Kaprelan Encounters

CR	River Wildlife	Plains Wildlife	Desert Wildlife	Neighbors
<0	1 giant leech, 1 small diving spider	1 giant fire beetle	1 jackal	1 locathah, 1 merfolk
1	2-4 giant leeches, 2 small diving spiders, 1 bubble cluster, 1 leech swarm	2-4 giant fire beetles, 1 serval	2 small scorpions, 1 hyena, 1 medium scorpion	2 locathah, 2 merfolk, 1 half-janni merfolk
2	8-9 tiny diving spiders, 5-7 giant leeches, 3-4 small diving spiders, 2 bubble clusters, 2 leech swarms, 1 crocodile	5-7 giant fire beetles, 2 servals, 1 cheetah, 1 gem scarab	8-9 tiny scorpions, 5-7 jackals, 3-4 small scorpions, 2 hyenas, 2 medium scorpions, 1 ashworm	3-4 locathah, 3-4 merfolk, 1 crucian, 1 wyrmling sand dragon
3	10-13 tiny diving spiders, 8-10 giant leeches, 5-6 small diving spiders, 3 bubble clusters, 3 leech swarms, 1 dire eel	8-10 giant fire beetles, 3 servals	10-13 tiny scorpions, 8-10 jackals, 5-6 small scorpions, 3 medium scorpions, 1 dust twister, 1 large scorpion, 1 protoceratops	1 merfolk brd3, 1 crucian dru1, 1 very young sand dragon
4	14-16 tiny diving spiders, 11 giant leeches, 7-9 small diving spiders, 4 bubble clusters, 4 leech swarms, 1 piranah swarm	11 giant fire beetles, 4 servals, 2 cheetah, 2 gem scarabs	14-16 tiny scorpions, 11-12 jackals, 7-9 small scorpions, 4 medium scorpions, 2 ashworms	2 crucians, 2 wyrmling sand dragons, 1 Janni, 1 quese'en, 1 half-janni merfolk brd3, 1 verdant reaver
5	10-11 small diving spiders, 2 dire eels, 1 manticore, 1 dancing ooze	5 servals, 3 cheetahs, 3 gem scarabs	10-11 small scorpions, 5 medium scorpions, 3 ashworms, 2 dust twisters, 2 large scorpions, 2 protoceratops, 1 canisphinx, 1 diprotodon, 1 hieracosphinx, 1 scorpion swarm	3 crucians, 3 wyrmling sand dragons, 2 very young sand dragons, 1 saurosphinx, 1 young sand dragon, 1 quese'en sct1
6	2 piranah swarms, 1 hippopotamus	4 cheetahs, 4 gem scarabs	7-9 hyenas, 4 ashworms, 3 dust twisters, 3 large scorpions	4 crucians, 4 wyrmling sand dragons, 3 very young sand dragons, 2 Janni, 2 quese'en, 2 verdant reavers crucian crew (2 + war3)
7	6 crocodiles, 3 piranah swarms, 2 manticores, 2 dancing oozes	5 cheetahs, 5-6 gem scarabs	10-13 hyenas, 5-7 ashworms, 4 dire vultures, 4 dust twisters, 4 large scorpions, 4 protoceratops, 2	5 crucians, 5-6 wyrmling sand dragons, 4 very young sand dragons, 3 Janni, 2 saurosphinx, 2 young sand dragons, 2

			canisphinx, 2 diprotodons, 2 hieracosphinxes, 2 scorpion swarms, 1 huge scorpion, 1 giant banded lizard	quese'en sct1, 1 juvenile sand dragon, 1 criosphinx crucian crew (3-4 + war3) or (2-3 + dru3), small locathah patrol (11-13 + 2x war3 + ftr3), small merfolk patrol (11-13 + 2x war3 + brd3)
8	7-9 crocodiles, 4 piranah swarms, 3 manticores, 3 dancing oozes, 2 hippopotami, 1 archelon, 1 dire tortoise	7-9 gem scarabs, 1 tyrannosaurus, 1 deadborn vulture	14-16 hyenas, 7-9 ashworms, 5-6 dire vultures, 5-6 dust twisters, 5 large scorpions, 5-6 protoceratops, 3 hieracosphinxes, 3 scorpion swarms	5-6 very young sand dragons, 4 Janni, 3 young sand dragons, 1 gynosphinx crucian crew (5 + war3) or (4-5 + dru3), med locathah patrol (11-14 + 2x war3 + ftr4-6), med merfolk patrol (11-14 + 2x war3 + brd4-6)
9	10-11 crocodiles, 4 manticores, 4 dancing oozes	10 gem scarabs	10-13 ashworms, 7-9 dire vultures, 7-9 dust twisters, 7 protoceratops, 4 hieracosphinxes, 4 scorpion swarms, 2 huge scorpions	5 Janni, 4 young sand dragons, 2 juvenile sand dragons, 1 young adult sand dragon, 1 androsphinx crucian squad (5-7 + dru4), large locathah patrol (15-20 + 2x war3 + ftr6), large merfolk patrol (15-20 + 2x war3 + brd6)

Dustform template: +2 CR
Living Spell template (MM3)
Woodling template (MM3) (reedling)

Neighbors

Androsphinx - CR 9

Criosphinx - CR 7

Crucian - CR 2

Medium Humanoid Hit Dice: 3d8+9 (22 hp) Initiative: -1 Speed: 20 ft. (4 squares) Armor Class: 21 (-1 Dex, +8 natural, +2 leather, +2 heavy shield), touch 9, flat-footed 21 Base Attack/Grapple: +2/+4	Medium Humanoid [aquatic] Hit Dice: 3d8+9 (22 hp) Initiative: -2 Speed: 20 ft. (4 squares), swim 10 ft. Armor Class: 20 (-2 Dex, +8 natural, +2 leather, +2 heavy shield), touch 8, flat-footed 20 Base Attack/Grapple: +2/+4

Attack: Warhammer +5 melee (1d8+2/x3) Full Attack: Warhammer +5 melee (1d8+2/x3) Space/Reach: 5 ft./5 ft. Special Attacks: — Special Qualities: Low-light vision Saves: Fort +6, Ref +0, Will +3 Abilities: Str 15, Dex 8, Con 17, Int 11, Wis 10, Cha 8 Skills: Diplomacy +1, Sense Motive +6, Spot +6 Feats: Iron Will, Weapon Focus (warhammer) Environment: Warm deserts Organization: Pair, crew (2-5 plus 50% chance for 1 4th-level leader), squad (5-10 plus 1 4th level leader plus 50% chance tor 1 5th-level leader) Challenge Rating: 2 Treasure: 50% coins, double goods, 50% items Alignment: Usually lawful neutral Advancement: By character class Level Adjustment: +2	Attack: Heavy pick +5 melee (1d6+2/x4) Full Attack: Heavy pick +5 melee (1d6+2/x4) Space/Reach: 5 ft./5 ft. Special Attacks: — Special Qualities: Low-light vision Saves: Fort +6, Ref -1, Will +3 Abilities: Str 15, Dex 6, Con 17, Int 11, Wis 10, Cha 8 Skills: Diplomacy +1, Sense Motive +6, Spot +6 Feats: Iron Will, Weapon Focus (heavy pick) Environment: Warm deserts Organization: Pair, crew (2-5 plus 50% chance for 1 4th-level leader), squad (5-10 plus 1 4th level leader plus 50% chance tor 1 5th-level leader) Challenge Rating: 2 Treasure: 50% coins, double goods, 50% items Alignment: Usually lawful neutral Advancement: By character class Level Adjustment: +2 Amphibious: An amphibious crucian can breathe air and water equally well. An amphibious crucian has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. they can move through water at their swim speed without making Swim checks. They can always choose to take 10 on a Swim check, even if distracted or endangered. They can use the run action while swimming, provided they swim in a straight line.

A crablike shell covers the upper body of this otherwise humanoid form. Its shell is heavily inscribed and painted, and it wears simple equipment and clothing.

Comfortable in the brutal heat of the desert, battle-hardened crucians rely on their natural shell armor to protect them in all situations. Crucians are humanoids that sport broad, flat shells, like desert crabs, encompassing their upper bodies in natural protection. Not content with just their shells, they often wear additional leather chaps and armlets to protect the rest of their bodies. They decorate their shells with brightly colored painted sigils, as well as deeply etched tallies of their personal triumphs on the sandy field of conflict. Most crucians prefer to wield enormous warhammers, weighted to crack even the hardest enemy shells; about 1 in 10 is amphibious, and these favor massive picks, instead. Crucians are highly territorial, and they organize into small bands, each group protecting a prized water source. Crucian bands regularly raid one another's oases, which accounts for their warlike demeanor. Every twenty years or so, a leader rises among the crucians and forges the various bands into a mighty force. This crucian army strikes out into cooler lands for booty and conquest, only to fall back into the desert once the creatures have wreaked their fill of misery. In negotiations, crucians are known to be cunning. They often employ verbal feints to draw others out and get a better read on them, and they are keenly interested in figuring out how both friends and enemies think. Crucians speak Common and Draconic. More intelligent crucians learn Sphinx, the language of the creatures that share their desert homes.

COMBAT

When they can, crucians prefer to attack as a solid line to prevent enemies from getting at their flanks.

Favored Class: Druid

Gynosphinx - CR 8

Janni - CR 4

Locathah - CR 1/2

Merfolk - CR 1/2

- +2 dex, +2 con, +2 cha
- Speed 5 ft, swim 50 ft
- Low-light vision (Ex): Merfolk can see twice as far as normal in dim light
- Amphibious (Ex): Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water's edge.
- Skills: A merfolk 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.
- CR 1/2, favored class: Bard

Half-Janni Merfolk - CR 1

- +2 str +2, +4 dex, +2 con, +2 int, +2 wis, +2 cha
- Speed 5 ft, swim 50 ft
- +1 natural armor
- Low-light vision (Ex): Merfolk can see twice as far as normal in dim light
- Amphibious (Ex): Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water's edge.
- Spell-Like Abilities: 1/day—enlarge person, invisibility, reduce person, speak with ani-mals. Caster level equals the half-janni's HD.
- Planar Jaunt (Sp): Once per day, a half-janni can travel to any elemental plane, the Astral Plane, or the Material Plane as though using plane shift cast by a 13th-level caster. The half-janni and any willing creatures brought along appear at a random location on the destination plane. The half-janni and the creatures brought on the planar jaunt remain on the other plane (or any location on any plane they travel to from there) for a number of minutes equal to the half-janni's number of Hit Dice. When this duration expires, the half-janni and all creatures on the planar jaunt return to their original positions on their origin plane. An effect that suppresses or dispels planar jaunt sends the half-janni and creatures brought along back to the exact places from which they left. If the space from which the half-janni originated (or a creature that accompanied her on the planar jaunt) is occupied upon its return, the half-janni (or its companions) appears in the nearest unoccupied space.
- Resistance to Fire (Ex): Half-jann have resistance to fire 5.
- Skills: A merfolk 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.
- CR 1, favored class: Bard

Quese'en - CR 4

Sand Dragons - CR 2+

Saurosphinx - CR 5

Large Magical Beast
Hit Dice: 8d10+32 (76 hp)
Initiative: +2
Speed: 60 ft. (12 squares), fl y 90 ft. (poor)
Armor Class: 19 (–1 size, +2 Dex, +8 natural), touch 11, flat-footed 17
Base Attack/Grapple: +8/+16
Attack: Claw +11 melee (1d6+4)
Full Attack: 2 claws +11 melee (1d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake 1d6+2

Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +10, Ref +8, Will +4
Abilities: Str 19, Dex 14, Con 19, Int 11, Wis 15, Cha 15
Skills: Knowledge (any one) +6, Listen +12, Spot +12
Feats: Alertness, Flyby Attack, Power Attack
Environment: Warm deserts
Organization: Solitary, pair, or clutch (5–10)
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral
Advancement: 9–15 HD (Large); 16–24 HD (Huge)
Level Adjustment: +2 (cohort)

A pair of feathery wings and an inquisitive reptilian face augment this creature's slender leonine body. As large as a horse, the creature has powerful claws that look capable of rending smaller creatures limb from limb.

Among sphinxes, saurosphinxes are the most civilized. Though not remarkably intelligent, they are far more interested in conversation than combat, and they sometimes travel long distances to listen to sages and scholars speak. Other, more aggressive sphinxes often see saurosphinxes as little more than educated food. Saurosphinxes lair in rocky hills, where they seek the shade of small caves during the day and crawl out at twi-light to enjoy the waning warmth. They dislike the cold intensely, and they fl ee from encounters w ith anyone who wields cold weapons or casts cold spells.

Combat

Saurosphinxes avoid combat, but when given no other choice they try to limit an opponent's ability to attack at range. They tend to make flyby attacks on opponents with long-range weapons—bows and crossbows, typically—and depart as soon afterward as possible. A saurosphinx forced to fight on the ground tries its best to take to the air and flee as soon as it can.

Rake (Ex): Attack bonus +11, damage 1d6+4.

Verdant Reaver - CR 4

Normal	Amphibious
Size/Type: Large Plant	Size/Type: Large Plant [aquatic]
Hit Dice: 6d8 (63 hp)	Hit Dice: 6d8 (63 hp)
Initiative: +0	Initiative: -1
Speed: 30 ft. (6 squares)	Speed: 30 ft. (6 squares), swim 15 ft.
Armor Class: AC 16 (-1 size, +7 natural), touch 9, flat-footed 16	Armor Class: AC 15 (-1 size, -1 dex, +7 natural), touch 8, flat-footed 15
Base Attack/Grapple: +4/+13	Base Attack/Grapple: +4/+13
Attack: slam +8 (1d8+5)	Attack: slam +8 (1d8+5)
Full Attack: 2 slams +8 each (1d8+5)	Full Attack: 2 slams +8 each (1d8+5)
Space/Reach: 10 ft./10 ft.	Space/Reach: 10 ft./10 ft.
Special Attacks: Cleave, Power Attack, Powerful Charge, verdant growth, verdant rend 1d8+7	Special Attacks: Cleave, Power Attack, Powerful Charge, verdant growth, verdant rend 1d8+7
Special Qualities: plant traits, low-light vision, vulnerability to fire, woodland stride	Special Qualities: plant traits, low-light vision, vulnerability to fire, woodland stride
Saves: Fort +11, Ref +2, Will +2	Saves: Fort +11, Ref +1, Will +2
Abilities: Str 20, Dex 10, Con 22, Int 6, Wis 10, Cha 6	Abilities: Str 20, Dex 8, Con 22, Int 6, Wis 10, Cha 6
Skills: Listen +5, Spot +4	Skills: Listen +5, Spot +4
Feats: Cleave, Power Attack, Powerful Charge	Feats: Cleave, Power Attack, Powerful Charge
Environment: Warm plains	Environment: Warm aquatic
Organization: Solitary or pair	Organization: Solitary or pair
Alignment: Usually Neutral	Alignment: Usually Neutral
Languages: Sylvan	Languages: Sylvan

Woodland Stride (Ex) A verdant reaver can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect it.

Verdant Growth (Su) Squares adjacent to a verdant reaver spring up with low brush and tangled roots, even if they are actually bare stone. It costs 2 squares of movement to enter a square of verdant growth, and the DC of Tumble checks increases by 2 in such squares. This growth also imposes a –2 penalty on Move Silently checks. Squares of verdant growth revert to their normal state as soon as a verdant reaver is no longer adjacent.

Verdant Rend (Ex) If both of a verdant reaver's slams hit a single target that is touching the ground and adjacent to the reaver, verdant growth tears at that target, dealing an extra 1d8+7 points of damage.

Powerful Charge: A creature that has this feat can charge with extra force. When the creature charges, if its melee attack hits, it deals an extra 1d8 points of damage if it is of Medium size. For Large creatures, the extra damage is 2d6 points; for Huge, 3d6; for Gargantuan, 4d6; and for Colossal, 6d6. This feat works only when the creature makes a charge. It does not work when the creature is mounted. If the creature has the ability to make multiple attacks after a charge, it can apply this extra damage to only one of those attacks.

A creature resembling animated driftwood shambles into view, roots and undergrowth springing up from the ground where it walks. You hear the creak of twisting wood as it strides forward, thick limbs thrashing the ground as they reach for you.

Wildlife

CR 1/4

Monstrous Diving Spider, Tiny

Size/Type:Tiny Vermin
Hit Dice:½ d8 (2 hp)
Initiative:+3
Speed:20 ft. (4 squares), climb 10 ft., swim 30 ft.
Armor Class:15 (+2 size, +3 Dex), touch 15, flat-footed 12
Base Attack/Grapple:+0/-12
Attack:Bite +5 melee (1d3-4 plus poison)
Full Attack:Bite +5 melee (1d3-4 plus poison)
Space/Reach:2½ ft./0 ft.
Special Attacks:Poison
Special Qualities:Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:Fort +2, Ref +3, Will +0
Abilities:Str 3, Dex 17, Con 10, Int Ø, Wis 10, Cha 2
Skills: Climb +11, Hide +15, Jump -4, Spot +4
Feats: Weapon Finesse (b)
Environment: Temperate forests
Organization: Colony (8-16)
Challenge Rating: ¼
Treasure: None
Advancement: —
Level Adjustment: —

Poison (Ex): A tiny diving spider has a poisonous bite. Fort DC 10, primary and secondary damage 1d2 str.

Tremorsense (Ex): A diving spider can detect and pinpoint any creature or object within 60 feet in contact with the ground or in the water.

Hold Breath (Ex): A diving spider can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning. For a typical tiny diving spider this is 40 rounds, or 4 minutes.

Skills: Diving spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. A tiny diving spider takes a -4 on Swim checks due to its low strength. It 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.

Monstrous Scorpion, Tiny

CR 1/3

Giant Fire Beetle

Giant Leech

Small Vermin (Aquatic)
Hit Dice: 1d8 (4 hp)
Initiative: +1
Speed: Swim 10 ft. (2 squares)
Armor Class: 12 (+1 size, +1 Dex), touch 12, flat-footed 11
BaseAttack/Grapple: +0/–6
Attack: Bite +2 melee (1 plus blood drain)
Full Attack: Bite +2 melee (1 plus blood drain)
Space/Reach: 5 ft./5 ft.
Special Attacks: Anesthetize, attach, blood drain, disease
Special Qualities: Blindsight 10 ft., scent
Saves: Fort +2, Ref +1, Will –1
Abilities: Str 6, Dex 12, Con 11, Int —, Wis 8, Cha 2
Skills: Hide +9, Swim +6
Feats: Weapon Finesse (b)
Environment: Warm marsh
Organization: Colony (2–5) or swarm (6–11)
Challenge Rating: 1/3
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

This wormlike creature is the size of a human forearm. Its mouth is a round, suckerlike orifice.Giant leeches have little ability to attack foes in open water or clear terrain but can pose a serious danger to characters wading or swimming in murky or muddy water.

COMBAT

Giant leeches are found in murky water, where they can approach prey unseen. Characters might be attacked without even noticing. (DM Tip: Take note of the PCs' Spot checks and AC before running an encounter with giant leeches. Record damage dealt by an undetected leech, but do not inform the player of the damage until his or her character notices the attack.)

Anesthetize (Ex): A creature bitten by a giant leech must succeed on a Spot check (opposed by the giant leech's Hide check) to notice the attack if both the leech and its target are in murky water at least 2 feet deep. Each round of blood drain entitles the creature to another Spot check to notice the leech, with a cumulative +2 bonus on the check per round after the first. Characters attacked in clear water, or who have some means of detecting the leech without seeing it, notice the attack automatically.

Attach (Ex): If a giant leech hits with its bite attack, it uses its suckerlike mouth to latch onto the opponent's body. It deals no additional damage when it is attached, but it drains blood (see below). An attached leech loses its Dexterity bonus to AC and has an AC of 11. An attached leech can be struck with a weapon or grappled itself. To remove an attached leech through grappling, the opponent must achieve a pin against the creature.

Blood Drain (Ex): A leech that is attached to its opponent deals 1 point of Constitution damage per round until it deals a total of 6 points, at which point it detaches from its target and swims off to digest its meal.

Disease (Ex): A creature bitten by a giant leech must succeed on a DC 15 Fortitude save or contract red ache (see page 292 of the Dungeon Master's Guide).

Skills: Giant leeches have a +4 racial bonus on Hide checks. A giant leech has a +8 racial bonus on any Swim check to perform a 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.

Jackal

CR 1/2

Monstrous Diving Spider, Small

Size/Type:Small Vermin
Hit Dice:1d8 (4 hp)
Initiative:+3
Speed:30 ft. (6 squares), climb 20 ft., swim 30 ft.
Armor Class:14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:+0/-6
Attack:Bite +4 melee (1d4-2 plus poison)
Full Attack:Bite +4 melee (1d4-2 plus poison)
Space/Reach:5 ft./5 ft.
Special Attacks:Poison
Special Qualities:Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:Fort +2, Ref +3, Will +0
Abilities:Str 7, Dex 17, Con 10, Int Ø, Wis 10, Cha 2
Skills:Climb +11, Hide +11, Jump -2, Spot +4
Feats:Weapon Finesse (b)
Environment:Temperate forests
Organization:Colony (2-5) or swarm (6-11)
Challenge Rating:½
Treasure:None
Advancement:—
Level Adjustment:—

Poison (Ex): A small diving spider has a poisonous bite. Fort DC 10, primary and secondary damage 1d3 str.

Tremorsense (Ex): A diving spider can detect and pinpoint any creature or object within 60 feet in contact with the ground or in the water.

Hold Breath (Ex): A diving spider can hold its breath for a number of rounds equal to 4 × its Constitution score before it risks drowning. For a typical small diving spider this is 40 rounds, or 4 minutes.

Skills: Diving spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. A small diving spider takes a -2 on Swim checks due to its low strength. It 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.

Monstrous Scorpion, Small

CR 1

Bubble Cluster

Ampibious Living Spell, Float, Caster Level 1
Size and Type: Medium Ooze [aquatic]
Initiative: -2
Hit Dice: 1d10 (5 hp)
Speed: 60 feet, swim 30 feet
Armor Class: 9 (-2 dex +1 deflection), touch 9, flat-footed 9
Attack/Grapple: +0/+0
Attack: Slam +0 (1d4+1 and Float)
Space/Reach: 5 ft./5 ft.
Special Attacks: Float, engulf
Special Qualities: Ooze traits, immune to poison, sleep effects, paralysis, polymorph, and stunning, damage reduction 10/magic, spell resistance 16
Saves: Fort +1, Ref -1, Will +1
Abilities: str 11, dex 6, con 11, int -, wis 8, cha 11
Skills and Feats: -
Environment: Any
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Always neutral

Float (Su): A creature hit by a bubble cluster’s slam attack must make a DC 11 Fortitude save or float on the surface of the water for 1 minute. It cannot swim beneath the surface of the water, though if it must breathe water it can still do so. If it is underwater, it rises toward the surface at a speed of 30 feet per round.

Engulf (Ex): A bubble cluster can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The cluster merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the cluster, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 11) or be engulfed; on a success, they are pushed back or aside (opponent’s choice) as the spell moves forward. Engulfed creatures are subject to the bubble cluster's Float effect each round on the cluster's turn, and are considered to be grappled.

Hyena

Leech Swarm

Fine Vermin (Aquatic, Swarm)

Hit Dice: 2d8–2 (7 hp)
Initiative: +0
Speed: Swim 10 ft. (2 squares)
Armor Class: 18 (+8 size, +0 Dex, +0 natural), touch 18, flat-footed 18
BaseAttack/Grapple: +1/—
Attack: Swarm (1d6 plus blood drain)
Full Attack: Swarm (1d6 plus blood drain)
Space/Reach: 10 ft./0 ft.
Special Attacks: Anesthetize, blood drain, disease, distraction
Special Qualities: Immune to weapon damage, low-light vision, swarm traits
Saves: Fort +2, Ref +0, Will +1
Abilities: Str 1, Dex 11, Con 8, Int —, Wis 12, Cha 2
Skills: Hide +16, Swim +3
Feats: —
Environment: Warm marsh
Organization: Solitary or plague (2–4 swarms)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

The water squirms with uncounted thumb-sized sluglike crea-tures, each one wriggling in an unsettling manner.Leeches are found in murky water, where they can approach prey unseen.

Combat

A leech swarm relies on stealth and blood drain to quietly disable its target. An unobservant creature can be drained dry without even realizing the cause of its weakness. (DM Tip: Take note of the PCs' Spot checks and AC before running an encounter with a leech swarm. Record damage dealt by undetected leeches, but do not inform the player of the damage until his or her character notices the attack.)

Anesthetize (Ex): A creature attacked by a leech swarm must succeed on a Spot check (opposed by the swarm's Hide check) to notice the attack if both the leech swarm and its target are in murky water at least 2 feet deep. Each round of blood drain entitles the creature to another Spot check to notice the leeches, with a cumulative +2 bonus on the check per round after the first. Characters attacked in clear water, or who have some means of detecting the leech swarm without seeing it, notice the attack automatically.

Blood Drain (Ex): Any living creature damaged by a leech swarm also takes 1 point of Constitution damage as the swarm drains its blood. This damage repeats every round thereafter unless the creature successfully exits the swarm and spends a full-round action removing leeches from its body.

Disease (Ex): A creature damaged by a leech swarm must succeed on a DC 15 Fortitude save or contract red ache (see page 292 of the Dungeon Master's Guide).Distraction (Ex): Any living creature vulnerable to the leech swarm's damage who notices the swarm and begins its turn with a swarm in its square is nauseated for 1 round; a DC 10 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Swarm Traits (Ex): See page 316 of the Monster Manual.

Skills: A leech swarm has a +8 racial bonus on any Swim check to perform a 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.

Monstrous Scorpion, Medium

Serval (Savannah Wildcat)

Small Animal
Hit Dice: 1d8+1 (5 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/–3
Attack: Claw +4 melee (1d3+1)
Full Attack: 2 claws +4 melee (1d3+1) and bite –1 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 1d3
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +5, Will +1
Abilities: Str 12, Dex 17, Con 13, Int 2, Wis 12, Cha 7
Skills: Balance +7, Climb +7, Hide +11*, Jump +17, Listen +9, Move Silently +7, Spot +3
Feats: Weapon Finesse
Environment: Warm plains
Organization: Solitary, pair, or family (3–5)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral
Advancement: 2–3 HD (Small)
Level Adjustment: —

Servals are wildcats that hunt small animals in savannahs and desert regions. A typical serval is about 3 feet long and weighs around 40 pounds; males are somewhat heavier than females.

Combat

Servals are accomplished jumpers and can leap 10 feet into the air to snatch birds. They are also capable of great bursts of speed.

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

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

Rake (Ex): Attack bonus +4 melee, damage 1d3.

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

CR 2

Ashworm

Large Magical Beast
Hit Dice: 3d10+9 (25 hp)
Initiative: +0

Speed: 30 ft. (6 squares), burrow 30 ft., climb 5 ft.
Armor Class: 14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple: +3/+12
Attack: Sting +7 melee (1d6+7 plus poison)
Full Attack: Sting +7 melee (1d6+7 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison
Special Qualities: Evasive diver, tremorsense 60 ft.
Saves: Fort +4, Ref +5, Will +4
Abilities: Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6
Skills: Climb +16, Listen +6, Spot +3
Feats: Alertness, Lightning Reflexes
Environment: Warm deserts or plains
Organization: Solitary, cluster (2-4), or herd (6-30)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 4-6 HD (Large); 6-9 HD (Huge)
Level Adjustment: —

This large, eyeless worm is as big as a horse. It is covered in a thin chitinous layer of pale purple plates. A nasty stinger quivers at the end of its tail. Wild ashworms are distant cousins to the purple worm, but not nearly as large or aggressive (not able to gulp down prey in a single mouthful). Traveling in vast herds both above and below the desert sands, the sound of a herd's approach is akin t0 thunder. As a result, ashworms are sometimes called thunderherders. Ashworms are sometimes caught and trained as mounts, though a trainer clips off the dangerous stinger. Ashworms can be induced to travel on the sand's surface (or even packed earth or stone) exclusively by a skilled rider. However, the rider must succeed on a DC 15 Ride check once every 24 hours it in a sandy environment or be swept off the back of the ashworm as it dives below the surface for ld4 rounds before returning to the surface. Expert riders who put up with this behavior are somewhat mollified by the ashworm's ability to secrete a substance that allows it to stick to vertical surfaces; a rider securely strapped to an ashworm's back can climb up walls or other impediments with his mount, albeit slowly. An ashworm is hard to control in combat (see Mounted Combat, page 157 of the Player's Handbook), unless it belongs to an ashworm dragoon (see page 66).

Carrying Capacity: A light load for an ashworm is up to 500 pounds; a medium load, up to 900 pounds; and a heavy load, up to 1,400 pounds. An ashworm can drag 6,900 pounds.

COMBAT

Ashworms hunt prey from beneath the sand, then rise to confront their targets. In battle, an ashworm forms into a coil, stinging anything in reach.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 2d6 Str. The save DC is Constitution-based.

Evasive Diver (Ex): In areas of sand (not packed earth or stone), the ashworm feels more secure because of its evasive diver ability. If the ashworm makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the ashworm instead manages to instantly dive below the protective sand or earth and takes no damage. An ashworm's rider might be swept from the ash-worm's back unless it makes a DC 15 Reflex save when the ashworm dives below the sand. If the rider tails this save, it is swept from the ashworm's back. Particu-larly skilled riders, such as ashworm dragoons with the sand rider ability, go along for the dive and also take no damage from the effect that prompted the ashworm's Reflex save.

Cheetah

Crocodile

Gem Scarab

Small Magical Beast
Hit Dice: 2d (17 hp)
Initiative: +1
Speed: 40 ft. (8 squares), fly 60 ft. (average), burrow 15 ft., climb 10 ft.
Armor Class: 16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple: +2/-3
Attack: bite +2 (1d4–1)
Space/Reach: 5 ft./5 ft
Special Attacks: spell-like abilities
Special Qualities: tremorsense 30 ft.
Spells per day:
Spell DC:
Saves: Fort +6, Ref +3, Will +2
Abilities: Str 9, Dex 10, Con 16, Int 1, Wis 15, Cha 10
Skills: Climb +9, Hide +7 (+15 in sand), Listen +6, Spot +4
Feats: Alertness
Alignment: Always Neutral
Languages: -

Spell-Like Abilities (CL 2nd): 6/day any one cantrip or orison; each spell gets a distinctive gemstone.

- Diamond: flare (DC 14)
- Emerald: acid splash (+3 ranged touch)
- Sapphire: ray of frost (+3 ranged touch)
- Black Onyx: touch of fatigue (DC 14)
- White Opal: daze (DC 14)
- Ruby: inflict minor wounds (DC 14)
- [decide later]: cure minor wounds

Skills A gem scarab has a +8 racial bonus on Hide checks in sand. It has a +10 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.Gem scarabs are burrowing, insectlike creatures that dwell in arid and sandy lands.

Gem scarabs look like large golden beetles. They live primarily underground, where they eat minerals found in the soil, interfering with its suitability for growing plants. Each gem scarab has six gems of a particular color on its back, which hold the magical energy to power its spell-like abilities; these gems crumble if removed while the beetle is still alive, as it moves the magical energy from an attacked gem to an empty one. Empty and removed gems regrow and refill in 24 hours.

CR 3

Dire Eel

Large Animal (Aquatic)
Hit Dice: 6d8+15 (42 hp)
Initiative: +5
Speed: Swim 30 ft. (6 squares)
Armor Class: 13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
BaseAttack/Grapple: +4/+12
Attack: Bite +8 melee (1d8+6)
Full Attack: Bite +8 melee (1d8+6)
Space/Reach: 10 ft./5 ft.

Special Attacks: Attach
Special Qualities: Low-light vision, scent
Saves: Fort +7, Ref +6, Will +3
Abilities: Str 19, Dex 13, Con 14, Int 1, Wis 12, Cha 2
Skills: Hide +1 (+5 in coral, rock, or kelp), Listen +5, Spot +6, Swim +12
Feats: Improved Initiative, Toughness, Weapon Focus (bite)
Environment: Warm aquatic
Organization: Solitary or pair
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 7–12 HD (Large); 13–18 HD (Huge)
Level Adjustment: —

The dire eel is a moraylike animal of unusual size. It can reach lengths of 20 feet or more and weigh up to 500 pounds. It resembles its smaller relations in other respects.

Attach (Ex): If a dire eel hits with its 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 eel loses its Dexterity bonus to AC and has an AC of 12. An attached eel can be struck with a weapon or grappled itself. To remove an attached eel through grappling, the opponent must achieve a pin against the creature.

Skills: Dire eels have a +4 racial bonus on Hide checks, which improves to +8 in areas of coral, rock, or heavy kelp. An eel has a +8 racial bonus on any Swim check to perform a 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.

Dire Vulture

Large Animal
Hit Dice: 6d8+42 (69 hp)
Initiative: +1
Speed: 20 ft. (4 squares), fly 80 ft. (average)
Armor Class: 17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Attack/Grapple: +4/+11
Attack: Bite +6 melee (1d8+4)
Full Attack: Bite +6 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Stench
Special Qualities: Low-light vision, resistance to disease, scent
Saves: Fort +12, Ref +6, Will +7
Abilities: Str 16, Dex 13, Con 25, Int 2, Wis 14, Cha 4
Skills: Listen +4, Spot +12, Survival +11
Feats: Alertness, Flyby Attack, Track
Environment: Warm deserts
Organization: Solitary or flock (4-20)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-18 HD (Huge)
Level Adjustment: —

This enormous bird of prey has a mottled, naked head and neck with a wicked, hooked beak. A stink of carrion surrounds the beast.

A dire vulture, like its normal cousin, is a carrion feeder. It takes a very large carcass, or many small ones, to keep such a monster fed.

A dire vulture is 8 to 12 feet long and has a wingspan of 20 feet or more.

Combat

Dire vultures are much more aggressive than mundane vultures, and one might attack a creature that is two or more size categories smaller than itself.

Stench (Ex): Scraps of rotting flesh cling to a dire vulture's feathers, and the fetid wind of its wings can fell even the hardiest opponent. A creature within 20 feet of a dire vulture must succeed on a DC 20 Forti-tude save or be sickened for ld6 rounds. A creature that successfully saves can't be affected by that dire vulture's stench ability for 24 hours. The save DC is Constitution-based.

Resistance to Disease (Ex): A dire vulture has a cast-iron stomach. It has a +2 bonus on Fortitude saves to resist normal diseases, but not supernatural or magical diseases such as mummy rot.

Skills: A dire vulture has a +4 racial bonus on Spot and Survival checks

Dust Twister

Medium Elemental (Air, Extraplanar)
Hit Dice: 4d8+8 (26 hp)
Initiative: +5
Speed: 60 ft. (12 squares), fly 5 ft. (perfect)
Armor Class: 18 (+5 Dex, +3 natural), touch 15, flat-footed 13
Base Attack/Grapple: +3/+4
Attack: Slam +8 melee (1d6+1)
Full Attack: Slam +8 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., elemental traits, strength of the whirlwind
Saves: Fort +3, Ref +9, Will +1
Abilities: Str 12, Dex 21, Con 14, Int 4, Wis 11, Cha 11
Skills: Listen +3, Spot +4
Feats: Combat Reflexes, Flyby Attack, Weapon Finesse (b)
Environment: Warm deserts
Organization: Solitary, company (2-4), or band (6-15)
Challenge Rating: 3
Treasure: None
Alignment: Usually neutral
Advancement: 5-7 HD (Medium); 8-12 HD (Large)
Level Adjustment: —

A slender twister races across the desert, like a waterspout of sand and dust, though it moves with purpose.

A dust twister sometimes results from the union of an air elemental and a jann. While extraplanar in nature, most are consigned to the Material Plane, and they favor forlorn deserts and hidden oases where they can bedevil any janni they find.

A dust twister usually appears as a slender cylinder of wind and sand that can reach a height of 20 feel. When carrying a "rider" or a load, the load appears at the base of the twister 5 feet above the ground, visible within the 5-foot-diameter swirling core but apparently untouched by the scouring winds.

Carrying Capacity: A dust twister is treated as a large quadruped, and benefits from its strength of the whirlwind ability, when determining its carrying capacity. A light load for a dust twister is up to 460 pounds; a medium load, up to 900 pounds; and a heavy load, up to 1,300 pounds. A dust twister cannot drag an item.

COMBAT

A dust twister uses a portion of its whirling form to blast foes with its slam attack.

Strength of the Whirlwind (Ex): A dust twister uses its Dexterity score to determine its carrying capacity. A creature or object can be caught up in the body of a dust twister if it touches or enters the whirlwind, or it the dust twister moves through the creature's or object's space. An affected creature that does not wish to be carried along by the dust twister must succeed on a Reflex save when it comes into contact with the whirlwind or be picked up and held safely suspended in the calm eye of the twister. A creatures held within the eye of the dust twister can take a move action to extricate itself, if a dust twister wishes, it can expel its passenger in a precipitous manner, dealing 1d6 points of damage to the passenger or cargo as it is dropped upon the ground.

Monstrous Scorpion, Large

Protoceratops

Medium Animal
Hit Dice: 5d8+20 (42 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 18 (+8 natural), touch 10, flat-footed 18
Base Attack/Grapple: +3/+6
Attack: Bite +6 melee (1d8+4)
Full Attack: Bite +6 melee (1d8+4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Powerful charge
Special Qualities: Low-light vision, scent
Saves: Fort +8, Ref +4, Will +2
Abilities: Str 16, Dex 11, Con 19, Int 1, Wis 12, Cha 6
Skills: Listen +5, Spot +5, Survival +9
Feats: Alertness, Endurance
Environment: Warm deserts
Organization: Solitary, pair, or herd (4-7)
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 6-10 HD (Medium); 11-15 HD (Large)
Level Adjustment: —

Protoceratops is a desert-dwelling herbivorous dinosaur that roots for tubers below the baked earth and grazes on the rough leaves of desert weeds. It has a thick, bony skull and a tough hide to protect it from climate and predators. A protoceratops is 6 to 8 feet long and weighs about 900 pounds.

Combat

Protoceratops are not very aggressive, but because they are the favored prey of larger creatures, they have developed Protoceratops travel in herds effective defenses. A threatened protoceratops lowers its head and charges, attempting to bull rush an enemy and escape. If it cannot get away, it attempts to charge as often as possible.

Powerful Charge (Ex): A protoceratops deals 2d8+11 points of damage when it makes a charge.

Skills: Protoceratops have a +4 racial bonus on Survival checks.

CR 4

Piranah Swarm

Tiny Animal (Aquatic, Swarm)
Hit Dice: 8d8+11 (47 hp)
Initiative: +6
Speed: Swim 40 ft. (8 squares)
Armor Class: 15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
BaseAttack/Grapple: +6/—
Attack: Swarm (3d6)
Full Attack: Swarm (3d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction
Special Qualities: Half damage from slashing and piercing weapons, low-light vision, scent, swarm traits
Saves: Fort +7, Ref +8, Will +3
Abilities: Str 4, Dex 15, Con 12, Int 1, Wis 12, Cha 2
Skills: Hide +10, Listen +9, Spot +8, Swim +5
Feats: Alertness, Improved Initiative, Toughness
Environment: Warm aquatic
Organization: Solitary or school (2–4 swarms)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

The water boils with small, darting fish, each armed with a jawful of razor-sharp teeth.One of the most feared denizens of warm aquatic environments is the piranha swarm, capable of devouring even a Large creature with amazing quickness.

Combat

Due to a piranha's unusually strong jaws and sharp teeth, piranha swarms deal more damage than a swarm of their Hit Dice normally would.

Distraction (Ex): Any living creature vulnerable to the piranha swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 15 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a DC 20 Concentration check. The save DC is Constitution-based.

Swarm Traits (Ex): See page 316 of the Monster Manual.

Skills: A piranha swarm has a +8 racial bonus on any Swim check to perform a 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.

CR 5

Canisphinnx

Large Magical Beast
Hit Dice: 9d10+18 (67 hp)

Initiative: +1Speed: 60 ft. (12 squares), fly 90 ft. (poor)
Armor Class: 20 (–1 size, +1 Dex, +10 natural), touch 10, fl at-footed 19
Base Attack/Grapple: +9/+18
Attack: Bite +13 melee (1d10+5)
Full Attack: Bite +13 melee (1d10+5) and 2 claws +8 melee (1d6+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, rake 1d6+2, roar
Special Qualities: Darkvision 60 ft., low-light vision
Saves: Fort +8, Ref +7, Will +6
Abilities: Str 21, Dex 13, Con 15, Int 15, Wis 17, Cha 16
Skills: Intimidate +15, Listen +21, Spot +17, Survival +15
Feats: Alertness, Flyby Attack, Power Attack, Track
Environment: Warm Deserts
Organization: Solitary or pair
Challenge Rating: 5
Treasure: Standard
Alignment: Usually neutral evil
Advancement: 10–15 HD (Large); 16–27 HD (Huge)
Level Adjustment: +3 (cohort)

This creature is bigger than a riding horse and has a tawny lion’s body, great falcon wings, and a jackal’s head.Vicious hunters, canisphinxes often chase their prey across the desert sands for hours, wait-ing for the victim to drop from exhaustion. Though these crea-tures generally hunt alone, a mated pair occasionally gangs up on prey as a prelude to some sort of courting behavior.

Combat

Canisphinxes prefer prey that is too weak to fight back, and they usually flee in the face of stronger opposition. When they decide to fight, they try to pin their foes and finish them off with bite and rake attacks.

Rake (Ex): Attack bonus +13, damage 1d6+2.

Roar (Su): Three times per day, a canisphinx can loose a mighty roar as a standard action. All creatures within 200 feet must succeed on a DC 17 Will save or be affected as though by a fear spell for 2d4 rounds. If the sphinx roars a second time during the same encounter, all creatures within 100 feet must succeed on a DC 17 Fortitude save or be paralyzed for 1d4 rounds, and all those within 60 feet are also deafened for 1d4 rounds (no save). If it roars a third time during the same encounter, all those within 50 feet must succeed on a DC 17 Fortitude save or take 1d4 points of Strength damage for 1d4 rounds. The effect of roars from multiple cani-sphinxes is cumulative. A second canisphinx that roars within 100 feet of a creature already affected by another’s fear roar forces that creature to save to resist paralysis. Other canisphinxes have immunity to these effects. The save DCs are Charisma-based.

Skills (Ex): Canisphinxes have a +4 racial bonus on Listen checks.

Dancing Ooze

Amphibious Living Spell, Jig of the Waves, CL 6
Size and Type: Medium Ooze [aquatic]
Initiative: -1
Hit Dice: 6d10 +12 (45 hp)
Speed: 20 feet, swim 10 feet
Armor Class: 11 (-1 dex +2 deflection), touch 11, flat-footed 11
Attack/Grapple: +5/+5
Attack: Slam +5 (1d4+1 and jig, DC 14)
Space/Reach: 5 ft./5 ft.
Special Attacks: Jig, engulf
Special Qualities: Ooze traits, immune to poison, sleep effects, paralysis, polymorph, and stunning, damage reduction 10/magic, spell resistance 16

Saves: Fort +5, Ref +2, Will +3
Abilities: str 14, dex 9, con 14, int -, wis 11, cha 14
Skills and Feats: -
Environment: Any
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral

Jig (Su): A creature with up to 4 hd hit by a dancing ooze's slam attack must make a DC 14 Will save or begin dancing a merry jig. This is a mind-affecting compulsion effect. They receive a -2 penalty on attack rolls, saving throws, skill checks, ability checks and Armor Class for the time that they dance. Though they can take actions normally (using the penalties given above), their movement is not their own.

Each round, a creature affected by this spell must take a move action to move half her speed in a random direction. If this movement would place the target in danger (such as dancing into a fire or off the deck of a ship), the dance causes the target to stop just short of the threat. Targets can still take their actions, either before or after their movement as they choose.

Engulf (Ex): A dancing ooze can flow around creatures that fit within its space as a standard action. It cannot make a slam attack during a round in which it engulfs. The living spell merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the living spell, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a Reflex save (DC 14) or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the spell moves forward. Engulfed creatures are subject to the dancing ooze's Jig effect each round on the ooze's turn, and are considered to be grappled.

Diprotodon

Large Animal
Hit Dice: 9d8+36 (76 hp)
Initiative: +0
Speed: 40 ft. (8 squares), burrow 10 ft.
Armor Class: 14 (-1 size, +5 natural), touch 9, flat-footed 14
Base Attack/Grapple: +6/+18
Attack: Gore +13 melee (1d8+8)
Full Attack: Gore +13 melee (1d8+8) and 2 claws +8 melee (1d8+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Trample 2d6+12
Special Qualities: Low-light vision, scent
Saves: Fort +10, Ref +6, Will +6
Abilities: Str 27, Dex 10, Con 18, Int 2, Wis 13, Cha 11
Skills: Listen +9, Spot +9
Feats: Alertness, Improved Natural Attack (claw), Iron Will, Run
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 5
Treasure: None Alignment:
Always neutral Advancement: 12-18 HD (Large); 19-27 HD (Huge)
Level Adjustment: —

This hippopotamus-sized beast is covered with short, grizzled fur. Its thick legs end in massive digging claws, and two large tusks project horizontally from its lower jaw. It shakes its head threateningly and prepares to charge. A diprotodon is a giant relative of the wombat, an herbivorous, powerfully built marsupial.

Diprotodons are built to graze dry grasses and other tough desert vegetation. Their powerful teeth grind the fibrous plant matter to a fine pulp, and their digestive systems slowly process the food, extracting every drop of water and scrap

of nourishment. Their powerful legs and claws are built for digging, and a diprotodons habitat is easy to identify from the large entrances to its nesting burrow.

Combat

Although mild mannered in general, a diprotodon is intensely territorial and does not hesitate to stamp an intruder into the ground. A diprotodon can move as quickly as a camel, despite its lumbering appear-ance, and when it charges, it often catches opponents off guard.

Trample (Ex): Reflex half DC 22. The save DC is Strength-based.

Hieracosphinx

Manticore

Scorpion Swarm

Diminutive Vermin (Swarm)
Hit Dice: 9d8+9 (49 hp)
Initiative: +4
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 18 (+4 size, +4 Dex), touch 18, flat-footed 14
Base Attack/Grapple: +6/—
Attack: Swarm (2d6 plus rend plus poison)
Full Attack: Swarm (2d6 plus rend plus poison)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, poison, rend 4d6
Special Qualities: Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits
Saves: Fort +7, Ref +7, Will +3
Abilities: Str 1, Dex 19, Con 12, Int —, Wis 10, Cha 2
Skills: Climb +12, Spot +4
Feats: Weapon Finesse (b)
Environment: Warm deserts
Organization: Solitary, gathering (2–4 swarms), or living mat (7–12 swarms)
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: None
Level Adjustment: —

A jumping, sticky mass of desert scorpions rolls forward, hundreds of tiny stingers held high, each glistening with poison.A scorpion swarm is a heaving mass of desert scorpions eager to feast on any large prey it can bring down.

COMBAT

A scorpion swarm seeks to surround and attack any living creature it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.

Distraction (Ex): Any living creature that begins its turn with a scorpion swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

Rend (Ex): If a scorpion swarm successfully distracts a foe it surrounds, it takes advantage of the distraction and tears the victim’s flesh. This attack automatically deals an extra 4d6 points of damage.

Skills: A scorpion swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A scorpion swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

CR 6

Hippopotamus

Large Animal
Hit Dice: 8d8+40 (76 hp)
Initiative: -1
Speed: 20 ft. (4 squares), swim 20 ft.
Armor Class: 14 (–1 size, –1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple: +6/+17
Attack: Bite +12 melee (2d6+10)
Full Attack: Bite +12 melee (2d6+10)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Hold breath, scent
Saves: Fort +11, Ref +5, Will +3
Abilities: Str 24, Dex 9, Con 20, Int 2, Wis 12, Cha 3
Skills: Listen +7, Spot +6, Swim +15
Feats: Improved Bull Rush, Improved Overrun, Power Attack
Environment: Warm plains and forests (rivers)
Organization: Solitary, pair, or herd (10–15)
Challenge Rating: 6
Alignment: Always neutral
Advancement: 9–16 HD (Large); 17–24 HD (Huge)
Level Adjustment: —

Sometimes known as the river horse, the hippopotamus is an immense mammal usually found in or near rivers, ponds, and lakes. It spends most of its daylight hours wallowing in mud or lounging in water to keep its skin from drying out. The typical river hippo has eyes on the top portion of its head (rather than the sides), so that it can see above water as it floats. Its large nostrils close tight when it submerges, and it can hold its breath for several minutes at a time. A hippopotamus can even sleep while submerged.

Combat

Hippopotami are often brutally territorial and do not hesitate to attack any thing they perceive as a threat. Their powerful, tusklike incisors can slice through wood and even thin metal with ease.

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

Skills: A hippopotamus 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

CR 7

Giant Banded Lizard

Huge Animal
Hit Dice: 10d8+60 (105 hp)
Initiative: +0
Speed: 20 ft. (4 squares), climb 10 ft., swim 10 ft.
Armor Class: 13 (-2 size, +5 natural), touch 8, flat-footed 13
Base Attack/Grapple: +7/+24
Attack: Bite +14 melee (2d8+9)
Full Attack: Bite +14 melee (2d8+9) and 2 claws +9 melee (2d6+4 plus poison)
Space/Reach: 15 ft./10 ft.
Special Attacks: Improved grab, poison
Special Qualities: Low-light vision, scent
Saves: Fort +13, Ref +3, Will +3
Abilities: Str 28, Dex 10, Con 23, Int 2, Wis 10, Cha 5
Skills: Climb +12, Listen +7, Spot +4
Feats: Alertness, Cleave, Improved Overrun, Power Attack
Environment: Warm deserts
Organization: Solitary
Challenge Rating: 7
Alignment: Always neutral
Advancement: 11-14 HD (Huge); 15-30 HD (Gargantuan)
Level Adjustment: —

This giant lizard has a thick, heavy tail. Its sharp claws ore out-matched only by in powerful jaws. Resembling some kind of dinosaur, the giant banded lizard prowls the deserts and scrublands, constantly in search of prey. Virtually fearless, it attacks any creature that crosses its lumbering path. Up to 30 feet long, and weighing close to eight tons, a giant banded lizard moves slowly. Its long, forked tongue flickers constantly in search of prey. Its hide is covered in tubercles, or beads, usually colored orange, but sometimes found in pink, yellow, or white. A giant banded lizard's black head is streaked with orange.

COMBAT

A giant banded lizard attacks any creature its own size or smaller without hesitation. As it holds a creature fast in its mouth, a giant banded lizard pumps the creature full of venom secreted from its lower jaw.

Improved Grab (Ex): To use this ability, a giant banded lizard must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity, if it wins the grapple check, it establishes a hold and attempts to deal bite damage each round thereafter.

Poison (Ex): Injury, Fortitude DC 21, initial and secondary damage 2d4 Str. The save DC is Constitution-based.

Monstrous Scorpion, Huge

CR 8

Archelon (Giant snapper)

Huge Animal (Dinosaur)
Hit Dice: 12d8+84 (138 hp)
Initiative: –2
Speed: 10 ft. (2 squares), swim 20 ft.
Armor Class: 21 (–2 size, –2 Dex, +15 natural), touch 6, flat-footed 21

BaseAttack/Grapple: +9/+26
Attack: Bite +16 melee (2d6+13)
Full Attack: Bite +16 melee (2d6+13)
Space/Reach: 15 ft./10 ft.
Special Attacks: —
Special Qualities: Hold breath, low-light vision
Saves: Fort +16, Ref +2, Will +5
Abilities: Str 28, Dex 7, Con 22, Int 2, Wis 13, Cha 7
Skills: Listen +11, Spot +6, Swim +17
Feats: Great Fortitude, Toughness (×4)
Environment: Warm aquatic
Organization: Solitary or pair
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 13–24 HD (Huge); 25–36 HD (Gargantuan)
Level Adjustment: —

This huge, flat turtle is easily 15 feet from nose to tail, with a powerful beaked jaw. Its feet are large, paddlelike flippers.

The archelon is a large, primitive sea turtle. While it often feeds on floating carrion or shellfish it digs up out of the mud, it is highly aggressive and is not afraid to come up out of the water in order to reach a meal on shore.

Combat

The archelon attacks with a snap of its oversized jaws.

Hold Breath (Ex): An archelon can hold its breath for a number of rounds equal to 10 × its Constitution score before it risks drowning. For a typical archelon, this is 220 rounds, or 22 minutes.

Skills: An archelon has a +8 racial bonus on any Swim check to perform a 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.

Deadborn Vulture

Normal:
Size/Type: Large Magical Beast
Hit Dice: 9d10 (67 hp)
Initiative: +3
Speed: Speed 10 ft. (2 squares), fly 70 ft. (poor)
Armor Class: 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple: +9/+19
Attack: 2 claws +14 each (1d6+6 plus disease) and bite +12 (1d8+3)
Space/Reach: 10 ft./5 ft.
Special Attacks: disease, foul breath
Special Qualities: darkvision 60 ft., low-light vision
Saves: Fort +8, Ref +11, Will +4
Abilities: Str 22, Dex 17, Con 14, Int 10, Wis 12, Cha 10
Skills: Intimidate +8, Listen +11, Spot +15
Feats: Alertness, Flyby Attack, Lightning Reflexes, Multiattack
Alignment: Always Neutral Evil
Languages: understands Common; cannot speak

Deadborn (Su) When a deadborn vulture is reduced to 0 hit points, it immediately dies and becomes a deadborn vulture zombie that retains the vulture's disease ability. This transformation does not cause a flying deadborn vulture to fall.

Disease (Ex) Claw, Fort DC 16 negates, incubation period 1 day, damage 1d4 Str. The save DC is Constitution-based.

Zombie:
Size/Type: Large Undead
Hit Dice: 18d12 (120 hp)
Initiative: +2
Speed: Speed 10 ft. (2 squares), fly 70 ft. (poor)
Armor Class: AC 20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple: +9/+20
Attack: claw +15 (1d6+7 plus disease) or bite +15 (1d8+7) or slam +15 (1d8+7)
Space/Reach: 10 ft./5 ft.
Special Attacks: disease
Special Qualities: single actions only, undead traits, darkvision 60 ft., DR 5/slashing
Saves: Fort +6, Ref +8, Will +11
Abilities: Str 24, Dex 15, Con —, Int —, Wis 10, Cha 1
Skills: Listen +0, Spot +0
Feats: Toughness
Alignment: Always Neutral Evil
Languages: -

Single Actions Only (Ex) A deadborn vulture zombie can perform only a single move action or standard action each round. It can still charge.

Foul Breath (Ex) 30-foot cone, 1/day, nauseated 1d6 rounds, Fort DC 16 negates. The save DC is Constitution-based. Skills Deadborn vultures have a +4 racial bonus on Spot checks.	Disease (Ex) Claw, Fort DC 19 negates, incubation period 1 day, damage 1d4 Str. The save DC is Constitution-based.

Necromancers created deadborn vultures from the eggs of giant eagles and giant owls. Once grown, the resulting black birds make excellent mounts that become undead creatures when they die.

Deadborn vultures are sterile. A giant eagle or giant owl egg brooded over by a deadborn vulture is corrupted, and the chick is born a deadborn vulture.

After being reanimated as zombies, deadborn vultures do not eat, sleep, or reproduce. Unlike most other zombies, they remain loyal to creatures they were friendly with in life.

Dire Tortoise

Huge Animal
Hit Dice: 14d8+107 (170 hp)
Initiative: -2
Speed: 20 ft. (4 squares), burrow 20 ft.
Armor Class: 25 (-2 size, -2 Dex, +19 natural), touch 6, flat-footed 25
Base Attack/Grapple: +10/+26
Attack: Bite +16 melee (1d8+12)
Full Attack: Bite +16 melee (1d8+12)
Space/Reach: 15 ft./10 ft.
Special Attacks: Lightning strike, trample 4d8+12
Special Qualities: Low-light vision
Saves: Fort +16, Ref +7, Will +9 Abilities:
Str 26, Dex 6, Con 25, Int 2, Wis 10, Cha 6
Skills: Hide -1*, Listen +6, Spot +6
Feats: Alertness, Endurance, Toughness (3)
Environment: Warm deserts
Organization: Solitary or pair
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 15-28 HD (Huge); 29-42 HD (Gargantuan)
Level Adjustment: —

This massive tortoise has a spiked, rocky shell as big as a house. Its large head ends in a wickedly sharp beak. A dire tortoise moves slowly about the waste, consuming cactuses, mesquite shrubs, and tough desert grasses. It is an ill-tempered beast and quick to lash out at intruders. A dire tortoise is 20 to 30 feet long and can weigh 12,000 pounds or more.

Combat

Dire tortoises rely on their camouflage and protection. If approached, they lunge suddenly at any creature within reach of their powerful jaws.

Lightning Strike (Ex): A dire tortoise can lash out very rapidly. On the first round of combat, it gets a surprise round regardless of whether it has been noticed. A creature that notices the dire tortoise is still treated as flat-footed during this round.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based. Skills: *A dire tortoise has a +12 racial bonus on Hide checks in rocky terrain.

Tyrannosaurus

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