Reflex](#) DC 24 negates), as does any creature that walks across the line of magma. If the magma was expelled while the linnorm was airborne, it instead rains downward during the second round as a sheet of fire no more than 60 feet high that does 6d6 damage ([Reflex](#) DC 24 negates) to any creature that passes through it. On the third round, the line of magma cools to a thin layer of brittle stone that quickly degrades to powder and sand over the course of several hours; magma that's turned to a sheet of fire is consumed entirely during the second round, leaving behind only a stain of smoke in the air that swiftly disperses.

The save DC is [Constitution](#)-based.

Death Curse (Su) When a creature slays a crag linnorm, the slayer is affected by the curse of fire. [Curse of Fire](#): save Will DC 22; *effect* creature gains [vulnerability](#) to fire. The save DC is [Charisma](#)-based.

Freedom of Movement (Ex) A crag linnorm is under the constant effect of [freedom of movement](#), as per the spell of the same name. This effect cannot be dispelled.

Poison (Su) Bite—injury; save [Fort](#) DC 24; *frequency* 1/round for 10 rounds; *effect* 2d6 fire damage and 1d4 [Con](#) drain; *cure* 2 consecutive saves. The save DC is [Constitution](#)-based.

True Seeing (Ex) A crag linnorm has constant [true seeing](#), as per the spell of the same name.

This strange, beautiful woman has flesh that seems made of wood and vibrant hair that resembles leaves and blossoms.

Th'Telis CR 4

XP 1200

CG Medium fey [Advanced Dryad](#)

Init +6; **Senses** [low-light vision](#); [Perception](#) +13

DEFENSE

AC 21, [touch](#) 16, [flat-footed](#) 15 (+6 [Dex](#), +5 [natural](#))

hp 39 (6d6+18)

Fort +7, **Ref** +11, **Will** +9

DR 5/[cold iron](#)

Weaknesses tree dependent

OFFENSE

Speed 30 ft.

Melee [dagger](#) +9 (1d4)

Ranged masterwork [longbow](#) +10 (1d8)

Spell-Like Abilities (CL 6th)

Constant—[speak with plants](#)

At will—[entangle](#) (DC 15), [tree shape](#), [wood shape](#) (1 lb. only)

3/day—[charm person](#) (DC 15), [deep slumber](#) (DC 17), [tree stride](#)

1/day—[suggestion](#) (DC 17)

STATISTICS

Str 14, **Dex** 23, **Con** 17, **Int** 18, **Wis** 19, **Cha** 22

Base Atk +3; **CMB** +7; **CMD** 21

Feats [Great Fortitude](#), [Stealthy](#), [Weapon Finesse](#)

Skills [Climb](#) +11, [Craft](#) (sculpture) +13, [Escape Artist](#) +17, [Handle Animal](#) +12, [Knowledge](#) (nature) +13, [Perception](#) +13, [Stealth](#) +17, [Survival](#) +10; **Racial Modifiers** +8 [Craft](#) (wood)

Languages Common, Elven, Sylvan; [speak with plants](#)

SQ tree meld, [wild empathy](#), woodcraft

SPECIAL ABILITIES

Tree Meld (Su)

A [dryad](#) can meld with any tree, similar to how the spell [meld into stone](#) functions. She can remain melded with a tree as long as she wishes.

Tree Dependent (Su)

A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes [sickened](#). Every hour thereafter, she must make a DC 15 [Fortitude](#) save to resist becoming [nauseated](#) for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of [Constitution damage](#), and another 1d6 points of [Constitution damage](#) every day that follows—eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 [Will](#) save.

Wild Empathy (Su)

This works like the [druid's wild empathy](#) class feature, except the dryad has a +6 [racial bonus](#) on the check. Dryads with [druid](#) levels add this racial modifier to their [wild empathy](#) checks.

Woodcraft (Ex)

A dryad has a +6 [racial bonus](#) to [Craft](#) checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

Naazza CR 5**XP 1,200****CN** Medium fey Advanced Satyr**Init** +4; **Senses** [low-light vision](#); [Perception](#) +20

DEFENSE

AC 22, [touch](#) 15, [flat-footed](#) 17 (+4 Dex, +1 [dodge](#), +7 natural)**hp** 60 (8d6+32)**Fort** +6, **Ref** +8, **Will** +8**DR** 5/cold iron

OFFENSE

Speed 40 ft.**Melee** dagger +8 (1d4+4/19–20), horns +3 (1d6+3)**Ranged** short bow +8 (1d6/×3)**Special Attacks** pipes**Spell-Like Abilities** (CL 8th)**At will**—[charm person](#) (DC 17), [dancing lights](#), [ghost sound](#) (DC 16), [sleep](#) (DC 17), [suggestion](#) (DC 19)**1/day**—[fear](#) (DC 20), [summon nature's ally III](#)

STATISTICS

Str 18, **Dex** 19, **Con** 19, **Int** 16, **Wis** 18, **Cha** 23**Base Atk** +4; **CMB** +8; **CMD*** 22**Feats** [Dodge](#), [Mobility](#), [Skill Focus](#) ([Perception](#)), [Weapon Finesse](#)**Skills** [Bluff](#) +17, [Diplomacy](#) +17, [Disguise](#) +11, [Intimidate](#) +11, [Knowledge](#)(nature) +12, [Perception](#) +20, [Perform](#) (wind instruments) +21, [Stealth](#)+19, [Survival](#) +9; **Racial Modifiers** +4 [Perception](#), +4 [Perform](#), +4 [Stealth](#)**Languages** Common, Sylvan

SPECIAL ABILITIES

Pipes (Su)

A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 20 [Will](#) save or be affected by [charm person](#), [fear](#), [sleep](#), or [suggestion](#), depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other [spell-like abilities](#) as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is [Charisma](#)-based.

Giant Dire Bear CR 8

XP 3,200

N Huge [animal](#)

Init +5; Senses [low-light vision](#), [scent](#); [Perception](#) +12

DEFENSE

AC 21, [touch](#) 9, [flat-footed](#) 21 (+0 [Dex](#), +12 [natural](#), -1 [size](#))

hp 115 (10d8+65)

Fort +12, Ref +8, Will +4

OFFENSE

Speed 40 ft.

Melee 2 claws +15 (1d8+9 plus [grab](#)), bite +15 (1d10+9)

Space 15 ft.; Reach 10 ft.

STATISTICS

Str 29, Dex 11, Con 25, Int 2, Wis 12, Cha 10

Base Atk +7; CMB +15 (+19 [grapple](#)); CMD 26 (30 vs. [trip](#))

Feats [Endurance](#), [Improved Initiative](#), [Iron Will](#), [Run](#), [Skill Focus](#)([Perception](#))

Skills [Perception](#) +12, [Swim](#) +21; Racial Modifiers +4 [Swim](#)

Hill Giant CR 7

XP 3,200

CE Large [humanoid](#) ([giant](#))

Init -1; Senses [low-light vision](#); [Perception](#) +6

DEFENSE

AC 21, [touch](#) 8, [flat-footed](#) 21 (+4 [armor](#), -1 [Dex](#), +9 [natural](#), -1 [size](#))

hp 85 (10d8+40)

Fort +11, Ref +2, Will +3

Defensive Abilities [rock catching](#)

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee [greatclub](#) +14/+9 (2d8+10) or 2 slams +13 (1d8+7)

Ranged rock +6 (1d8+10)

Space 10 ft.; Reach 10 ft.

Special Attacks [rock throwing](#) (120 ft.)

STATISTICS

Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7

Base Atk +7; CMB +15; CMD 24

Feats [Cleave](#), [Intimidating Prowess](#), [Martial Weapon Proficiency](#)([greatclub](#)), [Power Attack](#), [Weapon Focus](#) ([greatclub](#))

Skills [Climb](#) +10, [Intimidate](#) +12, [Perception](#) +6

Languages Giant

This lumbering, filthy, two-headed giant wears tattered remnants of leather armor and clutches a large flail in each fist.

Ettin (CR 6)

XP 2,400

CE Large [humanoid \(giant\)](#)

Init +3; **Senses** low-light vision; [Perception](#) +12

DEFENSE

AC 18, touch 8, flat-footed 18; (+2 armor, -1 Dex, +8 natural, -1 size)

hp 65 (10d8+20)

Fort +9, **Ref** +2, **Will** +5

OFFENSE

Speed 40 ft.

Melee 2 flails +12/+7 (2d6+6)

Ranged 2 javelins +5 (1d8+6)

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

Special Attacks superior two-weapon fighting

STATISTICS

Str 23, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 11

Base Atk +7; **CMB** +14; **CMD** 23

Feats [Cleave](#), [Improved Initiative](#), [Improved Overrun](#), [Iron Will](#), [Power Attack](#)

Skills [Handle Animal](#) +8, [Perception](#) +12; **Racial Modifiers** +4 on [Perception](#)

Languages pidgin of Giant, Goblin, and Orc

SPECIAL ABILITIES

Superior Two-Weapon Fighting (Ex)

An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

Troll (CR 5)

XP 1,600

CE Large [humanoid \(giant\)](#)

Init +2; **Senses** [darkvision](#) 60 ft., [low-light vision](#), [scent](#); [Perception](#) +8

DEFENSE

AC 16, [touch](#) 11, [flat-footed](#) 14; (+2 [Dex](#), +5 [natural](#), -1 [size](#))

hp 63 (6d8+36); [regeneration](#) 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

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

Special Attacks [rend](#) (2 claws, 1d6+7)

TACTICS

During Combat Trolls are single-minded berserkers in combat. They attack the nearest foe without hesitation and don't stop until that foe is down.

Morale Because of their regenerative abilities, trolls are fearless. Even flames or the presence of acid don't slow them down—they always fight to the death.

STATISTICS

Str 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +4; **CMB** +10; **CMD** 22

Feats [Intimidating Prowess](#), [Iron Will](#), [Skill Focus \(Perception\)](#)

Skills [Intimidate](#) +9, [Perception](#) +8

Languages Giant

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

Medium Earth Elemental CR 3

XP 800

N Medium [outsider](#) ([earth](#), [elemental](#), [extraplanar](#))

Init –1; **Senses** [darkvision](#) 60 ft., tremorsense 60 ft.; [Perception](#) +7

DEFENSE

AC 18, touch 9, flat-footed 18 (–1 Dex, +9 natural)

hp 34 (4d10+12)

Fort +7, **Ref** +0, **Will** +4

Immune [elemental traits](#)

OFFENSE

Speed 20 ft., [burrow](#) 20 ft., earth glide

Melee slam +9 (1d8+7)

Special Attacks earth mastery

STATISTICS

Str 20, **Dex** 8, **Con** 17, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +9; **CMD** 18

Feats [Cleave](#), [Improved Bull Rush](#)^B, [Power Attack](#)

Skills [Appraise](#) +1, [Climb](#) +10, [Knowledge](#) (dungeoneering) +2, [Knowledge](#) (planes) +2, [Perception](#) +7, [Stealth](#) +3

Languages Terran

SPECIAL ABILITIES

Earth Glide (Ex)

A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A [move earth](#) spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, [stunning](#) the creature for 1 round unless it succeeds on a DC 15 [Fortitude](#) save.

Earth Mastery (Ex)

An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to [bull rush](#) and [overrun](#) maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Grunf, Journ Chief CR 8	Cyclops CR 6
XP 4800	XP 2400
CE Large humanoid (giant) advanced hill giant	NE Large humanoid (giant) advanced Cyclops
Init +1; Senses low-light vision ; Perception +8	Init +1; Senses low-light vision ; Perception +13
DEFENSE	DEFENSE
AC 25, touch 10, flat-footed 25 (+4 armor , +1 Dex , +11 natural , -1 size)	AC 26, touch 10, flat-footed 25 (+7 armor , +1 Dex , +9 natural , -1 size)
hp 105 (10d8+70)	hp 85 (10d8+40)
Fort +13, Ref +4, Will +5	Fort +11, Ref +4, Will +6
Defensive Abilities rock catching	Defensive Abilities ferocity
Energy Resist Fire resist 20pts	OFFENSE
OFFENSE	Speed 30 ft.
Speed 40 ft. (30 ft. in armor)	Melee greataxe +13/+8 (3d6+9/×3)
Melee greatclub +15/+11 (2d8+12) or 2 slams +15 (1d8+9)	Ranged heavy crossbow +7 (2d8/19–20/×3)
Ranged rock +8 (1d8+12)	Space 10 ft.; Reach 10 ft.
Space 10 ft.; Reach 10 ft.	STATISTICS
Special Attacks rock throwing (120 ft.)	Str 25, Dex 10, Con 19, Int 14, Wis 17, Cha 12
STATISTICS	Base Atk +7; CMB +15; CMD 26
Str 29, Dex 10, Con 21, Int 8, Wis 12, Cha 9	Feats Alertness , Cleave , Great Cleave , Improved Bull Rush , Power Attack
Base Atk +7; CMB +17; CMD 28	Skills Intimidate +11, Perception +13, Profession (soothsayer) +12 Sense Motive +7, Survival +8;
Feats Cleave , Intimidating Prowess , Martial Weapon Proficiency (greatclub), Power Attack , Weapon Focus (greatclub)	Racial Modifiers +8 Perception
Skills Climb +12, Intimidate +14, Perception +8	Languages Common, Cyclops, Giant
Languages Giant	SQ flash of insight
	SPECIAL ABILITIES
	Flash of Insight (Su) Once per day as an immediate action , a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.
	Treasure +1 Large Breastplate, idol of the eye

<p><i>Bits of broken weapons, coins, and a partially digested skeleton are visible inside this quivering cube of slime.</i></p> <p>Gelatinous Blob CR 4</p> <p>XP 1200</p> <p>N Large ooze advanced gelatinous Cube</p> <p>Init –3; Senses blindsight 60 ft.; Perception –3</p> <p>DEFENSE</p> <p>AC 8, touch 8, flat-footed 8 (–3 Dex, –1 size, +2 Natural)</p> <p>hp 58 (4d8+40)</p> <p>Fort +11, Ref –2, Will –2</p> <p>Immune electricity, ooze traits</p> <p>OFFENSE</p> <p>Speed 15 ft.</p> <p>Melee slam +4 (1d6+2 plus 1d6 acid)</p> <p>Space 10 ft.; Reach 5 ft.</p> <p>Special Attacks engulf, paralysis</p> <p>STATISTICS</p> <p>Str 14, Dex 5, Con 30, Int —, Wis 5, Cha 5</p> <p>Base Atk +3; CMB +6; CMD 13 (can't be tripped)</p> <p>SQ transparent</p>	<p>SPECIAL ABILITIES</p> <p>Acid (Ex)</p> <p>A gelatinous cube's acid does not harm metal or stone.</p> <p>Engulf (Ex)</p> <p>Although it moves slowly, a gelatinous cube can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 14 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.</p> <p>Paralysis (Ex)</p> <p>A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 22 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.</p> <p>Transparent (Ex)</p> <p>Due to its lack of coloration, a gelatinous cube is difficult to discern. A DC 17 Perception check is required to notice a motionless gelatinous cube. Any creature that fails to notice a gelatinous cube and walks into it is automatically engulfed.</p>
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Nashantha CR 12

XP 19,200

NG or NE Huge [humanoid \(giant\)](#) Advanced Cloud Giant

Init +3; **Senses** [low-light vision](#), [scent](#); [Perception](#) +19

AC 29, [touch](#) 13, [flat-footed](#) 26 (+4 [armor](#), +3 [Dex](#), +14 [natural](#), -2 [size](#))

hp 200 (16d8+128)

Fort +18, **Ref** +8, **Will** +12

Defensive Abilities [rock catching](#)

OFFENSE

Speed 50 ft.

Melee [morningstar](#) +24/+19/+14 (4d6+20) or 2 slams +24 (2d6+14)

Ranged rock +14 (2d6+20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks [rock throwing](#) (140 ft.)

Spell-Like Abilities (CL 16th)

At will—[levitate](#) (self plus 2,000 lbs.), [obscuring mist](#)

1/day—[fog cloud](#)

Str 39, **Dex** 17, **Con** 27, **Int** 16, **Wis** 20, **Cha** 16

Base Atk +12; **CMB** +26; **CMD** 37

Feats [Awesome Blow](#), [Cleave](#), [Great Cleave](#), [Improved Bull Rush](#), [Improved Overrun](#), [Intimidating Prowess](#), [Iron Will](#), [Power Attack](#)

Skills [Climb](#) +21, [Craft](#) (any one) +12, [Diplomacy](#) +11, [Intimidate](#) +28, [Perception](#) +19, [Perform](#) (string instruments) +10

Languages Common, Giant

Oversized Weapon (Ex) A cloud giant can wield Gargantuan weapons without penalty. Most favor the use of immense morningstars.

Yellowed, venom-dripping fangs fill the human-like mouth of this sinister serpentine monstrosity.

Spirit Naga CR 9 (XP 6,400)

CE Large [aberration](#)

Init +5; **Senses** [darkvision](#) 60 ft.; [Perception](#) +22

DEFENSE

AC 23, touch 14, flat-footed 18 (+5 [Dex](#), +9 natural, -1 size)

hp 95 (10d8+50)

Fort +8, **Ref** +10, **Will** +10

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +10 (2d6+6 plus [poison](#))

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

Special Attacks charming gaze

Spells Known (CL 7th)

3rd (5/day)—[displacement](#), [fireball](#) (DC 16)

2nd (7/day)—[cat's grace](#), [invisibility](#), [summon swarm](#)

1st (7/day)—[charm person](#) (DC 14), [cure light wounds](#), [divine favor](#), [magic missile](#), [shield of faith](#)

0 (at will)—[bleed](#) (DC 13), [daze](#) (DC 13), [detect magic](#), [mage hand](#), [open/close](#), [ray of frost](#), [read magic](#)

STATISTICS

Str 18, **Dex** 20, **Con** 21, **Int** 12, **Wis** 17, **Cha** 17

Base Atk +7; **CMB** +12; **CMD** 27 (can't be tripped)

Feats [Ability Focus](#) (charming gaze), [Combat Casting](#), [Eschew Materials](#) B, [Lightning Reflexes](#), [Skill Focus](#) ([Perception](#)), [Stealthy](#)

Skills [Bluff](#) +13, [Escape Artist](#) +13, [Intimidate](#) +9, [Knowledge](#) (arcana) +14, [Perception](#) +22, [Spellcraft](#) +11, [Stealth](#) +15, [Swim](#) +12

Languages Abyssal, Common

Charming Gaze (Su) As [charm person](#), 30 feet, Will DC 20 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; save Fort DC 20; *frequency* 1/round for 6 rounds; *effect* 1d4 Con [damage](#); *cure* 1 save.

Spells A spirit naga casts spells as a 7th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a spirit naga

Jurn Hill Giant (Full plate) CR 7**XP 3,200**CE Large [humanoid \(giant\)](#)**Init** -1; **Senses** [low-light vision](#); [Perception](#) +6

DEFENSE

AC 26, [touch](#) 8, [flat-footed](#) 26 (+9 [armor](#), -1 [Dex](#), +9 [natural](#), -1 [size](#))**hp** 85 (10d8+40)**Fort** +11, **Ref** +2, **Will** +3**Defensive Abilities** [rock catching](#)

OFFENSE

Speed 40 ft. (30 ft. in armor)**Melee** Mwk Halberd +15/+10 (2d8+10) or 2 slams +13 (1d8+7)**Ranged** rock +6 (1d8+10)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** [rock throwing](#) (120 ft.)

STATISTICS

Str 25, **Dex** 8, **Con** 19, **Int** 6, **Wis** 10, **Cha** 7**Base Atk** +7; **CMB** +15; **CMD** 24**Feats** [Cleave](#), [Intimidating Prowess](#), [Martial Weapon Proficiency](#)(greatclub), [Power Attack](#), [Weapon Focus](#) (greatclub)**Skills** [Climb](#) +7, [Intimidate](#) +12, [Perception](#) +6**Languages** Giant**Treasure** Large Full Plate, Large Mwk Halberd, 1d100 gp*This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.***Roc CR 9****XP 6,400**N Gargantuan [animal](#)**Init** +6; **Senses** [low-light vision](#); [Perception](#) +15

DEFENSE

AC 22, [touch](#) 8, [flat-footed](#) 20 (+2 [Dex](#), +14 [natural](#), -4 [size](#))**hp** 120 (16d8+48)**Fort** +13, **Ref** +14, **Will** +8

OFFENSE

Speed 20 ft., fly 80 ft. (average)**Melee** 2 talons +18 (2d6+9/19-20 plus grab), bite +17 (2d8+9)**Space** 20 ft.; **Reach** 15 ft.

STATISTICS

Str 28, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 11**Base Atk** +12; **CMB** +25 (+29 grapple); **CMD** 37**Feats** [Flyby Attack](#), [Improved Critical](#) (talons), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Power Attack](#), [Skill Focus](#) ([Perception](#)), [Weapon Focus](#) (talons)**Skills** [Fly](#) +7, [Perception](#) +15

Young Blue Dragon

XP 6400 LE Large [dragon](#) ([earth](#))

Init +5; **Senses** [dragon senses](#); [Perception](#) +14

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 95 (10d12+30)

Fort +10, **Ref** +8, **Will** +8

Immune electricity, paralysis, sleep

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +15 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks [breath weapon](#) (80-ft. line, DC 18, 6d8 electricity), desert thirst (DC 16)

Spell-Like Abilities (CL 10th)

At will—[ghost sound](#) (DC 11)

Str 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +10; **CMB** +16; **CMD** 27 (31 vs. trip)

Feats [Dazzling Display](#), [Improved Initiative](#),

[Multiattack](#), [Shatter Defenses](#), [Weapon Focus](#)

(bite)

Skills Bluff +14, [Fly](#) +8, [Intimidate](#) +14,

[Knowledge](#) (local) +14, [Perception](#) +14, [Stealth](#)

+10, [Survival](#) +14

Languages Common, Draconic

Sound Imitation (Ex)

A very young or older blue dragon can mimic any voice or sound it has heard by making a successful [Bluff](#) check against a listener's [Sense Motive](#) check.

Stone GolemCR 11

XP 12,800

N Large [construct](#)

Init -1; **Senses** [darkvision](#) 60 ft., low-light vision; [Perception](#) +0

AC 26, touch 8, flat-footed 26 (-1 Dex, +18 natural, -1 size)

hp 107 (14d10+30)

Fort +4, **Ref** +3, **Will** +4

DR 10/adamantine; **Immune** [construct traits](#), magic

Speed 20 ft.

Melee 2 slams +22 (2d10+9)

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

Special Attacks slow

Str 28, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +24; **CMD** 33

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A [transmute rock to mud](#) spell slows a stone golem (as the [slow](#) spell) for 2d6 rounds, with no saving throw, while [transmute mud to rock](#) heals all of its lost hit points.
- A [stone to flesh](#) spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Iron Golem CR 13	SPECIAL ABILITIES
XP 25,600	Breath Weapon (Su)
N Large construct	<p>As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.</p> <p><i>Breath weapon</i>—inhaled; save Fort 19; frequency 1/round for 4 rounds; effect 1d4 Constitution damage; cure 2 saves. The save DC is Constitution-based.</p>
Init -1; Senses darkvision 60 ft., low-light vision ; Perception +0	Immunity to Magic (Ex)
DEFENSE	<p>An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.</p> <ul style="list-style-type: none"> • A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw. • A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects. • An iron golem is affected normally by rust attacks, such as those of a rust monster or a rusting grasp spell.
AC 28, touch 8, flat-footed 28 (-1 Dex , +20 natural , -1 size)	Powerful Blows (Ex)
hp 129 (18d10+30)	<p>An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.</p>
Fort +6, Ref +5, Will +6	
DR 15/ adamantine ; Immune construct traits , magic	
OFFENSE	
Speed 20 ft.	
Melee 2 slams +28 (2d10+16/19–20)	
Space 10 ft.; Reach 10 ft.	
Special Attacks breath weapon, powerful blows	
STATISTICS	
Str 32, Dex 9, Con —, Int —, Wis 11, Cha 1	
Base Atk +18; CMB +30; CMD 39	

Tiger, Dire (Smilodon)

CR 8

XP 4,800

N Large [animal](#)

Init +6; **Senses** low-light vision, [scent](#); [Perception](#) +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 105 (14d8+42)

Fort +12, **Ref** +11, **Will** +5

OFFENSE

Speed 40 ft.

Melee 2 claws +18 (2d4+8 plus [grab](#)), bite +18 (2d6+8/19–20 plus [grab](#))

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

Special Attacks [pounce](#), [rake](#) (2 claws +18, 2d4+8)

STATISTICS

Str 27, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 31 (35 vs. trip)

Feats [Improved Critical](#) (bite), [Improved Initiative](#), [Run](#), [Skill Focus](#) ([Perception](#)), [Skill Focus](#) ([Stealth](#)), [Weapon Focus](#) (bite, claw)

Skills [Acrobatics](#) +6, [Perception](#) +12, [Stealth](#) +15 (+23 in tall grass), [Swim](#) +13; **Racial Modifiers** +4 [Acrobatics](#), +4 [Stealth](#) (+8 in tall grass)