

# Apkallu Family

## Fledgling Apkallu (CR 1/4)

A variety of sea bird that live in flocks on islands. On dry land, apkallu only waddle about on their short legs, but in the ocean, they propel themselves through the water with fin-like wings at high speeds, enabling them to catch fish.

XP 100

N Tiny Animal ([Avian](#))

Init +1; Senses Low-light vision; Perception +8

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### DEFENSE

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AC 14, touch 13; flat-footed 13 (+2 size, +1 Dex, +1 natural)

hp 6 (1d8+1)

Fort +3, Ref +3, Will +1

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### OFFENSE

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Speed 10 ft., Swim 40 ft., Toboggan 30 ft.

Melee Bite +0 (1d3-1)

Space 2-1/2 ft.; Reach 0 ft.

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### STATISTICS

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Str 9, Dex 12, Con 13, Int 2, Wis 12, Cha 7

Base Atk +0; CMB -2; CMD 8

Feats [Skill Focus](#) (Perception)

Skills Perception +8, Swim +7

SQ Hold Breath

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### SPECIAL ABILITIES

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#### Familiar

The master of a fledgling apkallu gains a +3 bonus on Swim checks.

#### Hold Breath (Ex)

A fledgling apkallu increases the number of rounds it can hold its breath by 2.

#### Toboggan (Ex)

On snow- or ice-covered terrain, a fledgling apkallu can move at a rate of 30 feet by sliding on its belly rather than walking.

# Bulette Family

## Baretta (CR 5)

The weakest of the bulette family, this armor-plated creature roams in packs of two to four.

XP 1,600

N Large Animal

Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +6

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#### DEFENSE

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AC 21, touch 11; flat-footed 19 (+2 dex, +10 natural, -1 size)

hp 50 (6d8+24)

Fort +9, Ref +7, Will +5

Defensive Abilities Spines; Resist Earth 5

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#### OFFENSE

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Speed 30 ft.

Melee 2 Claws +8 (1d8+5), Bite +9 (2d6+7/19-20)

Space 10 ft.; Reach 10 ft.

Special Attacks Leap, Savage Bite

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#### STATISTICS

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Str 20, Dex 15, Con 18, Int 2, Wis 12, Cha 6

Base Atk +4; CMB +10; CMD 22 (26 vs. trip)

Feats [Improved Initiative](#), [Iron Will](#), [Weapon Focus](#) (Bite)

Skills Acrobatics +7 (+15 jumping), Perception +6, Racial Modifiers +8 on Acrobatics checks made to jump

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#### SPECIAL ABILITIES

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##### Leap (Ex)

A baretta can perform a special kind of pounce attack by jumping into combat. When a baretta charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

##### Savage Bite (Ex)

A baretta's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

##### Spines (Ex)

A baretta has large spines that jut from between its armor plates; any creature attacking it with natural attacks or unarmed strikes take 1d6 damage and must make a DC 16 Reflex save or have the quill break off and embed in its flesh. Lodged quills impose a –1 penalty on attacks, saves, and skill checks per quill. The save DC is Dexterity-based.

##### Barette (CR 7)

This armor-plated creature's toothy maw gapes wide as a fin-like dorsal plate rises between its shoulders.

XP 3,200

N Large Animal

Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +11

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#### DEFENSE

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AC 23, touch 11; flat-footed 21 (+2 dex, +12 natural, -1 size)

hp 72 (8d8+40)

Fort +11, Ref +8, Will +5

Defensive Abilities Spines; Resist Earth 5

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#### OFFENSE

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Speed 30 ft.

Melee 2 Claws +11 (1d8+6), Bite +12 (2d6+9/19-20)

Space 10 ft.; Reach 10 ft.

Special Attacks Leap, Savage Bite

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#### STATISTICS

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Str 23, Dex 15, Con 20, Int 2, Wis 13, Cha 6

Base Atk +6; CMB +13; CMD 25 (29 vs. trip)

Feats [Improved Initiative](#), [Iron Will](#), [Skill Focus](#) (Perception), [Weapon Focus](#) (Bite)

Skills Acrobatics +9 (+17 jumping), Perception +11, Racial Modifiers +8 on Acrobatics checks made to jump

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#### SPECIAL ABILITIES

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##### Leap (Ex)

A barette can perform a special kind of pounce attack by jumping into combat. When a barette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

##### Savage Bite (Ex)

A barette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

##### Spines (Ex)

A barette has large spines that jut from between its armor plates; any creature attacking it with natural attacks or unarmed strikes take 1d6 damage and must make a DC 16 Reflex save or have the quill break off and embed in its flesh. Lodged quills impose a –1 penalty on attacks, saves, and skill checks per quill. The save DC is Dexterity-based.

##### Ironback (CR 9)

This armor-plated creature is related to the bulette except what it lacks in spines, it makes up in armor.

XP 6,400

N Large Animal

Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +13

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#### DEFENSE

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AC 25, touch 11; flat-footed 23 (+2 dex, +14 natural, -1 size)

hp 98 (10d8+60)

Fort +12, Ref +9, Will +6

DR 5/cold-iron; Resist Earth 5

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#### OFFENSE

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Speed 30 ft.

Melee 2 Claws +13 (1d8+7), Bite +14 (2d6+10/19-20)

Space 10 ft.; Reach 10 ft.

Special Attacks Leap, Savage Bite

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#### STATISTICS

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Str 24, Dex 15, Con 20, Int 2, Wis 13, Cha 6

Base Atk +7; CMB +15; CMD 27 (31 vs. trip)

Feats [Improved Initiative](#), [Iron Will](#), [Skill Focus](#) (Perception), Toughness, [Weapon Focus](#) (Bite)

Skills Acrobatics +11 (+19 jumping), Perception +13, Racial Modifiers +8 on Acrobatics checks made to jump

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#### SPECIAL ABILITIES

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##### Leap (Ex)

An ironback can perform a special kind of pounce attack by jumping into combat. When an ironback charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

##### Savage Bite (Ex)

An ironback's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

##### Sharnbulette (CR 11)

The larger version of a bulette with extra armor-plating and larger spines.

XP 12,800

N Huge Animal

Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +16

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#### DEFENSE

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AC 25, touch 10; flat-footed 23 (+2 dex, +15 natural, -2 size)

hp 127 (13d8+78)

Fort +14, Ref +10, Will +8

Defensive Abilities Spines; DR 5/cold-iron; Resist Earth 10

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## OFFENSE

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Speed 40 ft.  
Melee 2 Claws +15 (2d6+8), Bite +16 (2d8+12/19-20)  
Space 15 ft.; Reach 15 ft.  
Special Attacks Leap, Savage Bite

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## STATISTICS

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Str 26, Dex 15, Con 22, Int 2, Wis 14, Cha 6  
Base Atk +9; CMB +19; CMD 31 (35 vs. trip)  
Feats [Improved Initiative](#), [Iron Will](#), [Skill Focus](#) (Perception), Toughness, [Weapon Focus](#) (Bite)  
Skills Acrobatics +14 (+22 jumping), Perception +16, Racial Modifiers +8 on Acrobatics checks made to jump

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## SPECIAL ABILITIES

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### Leap (Ex)

A sharnbulette can perform a special kind of pounce attack by jumping into combat. When a sharnbulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

### Savage Bite (Ex)

A sharnbulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19–20.

### Spines (Ex)

A sharnbulette has large spines that jut from between its armor plates; any creature attacking it with natural attacks or unarmed strikes take 1d6 damage and must make a DC 16 Reflex save or have the quill break off and embed in its flesh. Lodged quills impose a –1 penalty on attacks, saves, and skill checks per quill. The save DC is Dexterity-based.

## Gaelicat Family

### Flying Killer (CR 4)

This red looking flying cat with purple melded wings swoops down to strike.  
XP 1,200  
N Small Animal  
Init +3; Senses Low-light vision, scent; Perception +10

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## DEFENSE

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AC 17, touch 15; flat-footed 13 (+3 Dex, +1 size, +1 dodge, +2 natural)  
hp 31 (5d8+5)  
Fort +5, Ref +7, Will +3  
Defensive Abilities Evasion; Resist Earth 10;

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**OFFENSE**

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Speed 30 ft., Fly 60 ft. (good)  
Melee 2 Claws +8 (1d4), Bite +7 (1d6)  
Space 5 ft.; Reach 5 ft.  
Special Attacks Cat Scratch, Pounce, Rake (2 claws, 1d4)

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**STATISTICS**

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Str 10, Dex 17, Con 12, Int 2, Wis 14, Cha 7  
Base Atk +3; CMB +2; CMD 16 (20 vs. trip)  
Feats Dodge, [Weapon Finesse](#), Weapon Focus (Claw)  
Skills Fly +14, Perception +7, Stealth +10; Racial Modifiers Climb +4, Fly +4

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**SPECIAL ABILITIES**

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### Cat Scratch (Ex)

Once per day as a standard action, a flying killer can claw twice (+8 to hit per claw) in an arc hitting all enemies within a 15-ft.-cone doing 1d4+3 per claw if they hit.

### Gaelicat (CR 1/2)

A flying cat with melded on wings.  
XP 200  
N Tiny Animal  
Init +2; Senses Low-light vision, scent; Perception +5

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**DEFENSE**

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AC 14, touch 14; flat-footed 12 (+2 Dex, +2 size)  
hp 6 [10] (1d8+2)  
Fort +1, Ref +4, Will +1  
Resist Earth 5

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**OFFENSE**

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Speed 20 ft., Fly 40 ft. (good)  
Melee 2 Claws +4 (1d3-2), Bite +4 (1d4-2)  
Space 2.5 ft.; Reach 0 ft.  
Special Attacks Cat Scratch

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**STATISTICS**

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Str 6, Dex 15, Con 8, Int 2, Wis 12, Cha 7  
Base Atk +0; CMB +0; CMD 6 (10 vs. trip)  
Feats Toughness\*, [Weapon Finesse](#)  
\*Bonus feat  
Skills Fly +14, Perception +5, Stealth +10; Racial Modifiers Climb +4, Fly +4

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## SPECIAL ABILITIES

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### Cat Scratch (Ex)

Once per day as a standard action, a gaelicat can claw twice (+4 to hit per claw) in an arc hitting all enemies within a 10-ft.-cone doing 1d3 per claw if they hit.

### Familiar

The master of a gaelicat familiar gains a +2 bonus on Reflex saves.

## Garula Family

### Garula (CR 9)

Large quadrupedal mammal that forms herds around a matriarch. This gentle giant can be found all around the plains. Gentle by nature, the Garula only attacks when provoked.

XP 6,400

N Large Animal

Init +0; Senses Low-light vision, scent; Perception +15

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## DEFENSE

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**AC** 22, touch 9, flat-footed 22 (+13 natural, -1 size)

**hp** 127 (13d8+78)

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

**Resist** Ice 10

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## OFFENSE

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**Speed** 40 ft.

**Melee** gore +19 (2d4+10), slam +19 (1d6+10), 2 stomps +17 (2d4+5)

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

**Special Attacks** Trample (1d6+15, DC 21)

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## STATISTICS

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Str 30, Dex 10, Con 20, Int 2, Wis 13, Cha 6

**Base Atk** +9; **CMB** +20 (+22 bull rush); **CMD** 30 (32 vs. bull rush, 34 vs. trip)

**Feats** Great Fortitude, Improved Bull Rush, Multiattack, Toughness, Weapon Focus (slam), Weapon Focus (stomp), Weapon Focus (gore)

**Skills** Climb +12, Perception +15

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## SPECIAL ABILITIES

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### Impaled Pounce (Ex)

A garula can make a full attack when it makes a charge attack, he also deals double damage with his tusks.

## Garulesa (CR 11)

Enormous garulan mother who is gentle by nature, chosen from among the other females in the herd. After provoking herself in a fierce competition for superiority, the garulesa will defend her herd from the threat of outsiders by unleashing an aggressive assault.

XP 12,800

N Huge Animal

Init +6; Senses Low-light vision, scent; Perception +20

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### DEFENSE

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**AC** 25, touch 10, flat-footed 23 (+15 natural, +2 dex, -2 size)

**hp** 179 (16d8+128)

**Fort** +19; **Ref** +12; **Will** +8

**Resist** Earth 10, Ice 15

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### OFFENSE

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**Speed** 40 ft.

**Melee** gore +23 (2d6+12), slam +23 (1d8+12), 2 stomps +21 (2d6+6)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** Trample (1d8+18, DC 25)

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### STATISTICS

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Str 34, Dex 14, Con 24, Int 2, Wis 16, Cha 6

**Base Atk** +12; **CMB** +26 (+28 bull rush); **CMD** 38 (40 vs. bull rush, 42 vs. trip)

**Feats** Great Fortitude, Improved Bull Rush, Improved Initiative, Multiattack, Toughness, Weapon Focus(slam), Weapon Focus(stomp), Weapon Focus(gore)

**Skills** Climb +17, Perception +20

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### SPECIAL ABILITIES

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## Impaled Pounce (Ex)

A garulesa can make a full attack when it makes a charge attack, she also deals double damage with her tusks.

## Neo Garula (CR 12)

These enormous garulans are a tougher breed and live in the snowy mountains. They can be found in the plains during the winter season and can be seen with the herd. Gentle by nature, the Neo Garula only attack when provoked.

XP 19,200

N Huge Animal

Init +6; Senses Low-light vision, scent; Perception +22

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### DEFENSE

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**AC** 28, touch 10, flat-footed 26(+18 natural, +2 dex, -2 size)

**hp** 201(18d8+144)

**Fort** +20; **Ref** +13; **Will** +8

**Immunity** Ice; **Resist** Earth 10



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**OFFENSE**

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**Speed** 40 ft.

**Melee** gore +25 (2d6+13), slam +25 (1d8+13), 2 stomps +23 (2d6+6)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** Trample (1d8+19, DC 25)

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**STATISTICS**

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Str 36, Dex 14, Con 24, Int 2, Wis 16, Cha 6

**Base Atk** +13; **CMB** +28 (+30 bull rush); **CMD** 40 (42 vs. bull rush, 44 vs. trip)

**Feats** Great Fortitude, Improved Bull Rush, Improved Initiative, Multiattack, Toughness, Weapon Focus(slam), Weapon Focus(stomp), Weapon Focus(gore)

Skills Climb +20, Perception +22

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**SPECIAL ABILITIES**

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### Impaled Pounce (Ex)

A neo garula can make a full attack when it makes a charge attack, he also deals double damage with his tusks.

## Rat Family

### Rat (CR 1/4)

Fecund and secretive, rats are omnivorous rodents that particularly thrive in urban areas.

**XP** 100

N Tiny Animal

**Init** +2; **Senses** low-light vision, scent; Perception +1

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**DEFENSE**

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**AC** 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +4, **Will** +1

Weakness Fire

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**OFFENSE**

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Speed 15 ft., climb 15 ft., swim 15 ft.

Melee Bite +4 (1d3-4 plus disease)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks Critical Attack, Disease

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**STATISTICS**

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**Str** 2, **Dex** 15, **Con** 11, **Int** 2, **Wis** 13, **Cha** 2

**Base Atk** +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +6, Stealth +18, Swim +11; Racial Modifiers use Dex to modify Climb and Swim

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## SPECIAL ABILITIES

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### Critical Attack (Ex)

Once per day as a standard action, the rat can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is  $1d3-4 \times 1.5$  for total damage.

### Disease (Ex)

Filth fever: Bite—injury; save Fort DC 10; onset 1d3 days; frequency 1/day; effect 1d2 Dex damage and 1d2 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

### Familiar

The master of a rat familiar gains a +2 bonus on Fortitude saves.

### Dire Rat (CR 1/3)

A mouse-like monster that lives in sewers. They can be found all over, and are resented as they chew on everything and are carriers of disease. Though not particularly strong on its own, since they usually act in groups, they can be quite a challenge for anyone who comes across them. Towns and villages have taken countermeasures to combat them, but thanks to their incredible reproductive abilities, their numbers are hard to keep in check.

XP 135

N Small Animal

Init +3; Senses Low-light vision, scent; Perception +4

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## DEFENSE

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AC 14, touch 14, flat-footed 11 (+3 dex, +1 size)

hp 5 (1d8+1)

Fort +3, Ref +5, Will +1

Weakness Fire

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## OFFENSE

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Speed 40 ft., climb 20 ft., swim 20 ft.

Melee Bite +1 (1d4 plus disease)

Special Attacks Critical Attack, Disease

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## STATISTICS

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Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Base Atk +0; CMB -1; CMD 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; Racial Modifiers use Dex to modify Climb and Swim

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**SPECIAL ABILITIES**

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**Critical Attack (Ex)**

Once every 1d4 rounds as a standard action, the dire rat can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d4 x 1.5 for total damage.

**Disease (Ex)**

Filth fever: Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

**Wild Rat (CR 1)**

A ferocious dire rat imbued with magic power. With superior power and vitality, it uses its sharp front teeth to gnaw at its enemies. Similar to the dire rat, it usually acts in a group, which excel at taking down prey by surrounding it and unleashing a joint attack. Unafraid of beasts even bigger than themselves, they are quick to attack, bringing down their prey in the blink of an eye.

XP 400

N Small Animal

Init +3; Senses Low-light vision, scent; Perception +6

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**DEFENSE**

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AC 15, touch 14, flat-footed 12 (+3 dex, +1 natural, +1 size)

hp 16 [23] (2d8+7)

Fort +5, Ref +6, Will +2

Weakness Fire

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**OFFENSE**

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Speed 40 ft., climb 20 ft., swim 20 ft.

Melee Bite +3 (1d4+1 plus disease)

Special Attacks Critical Attack, Disease

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**STATISTICS**

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Str 12, Dex 17, Con 14, Int 2, Wis 14, Cha 4

Base Atk +1; CMB +1; CMD 14 (18 vs. trip)

Feats Skill Focus (Perception), Toughness\*

\*Bonus Feat

Skills Climb +11, Perception +6, Stealth +12, Swim +11; Racial Modifiers use Dex to modify Climb and Swim

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**SPECIAL ABILITIES**

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**Critical Attack (Ex)**

Once every 1d4 rounds as a standard action, the wild rat can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d4+1 x 1.5 for total damage.

## Disease (Ex)

Filth fever: Bite—injury; save Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

## Stunner (CR 3)

A subspecies of dire rat. They used to inhabit towns, but have had to adapt to the outside world since humans destroyed their natural habitat. Because of this, it is much more resilient than normal dire rats, and has even developed resistance to poison and other toxins. It is good at stunning enemies by unleashing violent physical attacks. It is possible to avoid the stunner's attack by listening for it scurrying about in the darkness.

XP 800

N Small Animal

Init +4; Senses Low-light vision, scent; Perception +8

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### DEFENSE

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AC 18, touch 15, flat-footed 12 (+4 dex, +3 natural, +1 size)

hp 28 (4d8+8)

Fort +6, Ref +8, Will +3; +4 vs. poison

Immune disease status effect;

Weakness Fire

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### OFFENSE

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Speed 40 ft., climb 20 ft., swim 20 ft.

Melee Bite +6 (1d4+2 plus disease), 2 Claws +6 (1d3+2)

Special Attacks Critical Attack, Disease

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### STATISTICS

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Str 14, Dex 18, Con 15, Int 2, Wis 15, Cha 4

Base Atk +3; CMB +4; CMD 18 (22 vs. trip)

Feats Power Attack, Skill Focus (Perception)

Skills Climb +12, Perception +8, Stealth +15, Swim +12; Racial Modifiers use Dex to modify Climb and Swim

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### SPECIAL ABILITIES

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## Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the stunner can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d4+2 x 1.5 for total damage.

## Disease (Ex)

Filth fever: Bite—injury; save Fort DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

## Lab Rat (CR 5)

A rat raised to be used as a test sample by a research organization. It escaped the facility, and thanks to its high reproductive rate its numbers are exploding. Having been used in an experiment to see what would happen to monsters continually exposed to magic power, it gained great physical ability and intelligence. On top of being able to sniff out traps, it is also resistant to poison. It is an incredibly wicked monster which holds great resentment towards the humans who subjected it to such cruel experiments.

XP 1,600

LN Small Magical Beast

Init +5; Senses Low-light vision, scent; Perception +12

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### DEFENSE

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AC 21, touch 17, flat-footed 15 (+5 dex, +1 dodge, +4 natural, +1 size)

hp 54 (6d10+18)

Fort +8, Ref +10, Will +5

Immune disease and poison status effect;

Weakness Fire

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### OFFENSE

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Speed 40 ft., climb 20 ft., swim 20 ft.

Melee Bite +9 (1d6+2 plus disease), 2 Claws +9 (1d4+2)

Special Attacks Bacteria, Critical Attack, Disease

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### STATISTICS

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Str 15, Dex 20, Con 16, Int 2, Wis 16, Cha 4

Base Atk +6; CMB +7; CMD 22 (26 vs. trip)

Feats Dodge, Power Attack, Skill Focus (Perception)

Skills Climb +13, Perception +12, Stealth +18, Swim +13; Racial Modifiers use Dex to modify Climb and Swim

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### SPECIAL ABILITIES

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#### Bacteria (Su)

1/day, the lab rat releases a toxic bile towards his target. The target must make a Fortitude save (DC 16) or receive the Sap status effect. Blue mages may learn this ability as a 3rd level spell (Knowledge: Nature DC 21).

#### Critical Attack (Ex)

Once every 1d3 rounds as a standard action, the lab rat can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6+2 x 1.5 for total damage.

#### Disease (Ex)

Filth fever: Bite—injury; save Fort DC 16; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

# Saberclaw Family

## Saberpup (CR 1/2)

It skewers prey with its tusks, extracting game from the safety and comfort of burrows.

XP 200

N Tiny Animal

Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +5

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### DEFENSE

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**AC** 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

**hp** 8 [12] (1d8+4)

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

**Resist** Fire 5

**Weakness** Ice

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### OFFENSE

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**Speed** 30 ft.

**Melee** 2 Claws +3 (1d3-1), Gore +3 (1d4-1)

**Space** 2-1/2 ft. ft.; **Reach** 0 ft.

**Special Attacks** Impaled Pounce

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### STATISTICS

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Str 8, Dex 12, Con 12, Int 2, Wis 10, Cha 8

**Base Atk** +0; **CMB** +1; **CMD** 12 (16 vs. trip)

**Feats** Skill Focus (Perception), Toughness\*

**Skills** Acrobatics +4, Perception +5, Stealth +12; **Racial Modifiers** +4 Perception, +4

Survival when tracking by scent

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### SPECIAL ABILITIES

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#### Familiar

The master of a saberpup familiar gains a +3 bonus to Survival checks.

#### Impaled Pounce (Ex)

A saberpup can make a full attack when it makes a charge attack, he also deals double damage with his tusks.

It skewers prey with its tusks, extracting game from the safety and comfort of burrows.

## Sabertusk (CR 3)

XP 800

N Medium Animal

Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +8

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## DEFENSE

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**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

**hp** 35 (5d8+10)

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

**Resist** Fire 5

**Weakness** Ice

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## OFFENSE

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**Speed** 40 ft.

**Melee** 2 Claws +6 (1d6+3 plus trip and grab), Gore +7 (1d8+3)

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

**Special Attacks** Impaled Pounce, Rake (2 claws +6, 1d6+3)

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## STATISTICS

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Str 16, Dex 15, Con 15, Int 2, Wis 12, Cha 8

**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 18 (22 vs. trip)

**Feats** Improved Initiative, Skill Focus (Perception), Weapon Focus (Gore)

**Skills** Acrobatics +7, Perception +8, Stealth +7, Swim +8; **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent

---

## SPECIAL ABILITIES

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### Impaled Pounce (Ex)

A sabertusk can make a full attack (including its rake attack) when it makes a charge attack, he also deals double damage with his tusks.

### Saberclaw (CR 5)

Relative of the sabertusk indigenous to the mountains of Cleigne. Its claws, while menacing, pale in comparison to its brutal fangs, which are capable of ripping flesh, bone, and even metal to ribbons before regenerating anew.

XP 1,600

N Medium Animal

Init +7; Senses Darkvision 60 ft., low-light vision, scent; Perception +10

---

## DEFENSE

---

**AC** 19, touch 13; flat-footed 16 (+3 Dex, +6 natural)

**hp** 53 (7d8+21), fast healing 5;

**Fort** +8, **Ref** +8, **Will** +3

**Resist** Fire 5, Holy 5

**Weakness** Ice

---

## OFFENSE

---

**Speed** 40 ft.

**Melee** 2 Claws +9 (1d6+4 plus trip and grab), Gore +10 (2d6+4)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. for Gore)

**Special Attacks** Impaled Pounce, Rake (2 claws +6, 1d6+4)

---

## STATISTICS

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Str 18, Dex 17, Con 16, Int 2, Wis 12, Cha 8

**Base Atk** +5; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)

**Feats** Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (Gore)

**Skills** Acrobatics +10, Perception +10, Stealth +10, Swim +11; **Racial Modifiers** +4

Perception, +4 Survival when tracking by scent

---

## SPECIAL ABILITIES

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### Impaled Pounce (Ex)

A saberclaw can make a full attack (including its rake attack) when it makes a charge attack, he also deals double damage with his tusks.

### Voretooth (CR 6)

Close cousin of the sabertusk. Similar to its relative, the voretooth hunts in packs and ravages crops around Duscae. Unlike the sabertusk, however, this predator developed a venom gland in its tail through evolution, which allows it to fell foes much larger than itself.

XP 2,400

N Medium Animal

Init +8; Senses Darkvision 60 ft., low-light vision, scent; Perception +14

---

## DEFENSE

---

**AC** 21, touch 14; flat-footed 17 (+4 Dex, +7 natural)

**hp** 77 (10d8+30), fast healing 5;

**Fort** +10, **Ref** +11, **Will** +6

**Resist** Fire 10, Holy 5

**Weakness** Ice

---

## OFFENSE

---

Speed 40 ft.

**Melee** 2 Claws +12 (1d6+5 plus trip and grab), Gore +13 (2d6+5), Sting +10 (1d4+2 plus poison)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. for Gore)

**Special Attacks** Impaled Pounce, Rake (2 claws +12, 1d6+5), Throat-Rip

---

## STATISTICS

---

Str 20, Dex 18, Con 17, Int 2, Wis 16, Cha 8

**Base Atk** +7; **CMB** +12 (+16 grapple); **CMD** 25 (29 vs. trip)

**Feats** Improved Initiative, Multiattack, Power Attack, Skill Focus (Perception), Weapon Focus (Gore)

**Skills** Acrobatics +12, Perception +14, Stealth +12, Swim +13; **Racial Modifiers** +4

Perception, +4 Survival when tracking by scent



---

## SPECIAL ABILITIES

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### Impaled Pounce (Ex)

A voretooth can make a full attack (including its rake attack) when it makes a charge attack, he also deals double damage with his tusks.

### Poison (Ex)

Sting — injury; save Fort DC 18; frequency 1/round for 4 rounds; effect 1d6 non-elemental damage; cure 1 save.

### Throat-Rip (Ex)

As a full-round action, a voretooth can deliver a coup de grace against a helpless opponent. If the victim survives the attack, he must succeed on a Fortitude save (DC 10 + half of damage dealt from gore) or dies. Opponents killed in this manner cannot be raised, but Arise, Full-Life, or the like can restore the slain creature to life.

## Alphatusk (CR 7)

The most assertive of sabertusks. Though not all packs possess a leader, who led packs of sabertusks are observed to exhibit more aggression. Some have even reported alphatusks rampaging through houses miles from their own natural habitat.

XP 3,200

N Large Animal

Init +7; Senses Darkvision 60 ft., low-light vision, scent; Perception +15

---

## DEFENSE

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AC 20, touch 12; flat-footed 17 (+3 dex, +8 natural, -1 size)

hp 92 (11d8+44), fast healing 7;

Fort +11, Ref +10, Will +5

Resist Fire 10, Holy 5

Weakness Ice

---

## OFFENSE

---

Speed 50 ft.

Melee 2 Claws +13 (1d8+6 plus trip and grab), Gore +14 (2d8+6)

Space 10 ft.; Reach 10 ft. (15 ft. for Gore)

Special Attacks Impaled Pounce, Rake (2 claws +13, 1d8+6), Throat-Rip

---

## STATISTICS

---

Str 22, Dex 16, Con 19, Int 2, Wis 14, Cha 8

**Base Atk** +8; **CMB** +15 (+19 grapple); **CMD** 28 (32 vs. trip)

**Feats** Combat Reflexes, Improved Initiative, Power Attack, Skill Focus (Perception), Stand Still, Weapon Focus (Gore)

**Skills** Acrobatics +14, Perception +16, Stealth +14, Swim +19; **Racial Modifiers** +4

Perception, +4 Survival when tracking by scent

---

## SPECIAL ABILITIES

---

### Impaled Pounce (Ex)

An alphatusk can make a full attack (including its rake attack) when it makes a charge attack, he also deals double damage with his tusks.

### Throat-Rip (Ex)

As a full-round action, an alphatusk can deliver a coup de grace against a helpless opponent. If the victim survives the attack, he must succeed on a Fortitude save (DC 10 + half of damage dealt from gore) or dies. Opponents killed in this manner cannot be raised, but Arise, Full-Life, or the like can restore the slain creature to life.

### Yellowtooth (CR 8)

Slightly jaundiced variant of the voretooth. It stalks the Alstor Slough, waiting for its prey to get stuck in the muck, then launching a pack-wide attack. The threat of a yellowtooth ambush has scared many would-be anglers away from Neegylyss Pond in recent years, but the Hunters are hoping to rectify the situation at long last.

XP 4,800

N Medium Animal

Init +8; Senses Darkvision 60 ft., low-light vision, scent; Perception +18

---

## DEFENSE

---

**AC** 23, touch 14; flat-footed 19 (+4 Dex, +9 natural)

**hp** 100 (12d8+48), fast healing 7;

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

**Resist** Fire 10, Holy 10

**Weakness** Ice

---

## OFFENSE

---

Speed 40 ft.

**Melee** 2 Claws +14 (1d6+5 plus trip and grab), Gore +15 (2d6+5), Sting +12 (1d4+2 plus poison)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. for Gore)

**Special Attacks** Impaled Pounce, Rake (2 claws +14, 1d6+5), Throat-Rip

---

## STATISTICS

---

Str 20, Dex 18, Con 18, Int 2, Wis 16, Cha 8

**Base Atk** +9; **CMB** +14 (+18 grapple); **CMD** 28 (33 vs. trip)

**Feats** Combat Reflexes, Improved Initiative, Multiattack, Power Attack, Skill Focus (Perception), Weapon Focus (Gore)

**Skills** Acrobatics +13, Perception +15, Stealth +13, Swim +16; **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent

---

## SPECIAL ABILITIES

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### Impaled Pounce (Ex)

A yellowtooth can make a full attack (including its rake attack) when it makes a charge attack, he also deals double damage with his tusks.

### Poison (Ex)

Sting — injury; save Fort DC 20; frequency 1/round for 4 rounds; effect 1d6 non-elemental damage; cure 1 save.

### Throat-Rip (Ex)

As a full-round action, a yellowtooth can deliver a coup de grace against a helpless opponent. If the victim survives the attack, he must succeed on a Fortitude save (DC 10 + half of damage dealt from gore) or dies. Opponents killed in this manner cannot be raised, but Arise, Full-Life, or the like can restore the slain creature to life.

### Flexitusk (CR 9)

An albino variant of the sabertusk seldom sighted roaming the plains of Leide. Many believe flexitusk to be more violent than their common counterparts, but scientists have yet to obtain sufficient figures to draw a definitive conclusion. Some have also noted a rise in flexitusk numbers immediately following military conflicts, but no data exists to support such speculation.

XP 6,400

NE Medium Magical Beast

Init +9; Senses Darkvision 60 ft., low-light vision, scent; Perception +21

---

## DEFENSE

---

AC 25, touch 15; flat-footed 20 (+5 dex, +10 natural)

hp 137 (14d10+56), fast healing 10;

Fort +13, Ref +14, Will +8

Resist Fire 10, Holy 10

Weakness Ice

---

## OFFENSE

---

Speed 40 ft.

Melee 2 Claws +20 (1d6+6 plus trip and grab), Gore +21 (2d6+6)

Space 5 ft.; Reach 5 ft. (10 ft. for Gore)

Special Attacks Fearful Bay, Impaled Pounce, Rake (2 claws +20, 1d6+6), Throat-Rip

---

## STATISTICS

---

Str 22, Dex 20, Con 18, Int 5, Wis 18, Cha 8

**Base Atk** +14; **CMB** +20 (+24 grapple); **CMD** 35 (39 vs. trip)

**Feats** Combat Reflexes, Improved Initiative, Power Attack, Skill Focus (Perception), Stand Still, Steady Engagement, Weapon Focus (Gore)

**Skills** Acrobatics +19, Perception +21, Stealth +19, Swim +22; **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent

---

## SPECIAL ABILITIES

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### Fearful Bay (Su)

1/day, a flexitusk can emit a howl within a 300-ft.-radius. Creatures within the area of effect are inflicted with Panicked status effect except for evil outsiders (Will save DC 19 to negate) for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same spell for 24 hours. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Impaled Pounce (Ex)

A flexitusk can make a full attack (including its rake attack) when it makes a charge attack, he also deals double damage with his tusks.

### Throat-Rip (Ex)

As a full-round action, a flexitusk can deliver a coup de grace against a helpless opponent. If the victim survives the attack, he must succeed on a Fortitude save (DC 10 + half of damage dealt from gore) or dies. Opponents killed in this manner cannot be raised, but Arise, Full-Life, or the like can restore the slain creature to life.

### Havocfang (CR 11)

Long-whiskered relative of the sabertusk indigenous to Cleigne. The havocfang is easily the most intimidating member of the sabertusk family by nature of its eerie appearance, hostile demeanor, and brute strength, it is said that the sound of its howl can drive a man to madness.

XP 12,800

NE Large Magical Beast

Init +9; Senses Darkvision 60 ft., low-light vision, scent; Perception +24

---

## DEFENSE

---

AC 26, touch 14; flat-footed 21 (+5 dex, +12 natural, -1 size)

hp 168 (16d10+80), fast healing 12;

Fort +15, Ref +15, Will +12

Immune fear, poison, and sap; Resist Fire 10, Holy 10

Weakness Ice

---

## OFFENSE

---

Speed 40 ft.

Melee 2 Claws +22 (1d8+7 plus trip and grab), Gore +23 (2d8+7)

Space 10 ft.; Reach 10 ft. (15 ft. for Gore)

Special Attacks Eerie Howl, Fearful Bay, Impaled Pounce, Rake (2 claws +22, 1d8+7), Throat-Rip

---

## STATISTICS

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Str 24, Dex 20, Con 20, Int 5, Wis 20, Cha 8

**Base Atk** +16; **CMB** +24 (+28 grapple); **CMD** 39 (43 vs. trip)

**Feats** Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception),

Stand Still, Steady Engagement, Vital Strike, Weapon Focus (Gore)

**Skills** Acrobatics +21, Perception +24, Stealth +21, Swim +25; **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent

---

#### **SPECIAL ABILITIES**

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#### **Eerie Howl (Su)**

3/day, a havocfang can emit a loud, piercing howl within a 10-ft.-radius. Creatures within the area of effect are inflicted with Disable status (Fortitude save DC 20 to negate) for 1d4 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

#### **Fearful Bay (Su)**

1/day, a havocfang can emit a howl within a 300-ft.-radius. Creatures within the area of effect are inflicted with Panicked status effect expect for evil outsiders (Will save DC 19 to negate) for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same spell for 24 hours. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

#### **Impaled Pounce (Ex)**

An havocfang can make a full attack (including its rake attack) when it makes a charge attack, he also deals double damage with his tusks.

#### **Throat-Rip (Ex)**

As a full-round action, a havocfang can deliver a coup de grace against a helpless opponent. If the victim survives the attack, he must succeed on a Fortitude save (DC 10 + half of damage dealt from gore) or dies. Opponents killed in this manner cannot be raised, but Arise, Full-Life, or the like can restore the slain creature to life.

#### **Megaloclaw (CR 14)**

A saberclaw subspecies that has grown to enormous proportions. For the first few years of its life, the megalowclaw can make a docile and lovable pet. Once awakened to its feral nature, however, the beast won't think twice about feeding on the hand that fed it.

XP 38,400

N Huge Magical Beast

Init +9; Senses Darkvision 60 ft., low-light vision, scent; Perception +29

---

#### **DEFENSE**

---

AC 28, touch 13; flat-footed 23 (+5 dex, +15 natural, -2 size)

hp 224 (20d10+120), fast healing 15;

Fort +18, Ref +17, Will +13

Immune fear, fire, poison, and sap; Resist Holy 15

Weakness Ice

---

#### **OFFENSE**

---

Speed 40 ft.

Melee 2 Claws +26 (2d6+8 plus trip and grab), Gore +27 (3d6+8)

Space 15 ft.; Reach 15 ft. (20 ft. for Gore)

Special Attacks Eerie Howl, Fearful Bay, Impaled Pounce, Rake (2 claws +26, 2d6+8), Throat-Rip

---

#### STATISTICS

---

Str 26, Dex 20, Con 22, Int 5, Wis 20, Cha 8

**Base Atk** +20; **CMB** +30 (+34 grapple); **CMD** 45 (49 vs. trip)

**Feats** Combat Reflexes, Devastating Strike, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Stand Still, Steady Engagement, Vital Strike, Weapon Focus (Gore)

**Skills** Acrobatics +25, Perception +29, Stealth +22, Swim +30; **Racial Modifiers** +4 Perception, +4 Survival when tracking by scent

---

#### SPECIAL ABILITIES

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### Eerie Howl (Su)

A megaloclaw can emit a loud, piercing howl within a 10-ft.-radius. Creatures within the area of effect are inflicted with Disable status (Fortitude save DC 20 to negate) for 1d4 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### Fearful Bay (Su)

1/day, a megaloclaw can emit a howl within a 300-ft.-radius. Creatures within the area of effect are inflicted with Panicked status effect except for evil outsiders (Will save DC 19 to negate) for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same spell for 24 hours. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Impaled Pounce (Ex)

A megaloclaw can make a full attack (including its rake attack) when it makes a charge attack, he also deals double damage with his tusks.

### Throat-Rip (Ex)

As a full-round action, a megaloclaw can deliver a coup de grace against a helpless opponent. If the victim survives the attack, he must succeed on a Fortitude save (DC 10 + half of damage dealt from gore) or dies. Opponents killed in this manner cannot be raised, but Arise, Full-Life, or the like can restore the slain creature to life.

## Shark Family

### Sharkling (CR 1/3)

A baby shark swimming around having a blast!

XP 135

N Small Animal ([Aquatic](#))

Init +4; Senses blindsense 30 ft., keen scent; Perception +4

---

**DEFENSE**

---

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 6 (1d8+1)

Fort +3, Ref +2, Will +1

**Resist** Water 5

Weakness Lightning

---

**OFFENSE**

---

Speed swim 40 ft.

Melee Bite +0 (1d4-1/19-20)

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

Special Attacks Reteethe

---

**STATISTICS**

---

Str 8, Dex 10, Con 12, Int 2, Wis 10, Cha 2

Base Atk +0; CMB -2 (+2 grapple); CMD 8

Feats Improved Initiative

Skills Perception +4, Swim +3

---

**SPECIAL ABILITIES**

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**Familiar**

The master of a sharkling familiar gains a +3 bonus to Intimidate checks.

**Reteethe (Ex)**

Whenever a sharkling confirms a critical hit, they gain +2 temporary strength bonus (max +4) for 4 rounds.

**Shark (CR 2)**

A brutal and omnivorous shark that will eat anything – including man. Whether because of some mystic ability or a more mundane coincidence, these sharks often are found dwelling in areas of frequent shipwrecks. Perhaps it was only after first tasting the drowned sailors of such wrecks that these sharks discovered the delights of manflesh, but they now seem to have come to view humans as quite the treat and sometimes appear near human villages.

XP 600

N Large Animal ([Aquatic](#))

Init +5; Senses blindsense 30 ft., keen scent; Perception +8

---

**DEFENSE**

---

AC 14, touch 10, flat-footed 13 (+1 dex, +4 natural, -1 size)

hp 22 [36] (4d8+4)

Fort +7, Ref +5, Will +2

**Resist** Water 10

Weakness Lightning

---

**OFFENSE**

---

Speed swim 60 ft.

Melee Bite +5 (1d8+4/19-20 plus grab)

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

Special Attacks Crunch, Reteethe, Swallow Whole (1d8+4 damage, AC 12, 2 Hp)

---

**STATISTICS**

---

Str 17, Dex 12, Con 13, Int 2, Wis 12, Cha 2

Base Atk +3; CMB +7 (+11 grapple); CMD 18

Feats Great Fortitude, Improved Initiative

Skills Perception +8, Swim +11

---

**SPECIAL ABILITIES**

---

**Crunch (Ex)**

Once every 1d4 rounds as a swift action, the shark can bite an additional time while tearing some flesh from their opponent. If they succeed at hitting with their bite attack, the damage is 1d8+4 plus 1d4 bleed per round for 2 rounds.

**Reteethe (Ex)**

Whenever a shark confirms a critical hit, gain +2 temporary strength bonus (max +4) for 4 rounds. This can be refreshed.

**Black Shark (CR 3)**

This evil shark is known as the reaper of the seas due to its jet-black body and ferocious nature. Like other sharks, its skeletal frame is composed entirely of cartilage. Because of this, despite its imposing size, it leaves not a single bone behind after it dies. All that remains are its sharp teeth, which ancient people believed to be the remnants of a mighty, godlike creature.

XP 800

NE Huge Animal ([Aquatic](#))

Init +5; Senses blindsense 30 ft., keen scent; Perception +9

---

**DEFENSE**

---

AC 16, touch 9, flat-footed 15 (+1 dex, +7 natural, -2 size)

hp 34 [60] (5d8+12)

Fort +9, Ref +5, Will +2

**Resist** Water 10

Weakness Lightning

---

**OFFENSE**

---

Speed swim 60 ft.

Melee Bite +7 (2d6+7/19-20 plus grab and deprotect)

**Space** 15 ft.; **Reach** 10 ft.

Special Attacks Crunch, Deprotect (Deprotect, DC 15 Fort save, 1d4 turns), Reteethe, Swallow Whole (2d6+7 damage, AC 13, 5 Hp)



---

**STATISTICS**

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Str 21, Dex 13, Con 17, Int 2, Wis 12, Cha 2  
Base Atk +3; CMB +10 (+14 grapple); CMD 20  
Feats Great Fortitude, Improved Initiative, Weapon Focus (Bite)  
Skills Perception +9, Swim +14

---

**SPECIAL ABILITIES**

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**Crunch (Ex)**

Once every 1d4 rounds as a swift action, the black shark can bite an additional time while tearing some flesh from their opponent. If they succeed at hitting with their bite attack, the damage is 2d6+7 plus 2d4 bleed per round for 2 rounds.

**Reteethe (Ex)**

Whenever a black shark confirms a critical hit, they gain +2 temporary strength bonus (max +4) for 4 rounds. This can be refreshed.

**Killer Shark (CR 5)**

A subspecies of shark that lives in cold regions. It lives mostly on fish and aquatic mammals, but it also shows a much more pronounced fondness for human flesh than other sharks of its family. It is thought that killer sharks may have gotten their taste for manflesh from feasting on the victims of the many ships that capsize and wash ashore near the snowfields, as they so often do thanks to the strong currents in that area. No longer satisfied with the bloated corpses that occasionally wash into their territory, killer sharks now often hunt the living to satisfy their terrible hunger.

XP 1,600

N Huge Magical Beast ([Aquatic](#))

Init +6; Senses blindsense 30 ft., keen scent; Perception +14

---

**DEFENSE**

---

AC 19, touch 10, flat-footed 17 (+2 dex, +9 natural, -2 size)

hp 78 (8d10+32)

Fort +12, Ref +10, Will +5

**Resist** Water 10, Ice 5

Weakness Lightning

---

**OFFENSE**

---

Speed swim 60 ft.

Melee Bite +14 (2d8+10/18-20 plus grab, deprotect, and bleed)

**Space** 15 ft.; **Reach** 10 ft.

Special Attacks Bleed (1d6), Deprotect (Deprotect, DC 18 Fort save, 1d4 turns), Hydrotwister, Reteethe, Swallow Whole (2d8+10 damage, AC 14, 11 Hp)

---

**STATISTICS**

---

Str 25, Dex 14, Con 19, Int 2, Wis 12, Cha 4  
Base Atk +8; CMB +17 (+21 grapple); CMD 29

Feats Great Fortitude, Improved Initiative, Lightning Reflexes, Weapon Focus (Bite)  
Skills Perception +14, Swim +19

---

## SPECIAL ABILITIES

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### Hydrotwister (Su)

1/day, the killer shark releases a water drill towards his opponent within 30 ft. The target must make a Fortitude save DC 18 or be inflicted with both Deprotect and Deshell status effect for 1d4+1 rounds while taking 6d6 points of water damage. If they succeed the save, they negate the status effects. Blue mages may learn this ability as a 4th level spell (Knowledge: Nature DC 23).

### Reteethe (Ex)

Whenever a killer shark confirms a critical hit, they gain +2 temporary strength bonus (max +6) for 4 rounds. This can be refreshed.

### Megalodon (CR 9)

A gigantic man-eating shark that has been alive for a very long time. They are the largest among all the sharks confirmed, and can easily swallow a human whole. They were believed to have gone extinct, but there have been giant shark sightings reported, and upon further review, it was determined that those were indeed megalodons. How they were able to survive and why they were suddenly starting to appear is unknown.

XP 6,400

N Gargantuan Magical Beast ([Aquatic](#))

Init +6; Senses blindsense 30 ft., keen scent; Perception +21

---

## DEFENSE

---

AC 24, touch 9, flat-footed 21 (+3 dex, +15 natural, -4 size)

hp 168 (15d10+90)

Fort +17, Ref +14, Will +8

**Resist** Water 15, Ice 10

Weakness Lightning

---

## OFFENSE

---

Speed swim 60 ft.

Melee Bite +21 (3d6+15/17-20 plus grab, deprotect, and bleed)

**Space** 15 ft.; **Reach** 10 ft.

Special Attacks Bleed (1d10), Deprotect (Deprotect, DC 20 Fort save, 1d4 turns),

Hydrotwister, Reteethe, Swallow Whole (3d6+10 damage, AC 17, 24 Hp)

---

## STATISTICS

---

Str 30, Dex 16, Con 22, Int 2, Wis 16, Cha 4

Base Atk +15; CMB +29 (+33 grapple); CMD 42

Feats Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (Bite), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (Bite)

Skills Perception +21, Swim +28

---

## SPECIAL ABILITIES

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### Hydrotwister (Su)

The megalodon releases a water drill towards his opponent within 30 ft. The target must make a Fortitude save DC 20 or be inflicted with both Deprotect and Deshell status effect for 1d4+1 rounds while taking 6d6 points of water damage. If they succeed the save, they negate the status effects. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Reteethe (Ex)

Whenever a megalodon confirms a critical hit, gain +2 temporary strength bonus (max +8) for 4 rounds. This can be refreshed.

## Wolf Family

### Wolf (CR 1)

A dog-like creature found all over the world. Though it possesses sharp claws and fangs, it is timid by nature. Up until recently, even when it was forced to go after livestock to keep itself fed, it would never approach human settlements. However, as recent reports indicate that these animals have begun openly attacking humans, it had been confirmed that they have grown more ferocious than before. It is unknown whether or not this has anything to do with the broken crystal, but either way it is best to err on the side of caution.

XP 400

N Medium Animal

Init +2; Senses low-light vision, scent; Perception +8

---

### DEFENSE

---

AC 14, touch 12, flat-footed 12 (+2 dex, +2 natural)

hp 16 [23] (2d8+7)

Fort +5, Ref +5, Will +1

---

### OFFENSE

---

Speed 50 ft.

Melee Bite +2 (1d6+1 plus trip)

Space 5 ft.; Reach 5 ft.

Special Attacks Crunch

---

### STATISTICS

---

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +2; CMD 14 (18 vs. trip)

Feats Skill Focus (Perception), Toughness\*

\*Bonus Feat

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking); Racial Modifiers +4 Survival when tracking by scent

---

## SPECIAL ABILITIES

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### Crunch (Ex)

Once every 1d4 rounds as a swift action, the wolf can bite an additional time while tearing some flesh from their opponent. If they succeed at hitting with their bite attack, the damage is 1d6+1 plus 1d4 bleed per round for 2 rounds.

### Warg Wolf (CR 2)

The leader of the wolves. Wolves instinctually move in packs, at the center of which warg wolf are often found. They usually communicate by howling, and are good at coordinating their efforts when stalking prey. Originally, this species was not known to attack humans unprovoked, but lately there have been a fair amount of reports claiming attacks by packs of wolves.

XP 600

N Medium Animal

Init +2; Senses low-light vision, scent; Perception +9

---

## DEFENSE

---

AC 15, touch 12, flat-footed 13 (+2 dex, +3 natural)

hp 26 [40] (4d8+8)

Fort +6, Ref +6, Will +3

---

## OFFENSE

---

Speed 50 ft.

Melee Bite +6 (1d6+4 plus trip)

Space 5 ft.; Reach 5 ft.

Special Attacks Crunch

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## STATISTICS

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Str 17, Dex 15, Con 15, Int 2, Wis 14, Cha 10

Base Atk +3; CMB +6; CMD 18 (22 vs. trip)

Feats Run, Skill Focus (Perception)

Skills Perception +9, Stealth +7, Survival +3 (+7 scent tracking); Racial Modifiers +4 Survival when tracking by scent

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## SPECIAL ABILITIES

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### Crunch (Ex)

Once every 1d4 rounds as a swift action, the warg wolf can bite an additional time while tearing some flesh from their opponent. If they succeed at hitting with their bite attack, the damage is 1d6+4 plus 1d4 bleed per round for 2 rounds.

### Werewolf (CR 3)

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

XP 800

N Large Animal

Init +2; Senses low-light vision, scent; Perception +11

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#### DEFENSE

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AC 16, touch 11, flat-footed 14 (+2 dex, +5 natural, -1 size)

hp 37 [55] (5d8+15), fast healing 5;

Fort +7, Ref +6, Will +3

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#### OFFENSE

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Speed 50 ft.

Melee Bite +7 (1d8+6 plus trip and poison)

Space 10 ft.; Reach 5 ft.

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#### STATISTICS

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Str 19, Dex 15, Con 17, Int 2, Wis 14, Cha 10

Base Atk +3; CMB +8; CMD 20 (24 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (Bite)

Skills Perception +11, Stealth +3, Survival +3 (+7 scent tracking); Racial Modifiers +4 Survival when tracking by scent

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#### SPECIAL ABILITIES

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### Poison (Ex)

Bite — injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d4 non-elemental damage; cure 1 save. The save DC is Constitution-based.

### Winter Wolf (CR 5)

This bear-sized wolf has white fur and a rime of frost around its muzzle. Its eyes are pale blue, almost white in color.

XP 1,600

NE Large Magical Beast (Ice)

Init +3; Senses Darkvision 60 ft., low-light vision, scent; Perception +11

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#### DEFENSE

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AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 57 [84] (6d10+24)

Fort +9; Ref +8; Will +4

Immune Ice

Weakness Fire

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#### OFFENSE

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Speed 50 ft.

Melee Bite +10 (1d8+7 plus 1d6 ice dmg and trip)

Space 10 ft.; Reach 5 ft.

**Special Attacks** Breath weapon (every 1d4 rounds, 15-ft. cone, 6d6 ice damage, Reflex half DC 17)

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#### STATISTICS

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Str 20, Dex 16, Con 18, Int 6, Wis 15, Cha 10  
Base Atk +6; CMB +12; CMD 25 (29 vs. trip)  
Feats Run, Skill Focus (Perception), Weapon Focus (Bite)  
Skills Perception +11, Stealth +4, Survival +5 (+9 scent tracking); Racial Modifiers +4 Survival when tracking by scent

### Dark Wolf (CR 7)

A type of wolf. Unlike many wolves that move in packs, these wolves are often found on the move alone. They are strong enough to take down prey much larger than themselves, and coupled with the independence they exhibit, many soon began to refer to them as “dark wolves.” These wolves used to thrive around Grandshelt, but now their numbers have dwindled to the extent that few of them are ever seen.

XP 3,200

CE Large Magical Beast (Dark)

Init +7; Senses Darkvision 60 ft., low-light vision, keen scent; Perception +11

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#### DEFENSE

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**AC** 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

**hp** 94 [135] (9d10+45)

**Fort** +11; **Ref** +9; **Will** +6

**DR** 10/cold iron; **Immune** Holy; **SR** 18

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#### OFFENSE

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Speed 50 ft.

**Melee** Bite +15 (1d8+9 plus trip)

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

**Special Attacks** Breath weapon (every 1d4 rounds, 20-ft. cone, 8d6 shadow damage, Reflex half DC 17)

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#### STATISTICS

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Str 22, Dex 17, Con 20, Int 8, Wis 16, Cha 10

Base Atk +9; CMB +16; CMD 29 (33 vs. trip)

Feats Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (Bite)

Skills Perception +11, Stealth +6, Survival +7 (+11 scent tracking); Racial Modifiers +4 Survival when tracking by scent

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#### SPECIAL ABILITIES

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### Keen Scent (Ex)

A dark wolf can detect prey within 60 feet by sense of smell, as per the scent ability. This range increases to 120 feet if the opponents are upwind; and decreases to 30 feet if downwind.

