

Bandersnatch (CR 8)

A bizarre creature that seems to be on the borderline between living and dead, these creatures strike terror at night. Though they clearly have an intact body compared to other undead such as skeletons, it is speculated that these dog-like animals are conjured up from black magic. In appearance they all share a black dirty hide on an emaciated frame.

XP 4,800

NE Large Magical Beast

Init +1; Senses Darkvision 60 ft., low-light vision; Perception +9

DEFENSE

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

hp 95 (10d10+40)

Fort +13, Ref +12, Will +8

OFFENSE

Speed 30 ft.

Melee Bite +14 (2d6+4)

Space 10 ft.; Reach 10 ft.

Special Attacks Aqualung, Eerie Howl

STATISTICS

Str 19, Dex 13, Con 16, Int 3, Wis 10, Cha 10

Base Atk +10; CMB +15; CMD 26

Feats [Alertness](#), [Improved Natural Attack](#) (Bite), [Toughness](#), [Weapon Focus](#) (Bite)

Skills Acrobatics +10, Perception +9, Survival +6

SPECIAL ABILITIES

Aqualung (Su)

3/day, a bandersnatch can emit a 30-ft.-cone of watery breath. Creatures within the area of effect take 8d6 points of water damage and are inflicted with Silence status (Fort save DC 18 to reduce damage by half and negate the Silence status effect) for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Eerie Howl (Su)

3/day, a bandersnatch 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 18 to negate) for 1d4 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Bat Family

Bat (CR 1/2)

Just your run-of-a-mill bat.

XP 200

N Tiny Animal ([Avian](#))

Init +2; Senses Blindsight 20 ft., low-light vision; Perception +6

DEFENSE

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

hp 5 [9] (1d8+1)

Fort +0, Ref +4, Will +2

OFFENSE

Speed 5 ft., Fly 40 ft. (good)

Melee Bite +4 (1d4-2)

Space 2.5 ft.; Reach 1 ft.

Special Attacks Critical Attack, Screech

STATISTICS

Str 6, Dex 15, Con 6, Int 2, Wis 14, Cha 5

Base Atk +0; CMB -2; CMD 8

Feats Toughness*, [Weapon Finesse](#)

*Bonus Feat

Skills Fly +15, Perception +6; Racial Modifiers Perception +4

SPECIAL ABILITIES

Critical Attack (Ex)

Once per day as a standard action, the bat 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.

Familiar

The master of a bat familiar gains a +3 bonus on Fly checks.

Screech (Ex)

Once per day as a standard action, a bat can produce an ear-splitting screech that stuns non-bats in a 20-foot-radius burst. All creatures within the area must make a DC 12 Fortitude save or be staggered for 1d2 rounds. Other bats are immune to this effect. This is a sonic mind-affecting effect. The save DC is Wisdom-based.

Bat, Cave (CR 1)

A basic bat in a cave.

XP 400

N Small Magical Beast ([Avian](#))

Init +2; Senses Blindsight 20 ft., low-light vision; Perception +6

DEFENSE

AC 14, touch 13; flat-footed 12 (+2 Dex, +1 size, +1 natural)
hp 13 [21] (2d10+1)
Fort +2, Ref +5, Will +2

OFFENSE

Speed 15 ft., Fly 40 ft. (good)
Melee Bite +5 (1d6-1)
Space 5 ft.; Reach 5 ft.
Special Attacks Blood Drain, Critical Attack, Screech

STATISTICS

Str 9, Dex 15, Con 8, Int 2, Wis 14, Cha 5
Base Atk +2; CMB +0; CMD 10
Feats Toughness*, [Weapon Finesse](#)
*Bonus Feat
Skills Fly +13, Perception +6; Racial Modifiers Perception +4

SPECIAL ABILITIES

Blood Drain (Su)

Once per day, a cave bat can drain the blood from a target within 30 feet. The target must make a Fortitude save (DC 13) or take 1d8 points of shadow damage and the cave bat is healed for that much. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the cave bat can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6-1 x 1.5 for total damage.

Screech (Ex)

Once per day as a standard action, a cave bat can produce an ear-splitting screech that stuns non-bats in a 20-foot-radius burst. All creatures within the area must make a DC 10 Fortitude save or be staggered for 1d2 rounds. Other bats are immune to this effect. This is a sonic mind-affecting effect. The save DC is Constitution-based.

Bat, Poison (CR 2)

This green looking bat has a poison bite.
XP 600
N Medium Magical Beast ([Avian](#))
Init: +2; Senses Blindsight 30 ft., low-light vision; Perception +8

DEFENSE

AC 15, touch 14; flat-footed 12 (+3 Dex, +1 dodge, +1 natural)
hp 16 [30] (3d10)
Fort +3, Ref +5, Will +4

OFFENSE

Speed 20 ft., Fly 40 ft. (good)
Melee Bite +5 (1d6 plus poison)
Space 5 ft.; Reach 5 ft.
Special Attacks Blood Drain, Critical Attack, Screech

STATISTICS

Str 11, Dex 16, Con 10, Int 2, Wis 16, Cha 5
Base Atk +3; CMB +3; CMD 16
Feats Dodge, Weapon Finesse
Skills Fly +15, Perception +8; Racial Modifiers Perception +4

SPECIAL ABILITIES

Blood Drain (Su)

Once every 1d4+1 rounds, a poison bat can drain the blood from a target within 30 feet. The target must make a Fortitude save (DC 14) or take 1d8 points of shadow damage and the poison bat is healed for that much. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the poison bat can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6 x 1.5 for total damage.

Poison (Ex)

Bite — injury; save Fort DC 10; frequency 1/round for 3 rounds; effect 1d3 non-elemental damage; cure 1 save. The save DC is Constitution-based.

Screech (Ex)

Once per day as a standard action, a poison bat can produce an ear-splitting screech that stuns non-bats in a 20-foot-radius burst. All creatures within the area must make a DC 11 Fortitude save or be staggered for 1d3 rounds. Other bats are immune to this effect. This is a sonic mind-affecting effect. The save DC is Constitution-based.

Bat, Blood (CR 4)

This red looking bat with glowing yellow eyes has blood dripping off of it and seeking more.
XP 1,200
NE Large Magical Beast ([Avian](#))
Init +4; Senses Blindsight 60 ft., low-light vision; Perception +10

DEFENSE

AC 17, touch 14; flat-footed 12 (+4 Dex, -1 size, +1 dodge, +3 natural)
hp 45 (5d10+15)
Fort +7, Ref +8, Will +4
Immune Blind status effect

OFFENSE

Speed 20 ft., Fly 50 ft. (good)
Melee Bite +8 (2d6+3), and Tail Lash +3 (1d6+1)
Space 10 ft.; Reach 5 ft. (10 ft. with tail)
Special Attacks Critical Attack, Leech, Screech, Shriek

STATISTICS

Str 17, Dex 19, Con 17, Int 2, Wis 16, Cha 6
Base Atk +5; CMB +9; CMD 23
Feats Dodge, Skill Focus (Stealth), Weapon Finesse
Skills Escape Artist +7, Fly +15, Perception +10, Stealth +10; Racial Modifiers Perception +4

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the blood bat can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 2d6+3 x 1.5 for total damage.

Leech (Su)

3/day, a blood bat can leech the blood from a target within 30 feet. The target must make a Fortitude save (DC 15) or take 2d6 points of shadow damage and the blood bat is healed for that much. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Screech (Ex)

2/day, as a standard action, a blood bat can produce an ear-splitting screech that stuns non-bats in a 20-foot-radius burst, every 1d4 rounds. All creatures within the area must make a DC 15 Fortitude save or be staggered for 1d3 rounds. Other bats are immune to this effect. This is a sonic mind-affecting effect. The save DC is Constitution-based.

Shriek (Ex)

A blood bat can emit a piercing shriek every 1d4 rounds. All creatures that can hear the blood bat's shriek (except other bats) within a 100-ft. radius must succeed on a DC 15 Will save or become shaken for 1d4+1 rounds. Successive shrieks do not stack with each other but do extend the duration of the effect. A creature that successfully saves is immune to the same blood bat's shriek for 24 hours. The save DC is Constitution-based.

Bat, Vampire (CR 5)

This type of bat feed on the blood of others.

XP 1,600

NE Large Magical Beast ([Avian](#))

Init +9; Senses Blindsight 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 15; flat-footed 13 (+5 Dex, -1 size, +1 dodge, +4 natural)

hp 45 (7d10+28)

Fort +9, Ref +10, Will +5

Immune Blind status effect

OFFENSE

Speed 20 ft., Fly 50 ft. (poor)

Melee Bite +11 (2d6+4), and Tail Lash +6 (1d6+2)

Space 10 ft.; Reach 5 ft. (10 ft. with tail)

Special Attacks Leech, Shriek

STATISTICS

Str 18, Dex 20, Con 18, Int 2, Wis 16, Cha 6

Base Atk +7; CMB +11; CMD 26

Feats Dodge, Improved Initiative, Skill Focus (Stealth), Weapon Finesse

Skills Escape Artist +9, Fly +11, Perception +11, Stealth +11; Racial Modifiers Perception +4

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d3 rounds as a standard action, the vampire bat can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is $2d6+4 \times 1.5$ for total damage.

Leech (Su)

5/day, a vampire bat can leech the blood from a target within 30 feet. The target must make a Fortitude save (DC 16) or take 2d6 points of shadow damage and the vampire bat is healed for that much. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Screech (Ex)

3/day, as a standard action, a vampire bat can produce an ear-splitting screech that stuns non-bats in a 20-foot-radius burst, every 1d4 rounds. All creatures within the area must make a DC 17 Fortitude save or be stunned for 1d3 rounds. Other bats are immune to this effect. This is a sonic mind-affecting effect. The save DC is Constitution-based.

Shriek (Ex)

A vampire bat can emit a piercing shriek every 1d4 rounds. All creatures that can hear the vampire bat's shriek (except other bats) within a 100-ft. radius must succeed on a DC 17 Will save or become shaken for 1d4+1 rounds. Successive shrieks do not stack with each other but do extend the duration of the effect. A creature that successfully saves is immune to the same vampire bat's shriek for 24 hours. The save DC is Constitution-based.

This bat is made out of steel with red glowing eyes seeking nourishment from another victim. What it lacks in speed, it makes up with defense.

Bat, Steel (CR 7)

XP 3,200

NE Large Magical Beast ([Avian](#))

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

DEFENSE

AC 21, touch 13; flat-footed 17 (+3 Dex, -1 size, +1 dodge, +8 natural)

hp 100 (9d10+54)

Fort +11, Ref +11, Will +6

Immune Blind status effect; Resist Wind 5

OFFENSE

Speed 20 ft., Fly 50 ft. (poor)

Melee Bite +14 (2d6+6), and Tail Lash +9 (1d6+3)

Space 10 ft.; Reach 5 ft. (10 ft. with tail)

Special Attacks Critical Attack, Leech, Shriek

STATISTICS

Str 22, Dex 16, Con 20, Int 2, Wis 16, Cha 6

Base Atk +9; CMB +9; CMD 23

Feats Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth), Toughness

Skills Escape Artist +9, Fly +9, Perception +15, Stealth +10; Racial Modifiers Perception +4

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d2 rounds as a standard action, the blood bat can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 2d6+6 x 1.5 for total damage.

Leech (Su)

3/day, a steel bat can leech the blood from a target within 30 feet. The target must make a Fortitude save (DC 17) or take 2d6 points of shadow damage and the steel bat is healed for that much. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Screech (Ex)

3/day, as a standard action, a steel bat can produce an ear-splitting screech that stuns non-bats in a 20-foot-radius burst, every 1d4 rounds. All creatures within the area must make a DC 19 Fortitude save or be stunned for 1d4 rounds. Other bats are immune to this effect. This is a sonic mind-affecting effect. The save DC is Constitution-based.

Shriek (Ex)

A steel bat can emit a piercing shriek every 1d4 rounds. All creatures that can hear the steel bat's shriek (except other bats) within a 100-ft. radius must succeed on a DC 19 Will save or become shaken for 1d4+1 rounds. Successive shrieks do not stack with each other but do extend the duration of the effect. A creature that successfully saves is immune to the same steel bat's shriek for 24 hours. The save DC is Constitution-based.

Behemoth Family

Babymoth (CR 1/3)

This small piglet resembles a tiny bull with overly developed muscles and cute little horns.

XP 135

N Small Animal

Init +1; Senses Low-light vision, scent; Perception +5

DEFENSE

AC 13, touch 12; flat-footed 12 (+1 size, +1 Dex, +1 natural)

hp 7 (1d8+2)

Fort +6, Ref +3, Will +1

OFFENSE

Speed 30 ft.

Melee Bite +1 (1d4)

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 11, Dex 12, Con 15, Int 2, Wis 13, Cha 4

Base Atk +0; CMB -1; CMD 10 (14 vs. trip)

Feats [Great Fortitude](#)

Skills Perception +5

SPECIAL ABILITIES

Familiar

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

Zaghnol (CR 6)

A beast wreathed in lightning and specializes in thunder attacks. This crazy red like bull has a blue mohawk on his back.

XP 2,400

N Large Magical Beast ([Lightning](#))

Init +2; Senses Darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 19, touch 11; flat-footed 17 (+2 dex, +8 natural, -1 size)
hp 85 (8d10+42)
Fort +10, Ref +6, Will +3
Resist Lightning 10
Weakness Water

OFFENSE

Speed 30 ft.
Melee Gore +15 (1d8+6), 2 Hooves +9 (1d6+3)
Space 10 ft.; Reach 5 ft.
Special Attacks Electrocute, Impale

STATISTICS

Str 22, Dex 14, Con 18, Int 6, Wis 12, Cha 8
Base Atk +9; CMB +16; CMD 28
Feats [Improved Overrun](#), [Power Attack](#), [Toughness](#), [Weapon Focus](#) (Gore)
Skills Acrobatics +7, Climb +11, Perception +9, Survival +6

SPECIAL ABILITIES

Impale (Ex)

When charging, a zaghnol deals double damage with horns.

Electrocute (Su)

Once every 1d2 rounds, a zaghnol charges themselves up with electricity with varying effects. To determine the effect, roll a 1d10: 1 for Thunder, 2 to 4 for Thunder II, 5 to 6 for Defensive Shock, 7 to 8 for Elemental Touch (Lightning), 9 for Thundara, and 10 for Thunder III. The caster can decide who they want to target once they know the result and if they don't like their result they can cancel the affect but must spend the MP cost and time spent on it. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Kuza Kit (CR 8)

A beast wreathed in lightning and specializes in thunder attacks. It represents a younger version of a kuza beast.

XP 4,800

N Large Magical Beast ([Lightning](#))

Init +0; Senses Darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 22, touch 9; flat-footed 22 (+13 natural, -1 size)
hp 126 (12d10+60)
Fort +12, Ref +10, Will +5
Resist Lightning 5; Strong Water

OFFENSE

Speed 30 ft.
Melee 2 Claws +13 (1d6+6), Gore +12 (1d8+6)
Space 10 ft.; Reach 5 ft.
Special Attacks Electric Shock, Impale

STATISTICS

Str 24, Dex 10, Con 18, Int 6, Wis 12, Cha 8
Base Atk +12; CMB +19; CMD 29
Feats [Improved Overrun](#), [Lightning Reflexes](#), [Multiattack](#), [Power Attack](#), [Toughness](#), [Weapon Focus](#) (Gore)
Skills Acrobatics +11, Climb +15, Perception +13, Survival +10

SPECIAL ABILITIES

Impale (Ex)

When charging, a kuza kit deals double damage with horns.

Electric Shock (Su)

A kuza kit can send an electric jolt at a single target within 5 feet. This attack deals 2d8 points of lightning damage to the target and a successful Reflex save (DC 16) halves the damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Behemoth (CR 13)

A hulking beast with two majestic curved horns adorning its head and fish-like fins on its back. A fearsome presence since primeval times, it appears in legends, where it was said to have bared its teeth against a deity of light. Possessed of such unspeakable powers that adventurers have been named saviors of their nations for felling a single behemoth, it is a foe best taken on by only the mightiest of heroes.

XP 25,600

N Huge Magical Beast ([Mini-Boss](#))

Init +5; Senses Darkvision 90 ft., low-light vision, scent; Perception +20

DEFENSE

AC 28, touch 13; flat-footed 23 (+15 natural, +5 dex, -2 size)
hp 333 [414] (18d10+234)
mp 99
Fort +23, Ref +16, Will +10
DR 10/adamantine; Immune bleed, curse, daze, nauseating, sickening, stun; SR 24

OFFENSE

Speed 40 ft.
Melee Bite +32 (2d6+13), 2 Claws +32 (1d8+13), Gore +32 (2d6+13)
Space 15 ft.; Reach 10 ft.
Special Attacks Heave, Impale, Shockwave, Thunderbolt
Spells Known (FC CL 18th, Concentration +22)

3rd (DC 17) – Thundara

6th (DC 20) – Flare

STATISTICS

Str 36, Dex 20, Con 34, Int 6, Wis 18, Cha 8

Base Atk +18; CMB +31; CMD 46

Feats [Alertness](#), [Charge Through](#), [Cleave](#), [Improved Bull Rush](#), [Improved Overrun](#), [Multiattack](#), [Power Attack](#), [Toughness](#), [Weapon Focus](#) (Bite)

Skills Acrobatics +17, Climb +25, Perception +20, Survival +16

SQ Beatdown, Counter Magic

SPECIAL ABILITIES

Beatdown (Ex)

Whenever struck by a melee attack as a counter attack, the behemoth will return one claw strike at 2d8+26 points of damage.

Counter Magic (Su)

Whenever struck by a spell, the behemoth will cast Flare as an immediate action as long as he has MP and is not unable to cast it like the status effect silence. This can only be used once per round.

Heave (Ex)

Once every 1d4 rounds, the behemoth can throw a grabbed opponent of Large or smaller size into the air by making a successful grapple check; once thrown, the opponent takes 2d6 points of falling damage, plus an additional 1d6 points of damage for each size category smaller than Large the opponent is (for example, a Medium-sized creature would be 1 category smaller than Large, & therefore would take 3d6 falling damage); this is a standard action that does not provoke attacks of opportunity.

Impale (Ex)

When charging, a behemoth deals double damage with gore.

Shockwave (Su)

Once every 1d4 rounds, a behemoth can cause the ground to quake that ripples from it within a 30-ft.-radius spread. Creatures within the area of effect take 8d6 points of earth damage, inflicted with the Weighted status effect, and are pushed back 5 feet per 10 damage sustained. A successful Reflex save (DC 23) reduces damage by half, negates the status effect, and stops being pushed back. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Thunderbolt (Su)

Once every 1d4 rounds, a behemoth can discharge a large lightning storm within 120 ft. and in a 40-ft.-radius. Creatures within the area of effect take 10d6 points of lightning damage and are inflicted with Static status effect for 1d4 rounds. A successful Reflex save (DC 23) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Kuza Beast (CR 14)

A formidable foe with large horns that positively crackle with electricity. It's a distance cousin of the behemoth with more of yellow tint to it.

XP 38,400

N Huge Magical Beast ([Lightning](#), [Mini-Boss](#))

Init +0; Senses Darkvision 60 ft., low-light vision, scent; Perception +28

DEFENSE

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

hp 333 [414] (18d10+234)

mp 99

Fort +23, Ref +16, Will +10

DR 10/adamantine; Immune bleed, curse, daze, lightning, nauseating, sickening, stun; SR 24; Strong Water

OFFENSE

Speed 40 ft.

Melee Bite +32 (2d6+13), 2 Claws +32 (1d8+13), Gore +32 (2d6+13)

Space 15 ft.; Reach 10 ft.

Special Attacks Fists of Lightning and Thunder, Heave, Impale, Thunderbolt

Spells Known (FC CL 18th, Concentration +22)

3rd (DC 17) – Thundara

6th (DC 20) – Burst

STATISTICS

Str 36, Dex 20, Con 34, Int 6, Wis 18, Cha 8

Base Atk +18; CMB +31; CMD 46

Feats [Alertness](#), [Charge Through](#), [Cleave](#), [Improved Bull Rush](#), [Improved Overrun](#), [Multiattack](#), [Power Attack](#), [Toughness](#), [Weapon Focus](#) (Bite)

Skills Acrobatics +17, Climb +25, Perception +20, Survival +16

SQ Beatdown, Counter Magic

SPECIAL ABILITIES

Beatdown (Ex)

Whenever struck by a melee attack as a counter attack, the kuza beast will return one claw strike at 2d8+26 points of damage.

Counter Magic (Su)

Whenever struck by a spell, the kuza beast will cast Burst as an immediate action as long as he has MP and is not unable to cast it like the status effect silence. This can only be used once per round.

Heave (Ex)

Once every 1d4 rounds, the kuza beast can throw a grabbed opponent of Large or smaller size into the air by making a successful grapple check; once thrown, the opponent takes 2d6 points of falling damage, plus an additional 1d6 points of damage for each size category smaller than Large the opponent is (for example, a Medium-sized creature would be 1 category smaller than Large, & therefore would take 3d6 falling damage); this is a standard action that does not provoke attacks of opportunity.

Impale (Ex)

When charging, a kuza beast deals double damage with horns.

Fists of Lightning and Thunder (Su)

Once every 1d4+1 rounds, a kuza beast can cause its natural attacks to do either lightning or thunder damage (caster's choice). A lightning attack deals an additional 3d6 points of lightning damage, and the resulting flash blinds the target for 2d6 rounds, a successful Fortitude save (DC 23) negates the blindness. A thunder attack deals an additional 3d6 points of non-elemental damage, and the resulting thunderclap deafens the target for 2d6 rounds, a successful Fortitude save (DC 23) negates the deafness. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Thunderbolt (Su)

Once every 1d3 rounds, a kuza beast can discharge a large lightning storm within 120 ft. and in a 40-ft.-radius. Creatures within the area of effect take 10d6 points of lightning damage and are inflicted with Static status effect for 1d4 rounds. A successful Reflex save (DC 23) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Behemoth, King (CR 16)

King behemoths resembles yellow huge bulls with overly developed muscles. They have yellow carapaces and curved obsidian horns. Their eyes crackle with florescent energy, as they froth violently at the mouth.

XP 76,800

N Huge Magical Beast ([Mini-Boss](#))

Init +7; Senses Darkvision 60 ft., low-light vision, scent; Perception +22

DEFENSE

AC 33, touch 15; flat-footed 26 (+18 natural, +7 dex, -2 size)

hp 409 [504] (21d10+294)

mp 132

Fort +25, Ref +19, Will +12

DR 10/adamantine; Immune bleed, curse, daze, death effects, mind-affecting, nauseating, sickening, stagger, stun; Resist ice/earth/lightning 10, shadow 5; SR 27

OFFENSE

Speed 40 ft.

Melee Bite +35 (2d6+15), 2 Claws +34 (1d10+15), Gore +34 (2d6+15)

Space 15 ft.; Reach 10 ft.
Special Attacks Heave, Impale, Shockwave, Thunderbolt
Special Abilities Mighty Guard
Spells Known (FC CL 21st, Concentration +26)
3rd (DC 18) – Blizzara, Thundara
5th (DC 20) – Blizzaga, Thundaga
6th (DC 21) – Cometra, Flare
9th (DC 24) – Meteor

STATISTICS

Str 40, Dex 24, Con 36, Int 6, Wis 20, Cha 8
Base Atk +21; CMB +38; CMD 55
Feats [Alertness](#), [Charge Through](#), [Cleave](#), Great Cleave, [Improved Bull Rush](#), Improved Natural Attack (Claw), [Improved Overrun](#), [Multiattack](#), [Power Attack](#), [Toughness](#), [Weapon Focus](#) (Bite)
Skills Acrobatics +20, Climb +27, Perception +22, Survival +18
SQ Beatdown, Counter Magic, Death befalls Meteor

SPECIAL ABILITIES

Beatdown (Ex)

Whenever struck by a melee attack as a counter attack, the king behemoth will return one claw strike at 2d10+30 points of damage.

Counter Magic (Su)

Whenever struck by a spell, the king behemoth will cast Meteor as an immediate action as long as he has MP and is not unable to cast it like the status effect silence. This can only be used once per round.

Death befalls Meteor (Su)

Once a king behemoth reaches below 0 health, the king behemoth calls forth a Meteor (DC 25 Reflex save) on who ever struck the killing blow. If silenced or berserk this affect does nothing.

Heave (Ex)

Once every 1d3 rounds, the king behemoth can throw a grabbed opponent of Large or smaller size into the air by making a successful grapple check; once thrown, the opponent takes 3d6 points of falling damage, plus an additional 1d6 points of damage for each size category smaller than Large the opponent is (for example, a Medium-sized creature would be 1 category smaller than Large, & therefore would take 4d6 falling damage); this is a standard action that does not provoke attacks of opportunity.

Impale (Ex)

When charging, a king behemoth deals double damage with horns.

Mighty Guard (Su)

A king behemoth can create a magical barrier around itself and its nearby allies, granting Protect and Shell that lasts 5 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Shockwave (Su)

Once every 1d3 rounds, a king behemoth can cause the ground to quake that ripples from it within a 30-ft.-radius spread. Creatures within the area of effect take 8d6 points of earth damage, inflicted with the Weighted status effect, and are pushed back 5 feet per 10 damage sustained. A successful Reflex save (DC 25) reduces damage by half, negates the status effect, and stops being pushed back. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Thunderbolt (Su)

Once every 1d3 rounds, a king behemoth can discharge a large lightning storm within 120 ft. and in a 40-ft.-radius. Creatures within the area of effect take 10d6 points of lightning damage and are inflicted with Static status effect for 1d4 rounds. A successful Reflex save (DC 25) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Behemoth, Dark (CR 18)

A subspecies of the ferocious behemoth. It has a violent disposition and has even been known to viciously attack others of its own kind. That same vicious strength is found in its charge attack which deals massive damage to any it hits. It fixates on its prey and will not relent in its pursuit until the hunt is completed.

XP 153,600

N Huge Magical Beast ([Mini-Boss](#))

Init +8; Senses Darkvision 60 ft., low-light vision, scent; Perception +23

DEFENSE

AC 36, touch 16; flat-footed 28 (+20 natural, +8 dex, -2 size)

hp 487 [600] (25d10+350)

mp 168

Fort +27, Ref +22, Will +13

DR 15/adamantine; Immune berserk, bleed, curse, daze, death effects, mind-affecting, nauseating, sickening, silence, stagger, stun; Resist ice/earth/lightning 20, shadow 10; SR 29

OFFENSE

Speed 40 ft.

Melee Bite +40 (2d8+16), 2 Claws +39 (1d10+16), Gore +39 (2d6+16)

Space 15 ft.; Reach 10 ft.

Special Attacks Heave, Impale, Magnitude 8, Shockwave, Thunderbolt

Special Abilities Mighty Guard II

Spells Known (FC CL 25th, Concentration +30)

3rd (DC 18) – Blizzara, Thundara

5th (DC 20) – Blizzaga, Thundaga

6th (DC 21) – Cometra, Flare

9th (DC 24) – Meteor, Ultima

STATISTICS

Str 42, Dex 26, Con 36, Int 6, Wis 20, Cha 8

Base Atk +25; CMB +43; CMD 61

Feats [Alertness](#), [Charge Through](#), [Cleave](#), Great Cleave, [Improved Bull Rush](#), Improved Natural Attack (Claw and Bite), [Improved Overrun](#), [Multiattack](#), [Power Attack](#), [Toughness](#), Vital Attack, [Weapon Focus](#) (Bite)

Skills Acrobatics +22, Climb +29, Perception +23, Survival +19

SQ Beatdown, Counter Magic, Death befalls Meteor

SPECIAL ABILITIES

Beatdown (Ex)

Whenever struck by a melee attack as a counter attack, the dark behemoth will return one claw strike at 2d10+32 points of damage.

Counter Magic (Su)

Whenever struck by a spell, the dark behemoth will cast Ultima as an immediate action as long as he has MP and is not unable to cast it like the status effect silence. This can only be used once per round.

Death befalls Meteor (Su)

Once a dark behemoth reaches below 0 health, the king behemoth calls forth a Meteor (DC 27 Reflex save) on who ever struck the killing blow.

Heave (Ex)

Once every 1d4 rounds, the dark behemoth can throw a grabbed opponent of Large or smaller size into the air by making a successful grapple check; once thrown, the opponent takes 3d6 points of falling damage, plus an additional 1d6 points of damage for each size category smaller than Large the opponent is (for example, a Medium-sized creature would be 1 category smaller than Large, & therefore would take 4d6 falling damage); this is a standard action that does not provoke attacks of opportunity.

Impale (Ex)

When charging, a dark behemoth deals double damage with horns.

Magnitude 8 (Su)

Once every 1d4 rounds, a dark behemoth can cause the ground to erupt wildly around it within a 60-ft.-radius. Creatures within the area of effect take 15d10 points of earth damage and are inflicted with the Weighted status effect. They must make a successful Reflex save (DC 27) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

Mighty Guard II (Su)

A dark behemoth can create a magical barrier around itself and its nearby allies, granting Protect II and Shell II that lasts 7 rounds. Blue mages may learn this ability as a 7th level spell (Knowledge: Arcana DC 29).

Shockwave (Su)

Once every 1d2 rounds, a dark behemoth can cause the ground to quake that ripples from it within a 30-ft.-radius spread. Creatures within the area of effect take 8d6 points of earth damage, inflicted with the Weighted status effect, and are pushed back 5 feet per 10 damage sustained. A successful Reflex save (DC 27) reduces damage by half, negates the status effect, and stops being pushed back. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Thunderbolt (Su)

Once every 1d2 rounds, a dark behemoth can discharge a large lightning storm within 120 ft. and in a 40-ft.-radius. Creatures within the area of effect take 10d6 points of lightning damage and are inflicted with Static status effect for 1d4 rounds. A successful Reflex save (DC 27) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Cerberus

Cerberus (CR 13)

This unearthly three-headed beast prowls the underground, usually guarding an entrance or a treasure hoard.

XP 25,600

NE Large Magical Beast (Fiend)

Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +28

DEFENSE

AC 24, touch 11; flat-footed 21 (+2 dex, +13 natural, -1 size)

hp 211 (22d10+90)

Fort +18, Ref +17, Will +11

Immune Fire; Resist Earth 15, Ice 15, Lightning 15, Water 15

OFFENSE

Speed 40 ft.

Melee 3 Bites +27 (2d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks Gates of Hades, Sulfurous Breath

STATISTICS

Str 20, Dex 14, Con 16, Int 6, Wis 16, Cha 10

Base Atk +22; CMB +28; CMD 40

Feats Alertness, Cleave, Great Fortitude, Improved Initiative, Improved Natural Attack (Bite), Iron Will, Lightning Reflexes, Multiattack, Power Attack, Toughness, Weapon Focus (Bite)
Skills Acrobatics +27, Climb +29, Perception +28, Survival +28
SQ Magma Hoplon

SPECIAL ABILITIES

Gates of Hades (Su)

3/day, Cerberus can launch an explosive fireball within a 100 ft. in a 20-ft.-radius. Creatures within the area of effect take 8d6 points of fire damage and inflicts the Burning status effect. A successful Reflex save (DC 18) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Magma Hoplon (Su)

Once per day, Cerberus can surround itself with a red, fiery barrier. Cerberus gains 10/- DR and creatures attacking it with natural weapons, unarmed strikes, or handheld weapons take 3d6 points of fire damage for 1 minute. Blue mages may learn this ability as a 7th level spell (Knowledge: Arcana DC 29).

Sulfurous Breath (Ex)

Once every 1d4+1 rounds, Cerberus can emit a 60-ft.-cone of deadly fiery breath. Creatures within the area of effect take 10d6 points of fire damage (Reflex save DC 21 for half damage).

Chimera Family

Chimera (CR 8)

This creature has the hindquarters of a big goat and the forequarters of a great lion. It has dragon wings and three heads: a horned goat, a mane-less lion, and a fierce dragon.

XP 4,800

NE Large Magical Beast

Init +5; Senses Darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 10; flat-footed 18 (+1 dex, +9 natural, -1 size)

hp 88 (9d10+36)

Fort +9, Ref +7, Will +6

Resist Fire 5, Lightning 5, Water 5

OFFENSE

Speed 30 ft., Fly 50 ft. (poor)

Melee Bite +11 (2d6+4), Bite +11 (1d8+4 plus burn), Gore +11 (1d8+4), 2 Claws +11 (1d6+4)

Space 10 ft.; Reach 10 ft.

Special Attacks Aqualung, Breath Weapon (20-ft. Cone, 6d8 fire damage, Reflex DC 17 for half, usable 1d4 rounds), Burn (1d6, DC 17)

STATISTICS

Str 19, Dex 12, Con 17, Int 4, Wis 13, Cha 10
Base Atk +9; CMB +14; CMD 25 (29 vs. trip)
Feats Improved Initiative, Iron Will, Multiattack, Skill Focus (Perception), Toughness
Skills Fly +7, Perception +10, Stealth +4 (+8 in scrubland or brush); Racial Modifiers +2
Perception, +4 Stealth in scrubland or brush
Languages Draconic

SPECIAL ABILITIES

Aqualung (Su)

A chimera can emit a 30-ft.-cone of watery breath, once every 1d4 rounds. Creatures within the area of effect take 8d6 points of water damage and are inflicted with Silence status (Reflex save DC 17 to reduce damage by half and negate the Silence status effect) for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Dhorme Chimera (CR 10)

This winged monster has the body of a lion, though two more heads flank its central feline one – a dragon and a horned goat. They tend to ambush wondering parties in the desert.
XP 9,600

CE Huge Magical Beast

Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +14

DEFENSE

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

hp 125 [180] (12d10+60)

Fort +12, Ref +10, Will +8

Resist Fire 10, Lightning 10, Water 10; Immune Poison

OFFENSE

Speed 30 ft., Fly 50 ft. (poor)

Melee Bite +16 (2d6+6), Bite +16 (1d8+6 plus burn), Gore +16 (1d8+6), 2 Claws +16 (1d6+6)
Space 10 ft.; Reach 5 ft.

Special Attacks Aqualung, Breath Weapon (30-ft. Cone, 9d8 fire damage, Reflex DC 20 for half, usable 1d4 rounds), Burn (1d8, DC 20), Fulmination

STATISTICS

Str 22, Dex 14, Con 19, Int 4, Wis 14, Cha 10

Base Atk +12; CMB +19; CMD 31 (35 vs. trip)

Feats Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus (Perception), Toughness

Skills Fly +11, Perception +14, Stealth +5 (+9 in scrubland or brush); Racial Modifiers +2

Perception, +4 Stealth in scrubland or brush

Languages Draconic

SPECIAL ABILITIES

Aqualung (Su)

A dhorme chimera can emit a 30-ft.-cone of watery breath, once every 1d4 rounds. Creatures within the area of effect take 8d6 points of water damage and are inflicted with Silence status (Reflex save DC 19 to reduce damage by half and negate the Silence status effect) for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Fulmination (Su)

A dhorme chimera can launch a powerful blast of lightning against creatures within 60 ft. in a 20-ft.-radius, once every 1d3 rounds. Creatures in the area of effect take 10d6 points of lightning damage are inflicted with Disable status for 1d4 rounds, a successive Reflex save (DC 20) for half damage and negates status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Gorgimera (CR 12)

This green chimera acts much like the chimera but with wider array of elemental attacks.

XP 19,200

CE Huge Magical Beast

Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 26, touch 10; flat-footed 24 (+2 dex, +16 natural, -2 size)

hp 161 (15d10+80)

Fort +14, Ref +11, Will +9

DR 5/cold iron; Resist Fire 15, Ice 5, Lightning 15, Water 15; Immune Disease, Poison; SR 23

OFFENSE

Speed 30 ft., Fly 50 ft. (poor)

Melee Bite +20 (2d6+7), Bite +20 (1d8+7 plus burn), Gore +20 (1d8+7), 2 Claws +20 (1d6+7)

Space 10 ft.; Reach 5 ft.

Special Attacks Aqualung, Breath Weapon (40-ft. Cone, 11d8 fire damage, Reflex DC 22 for half, usable 1d4 rounds), Burn (2d6, DC 22), Fulmination, Snowstorm

STATISTICS

Str 24, Dex 15, Con 20, Int 4, Wis 15, Cha 10

Base Atk +15; CMB +24; CMD 36 (40 vs. trip)

Feats Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Skill Focus

(Perception), Toughness, Vital Strike

Skills Fly +14, Perception +17, Stealth +5 (+9 in scrubland or brush); Racial Modifiers +2

Perception, +4 Stealth in scrubland or brush

Languages Draconic

SPECIAL ABILITIES

Aqualung (Su)

A gorgimera can emit a 30-ft.-cone of watery breath, once every 1d4 rounds. Creatures within the area of effect take 8d6 points of water damage and are inflicted with Silence status (Reflex save DC 20 to reduce damage by half and negate the Silence status effect) for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Fulmination (Su)

A gorgimera can launch a powerful blast of lightning against creatures within 60 ft. in a 20-ft.-radius, once every 1d3 rounds. Creatures in the area of effect take 10d6 points of lightning damage are inflicted with Disable status for 1d4 rounds, a successive Reflex save (DC 21) for half damage and negates status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Snowstorm (Su)

A gorgimera can create a shredding flurry of icy slivers hitting all creatures within the 30-ft. line. Creatures in the area of effect take 14d6 points of ice damage are inflicted with Frozen status for 1d4 rounds, a successive Reflex save (DC 22) for half damage and negates status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Chimera Brain (CR 14)

This black chimera is slightly smarter and more dangerous than any of its weaker versions.
XP 38,400

CE Huge Magical Beast

Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +20

DEFENSE

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

hp 182 (17d10+90)

Fort +15, Ref +12, Will +10

DR 10/cold iron and magic; Resist Ice 10; Immune Death effects, Disease, Fire, Lightning, Poison, Water; SR 25

OFFENSE

Speed 30 ft., Fly 50 ft. (poor)

Melee Bite +23 (2d8+8/19-20), Bite +23 (2d6+8/19-20 plus burn), Gore +23 (2d6+8), 2 Claws +23 (1d8+8)

Space 15 ft.; Reach 10 ft.

Special Attacks Aqualung, Breath Weapon (60-ft. Cone, 13d8 fire damage, Reflex DC 23 for half, usable 1d4 rounds), Burn (2d8, DC 23), Fulmination, Snowstorm

STATISTICS

Str 27, Dex 15, Con 21, Int 5, Wis 16, Cha 10

Base Atk +17; CMB +27; CMD 37 (41 vs. trip)

Feats Cleave, Improved Critical (Bite), Improved Initiative, Iron Will, Multiattack, Power Attack,

Skill Focus (Perception), Toughness, Vital Strike
Skills Fly +15, Perception +20, Stealth +1 (+5 in scrubland or brush); Racial Modifiers +2
Perception, +4 Stealth in scrubland or brush
Languages Draconic

SPECIAL ABILITIES

Aqualung (Su)

A chimera brain can emit a 30-ft.-cone of watery breath, once every 1d4 rounds. Creatures within the area of effect take 8d6 points of water damage and are inflicted with Silence status (Reflex save DC 20 to reduce damage by half and negate the Silence status effect) for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Fulmination (Su)

A chimera brain can launch a powerful blast of lightning against creatures within 60 ft. in a 20-ft.-radius, once every 1d3 rounds. Creatures in the area of effect take 10d6 points of lightning damage and are inflicted with Disable status for 1d4 rounds, a successive Reflex save (DC 21) for half damage and negates status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Snowstorm (Su)

A chimera brain can create a shredding flurry of icy slivers hitting all creatures within the 30-ft. line. Creatures in the area of effect take 14d6 points of ice damage and are inflicted with Frozen status for 1d4 rounds, a successive Reflex save (DC 22) for half damage and negates status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Chocobo Family

Chocobo Chick (CR 1/4)

A little bird-like creature who a pleasant temperament and adorable cuteness.

XP 100

N Small Animal ([Avian](#))

Init +0; Senses Low-light vision; Perception +3

DEFENSE

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

hp 7 [10] (1d8+2)

Fort +4, Ref +2, Will -1

OFFENSE

Speed 20 ft.

Melee Bite +0 (1d3-2)

Space 5 ft.; Reach 5 ft.

STATISTICS

Str 7, Dex 11, Con 14, Int 2, Wis 9, Cha 6
Base Atk +0; CMB -3; CMD 7
Feats [Weapon Focus](#) (Bite)
Skills Perception +3

SPECIAL ABILITIES

Familiar

The master of a chocobo chick familiar gains a bonus on it's color:

| Chocobo Color | Familiar Bonus |
|---------------|-------------------------------|
| Black | +3 Fly checks |
| Blue | +3 Swim checks |
| Brown | +3 Acrobat checks |
| Gold | +2 Reflex saves |
| Green | +3 Heal checks |
| Pink | +3 Appraise checks |
| Purple | +2 Fort saves |
| Rainbow | +1 Fort, Reflex, & Will saves |
| Red | +3 Climb checks |
| Silver | +1 natural armor |
| White | +2 Will saves |
| Yellow | +4 Initiative checks |

Chocobo, Pink (CR 2)

The pink-plumed chocobo that can mend wounds. The pink chocobo is very common in the plains or through breeding.

XP 600

N Large Magical Beast ([Avian](#))

Init +2; Senses Darkvision 60 ft., low-light vision scent; Perception +8

DEFENSE

AC 13, touch 11; flat-footed 11 (+2 dex, +2 natural, -1 size)
hp 22 [36] (3d10+6)
Fort +5, Ref +5, Will +3

OFFENSE

Speed 60 ft.
Melee Bite +6 (1d8+4), Talon +6 (1d6+2)
Space 10 ft.; Reach 10 ft.

STATISTICS

Str 18, Dex 14, Con 15, Int 2, Wis 14, Cha 6
Base Atk +3; CMB +8; CMD 20
Feats Endurance, Run
Skills Acrobatics +7, Perception +8, Survival +5
SQ Choco Cure

SPECIAL ABILITIES

Choco Cure (Su)

1/day, a pink chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Chocobo, Yellow (CR 2)

A bird-like creature with a pleasant temperament. Its choco cure can mend the wounds of its allies. The yellow chocobo can be found almost anywhere and are the most common bred type.

XP 600

N Large Magical Beast ([Avian](#))

Init +2; Senses Darkvision 60 ft., low-light vision scent; Perception +7

DEFENSE

AC 13, touch 11; flat-footed 11 (+2 dex, +2 natural, -1 size)

hp 25 [39] (3d10+9)

Fort +6, Ref +5, Will +2

OFFENSE

Speed 60 ft.

Melee Bite +6 (1d8+4), Talons +6 (1d6+2)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 18, Dex 14, Con 16, Int 2, Wis 12, Cha 6

Base Atk +3; CMB +8; CMD 20

Feats Endurance, Run

Skills Acrobatics +7, Perception +7, Survival +4

SQ Choco Cure

SPECIAL ABILITIES

Choco Cure (Su)

1/day, a yellow chocobo can bestow healing on itself or an ally within 30 feet for 3d6+4 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Chocobo, Blue (CR 4)

The blue-plumed chocobo shoots out water projectiles. The blue chocobo can be found near streams or oceans.

XP 1,200

N Large Magical Beast ([Avian](#))

Init +2; Senses Darkvision 60 ft., low-light vision scent; Perception +8

DEFENSE

AC 13, touch 11; flat-footed 11 (+2 dex, +2 natural, -1 size)

hp 34 [52] (4d10+12)

Fort +7, Ref +6, Will +2

OFFENSE

Speed 60 ft.

Melee Bite +7 (1d8+4), 2 Talons +7 (1d6+2)

Space 10 ft.; Reach 10 ft.

Special Attacks Choco Water

STATISTICS

Str 18, Dex 14, Con 16, Int 2, Wis 12, Cha 6

Base Atk +4; CMB +9; CMD 21

Feats Endurance, Run

Skills Acrobatics +8, Perception +8, Survival +5, Swim +16

SQ Choco Cure, swimming, water walking

SPECIAL ABILITIES

Choco Cure (Su)

2/day, a blue chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Water (Su)

2/day, a blue chocobo can blast an opponent with pressured water within 30 ft. The blue chocobo must make a ranged touch attack (+5), if it hits, the attack deals 3d6+5 water damage and inflicts the Drenched status effect for 1d4 rounds (Fortitude save DC 13 to negate). Blue mage may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Swimming (Ex)

Blue chocobos are natural swimmers. It has a swim speed of 40 feet and gains a +8 bonus on Swim checks. It can also take 10 on Swim checks, even if stress or distractions would otherwise prevent it from doing so.

Water Walking (Ex)

Blue chocobos have the ability to walk on water while running. A blue chocobo that is running, can walk on water as if it was a solid surface. If it ever stops running, it loses its ability, although it can resume this ability anytime.

Chocobo, Brown (CR 4)

The brown-plumed chocobo creates barriers on itself or allies. The brown chocobo is the desert chocobo and is hard to track down.

XP 1,200

N Large Magical Beast ([Avian](#))

Init +2; Senses Darkvision 60 ft., low-light vision scent; Perception +8

DEFENSE

AC 13, touch 11; flat-footed 11 (+2 dex, +2 natural, -1 size)

hp 34 [52] (4d10+12)

Fort +7, Ref +6, Will +2

OFFENSE

Speed 60 ft.

Melee Bite +7 (1d8+4), 2 Talons +7 (1d6+2)

Space 10 ft.; Reach 10 ft.

Special Attack Choco Stone

STATISTICS

Str 18, Dex 14, Con 16, Int 2, Wis 12, Cha 6

Base Atk +4; CMB +9; CMD 21

Feats Endurance, Run

Skills Acrobatics +16, Perception +8, Survival +5

SQ Choco Cure, Choco Guard, acrobatics, sandwalking

SPECIAL ABILITIES

Choco Cure (Su)

2/day, a brown chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Guard (Su)

2/day, a brown chocobo can create a magical guard around a creature, granting Protect and Shell status for 1d6 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Stone (Su)

2/day, a brown chocobo can blast an opponent with barrage of stones within 30 ft. The brown chocobo must make a ranged touch attack (+5), if it hits, the attack deals 3d6+5 earth damage and inflicts the Wiegthed status effect for 1d4 rounds (Fortitude save DC 13 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Acrobatics (Ex)

Brown chocobos are natural at acrobatics. It gains a +8 bonus on Acrobatics checks. It can also take 10 on Acrobatics checks, even if stress or distractions would otherwise prevent it from doing so.

Sandwalking (Ex)

Brown chocobos travel at full speed across sand, rocky ground, or dust, and leaves no trail behind unless it chooses to.

Chocobo, Green (CR 4)

The green-plumed chocobo removes ailments from its allies using choco esuna. The green chocobo is found in forests or woods.

XP 1,200

N Large Magical Beast ([Avian](#))

Init +2; Senses Darkvision 60 ft., low-light vision scent; Perception +9

DEFENSE

AC 13, touch 11; flat-footed 11 (+2 dex, +2 natural, -1 size)

hp 30 [48] (4d10+8)

Fort +6, Ref +6, Will +3

OFFENSE

Speed 60 ft., Climb 20 ft.

Melee Bite +7 (1d8+4), 2 Talons +7 (1d6+2)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 18, Dex 14, Con 15, Int 2, Wis 14, Cha 6

Base Atk +4; CMB +9; CMD 21

Feats Endurance, Run

Skills Acrobatics +8, Perception +9, Stealth +16, Survival +6

SQ Choco Cure, Choco Esuna, camouflage, stealth

SPECIAL ABILITIES

Choco Cure (Su)

2/day, a green chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Esuna (Su)

1/day, a green chocobo can cure one negative status effect of 4th level or lower that functions like an esuna spell. A green chocobo has a CL of 7th. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Choco Wind (Su)

2/day, a green chocobo can shoot out a blade of wind at the opponent within 30 ft. The green chocobo must make a ranged touch attack (+5), if it hits, the attack deals 3d6+5 wind damage and inflicts the Squall status effect for 1d4 rounds (Reflex save DC 14 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Camouflage (Ex)

Green chocobos can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Stealth (Ex)

Green chocobos are natural hidiers. It gains a +8 bonus on Stealth checks. It can also take 10 on Stealth checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while hiding.

Chocobo, Red (CR 4)

The red-plumed chocobo that shoots flame out of its beak. The red chocobo is usually found in the mountain regions or hill tops.

XP 1,200

N Large Magical Beast ([Avian](#))

Init +2; Senses Darkvision 60 ft., low-light vision scent; Perception +8

DEFENSE

AC 13, touch 11; flat-footed 11 (+2 dex, +2 natural, -1 size)

hp 30 [48] (4d10+8)

Fort +6, Ref +6, Will +2

OFFENSE

Speed 60 ft., Climb 20 ft.

Melee Bite +8 (1d8+5), 2 Talons +8 (1d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks Choco Flame

STATISTICS

Str 20, Dex 14, Con 15, Int 2, Wis 12, Cha 6

Base Atk +4; CMB +9; CMD 21

Feats Endurance, Run

Skills Acrobatics +8, Climb +17, Perception +8, Survival +5

SQ Choco Cure, climbing, surefooted stride

SPECIAL ABILITIES

Choco Cure (Su)

2/day, a red chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Flame (Su)

2/day, a red chocobo can blast an opponent with flame within 30 ft. The red chocobo must make a ranged touch attack (+5), if it hits, the attack deals 3d6+5 fire damage and inflicts the Burning status effect for 1d4 rounds (Reflex save DC 13 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Climbing (Ex)

Red chocobos are natural climbers. It has a climb speed of 20 feet and gains a +8 bonus on Climb checks. It can also take 10 on Climb checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while climbing.

Surefooted Stride (Ex)

Red chocobos may move through any sort of difficult terrain (such as thorns, overgrown areas, rubble and the like) at its normal speed without taking damage or suffering any other impairment. Areas that have been magically manipulated, however, still affect it.

Chocobo, Purple (CR 6)

The purple-plumed chocobo that shields allies and shoots ice out of its beak. The purple chocobo is usually found in the icy plains or snow-covered mountains.

XP 2,400

N Large Magical Beast ([Avian](#))

Init +3; Senses Darkvision 60 ft., low-light vision scent; Perception +13

DEFENSE

AC 18, touch 13; flat-footed 14 (+3 dex, +5 natural, +1 dodge, -1 size)

hp 73 [105] (7d10+35)

Fort +10, Ref +8, Will +6

OFFENSE

Speed 70 ft., Climb 20 ft., Swim 40 ft.

Melee Bite +11 (1d8+5), 2 Talons +11 (1d6+2)

Space 10 ft.; Reach 10 ft.

Special Attacks Choco Ice

STATISTICS

Str 20, Dex 16, Con 20, Int 8, Wis 18, Cha 12

Base Atk +7; CMB +13; CMD 26

Feats Dodge, Endurance, [Fleet](#), Run

Skills Acrobatics +14, Climb +22, Perception +13, Survival +10, Swim +22

SQ Choco Barrier, Choco Cure, climbing, snow move, surefooted stride, swimming, water walking

SPECIAL ABILITIES

Choco Barrier (Su)

2/day, a purple chocobo can create a magical barrier to itself granting Protect, Shell, and Regen status for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Choco Cure (Su)

3/day, a purple chocobo can bestow healing on itself or an ally within 30 feet for 3d6+4 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Ice (Su)

5/day, a purple chocobo can blast an opponent with ice within 30 ft. The purple chocobo must make a ranged touch attack (+9), if it hits, the attack deals 3d6+5 ice damage and inflicts the Frozen status effect for 1d4 rounds (Fortitude save DC 16 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Climbing (Ex)

Purple chocobos are natural climbers. It has a climb speed of 20 feet and gains a +8 bonus on Climb checks. It can also take 10 on Climb checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while climbing.

Snow Move (Ex)

Because of its large, fur-covered claws, purple chocobos suffer no penalties for moving through snow-covered terrain.

Surefooted Stride (Ex)

Purple chocobos may move through any sort of difficult terrain (such as thorns, overgrown areas, rubble and the like) at its normal speed without taking damage or suffering any other impairment. Areas that have been magically manipulated, however, still effect it.

Swimming (Ex)

Purple chocobos are natural swimmers. It has a swim speed of 40 feet and gains a +8 bonus on Swim checks. It can also take 10 on Swim checks, even if stress or distractions would otherwise prevent it from doing so.

Water Walking (Ex)

Purple chocobos have the ability to walk on water while running. A purple chocobo that is running, can walk on water as if it was a solid surface. If it ever stops running, it loses its ability, although it can resume this ability anytime.

Chocobo, Silver (CR 6)

The silver-plumed chocobo has a tougher plume compared to most other chocobos and shoots lightning out of its beak. The silver chocobo can be found in desert mountains or near dunes.

XP 2,400

N Large Magical Beast ([Avian](#))

Init +7; Senses Darkvision 60 ft., low-light vision scent; Perception +12

DEFENSE

AC 18, touch 13; flat-footed 14 (+3 dex, +5 natural, +1 dodge, -1 size)

hp 73 [105] (7d10+35)

Fort +10, Ref +8, Will +6

OFFENSE

Speed 70 ft., Climb 20 ft., Swim 40 ft.

Melee Bite +11 (1d8+5), 2 Talons +11 (1d6+2)

Space 10 ft.; Reach 10 ft.

Special Attacks Choco Thunder

STATISTICS

Str 20, Dex 16, Con 22, Int 8, Wis 16, Cha 12

Base Atk +7; CMB +13; CMD 26

Feats Dodge, Endurance, [Fleet](#), Run

Skills Acrobatics +22, Climb +22, Perception +12, Survival +9, Swim +22
SQ Choco Cure, Choco Guard, acrobatics, climbing, cloudwalking, sandwalking, surefooted stride

SPECIAL ABILITIES

Choco Cure (Su)

3/day, a silver chocobo can bestow healing on itself or an ally within 30 feet for 3d6+4 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Guard (Su)

3/day, a silver chocobo can create a magical guard around a creature, granting Protect and Shell status for 1d6 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Thunder (Su)

5/day, a silver chocobo can shoot lightning at an opponent within 30 ft. The silver chocobo must make a ranged touch attack (+9), if it hits, the attack deals 3d6+5 lightning damage and inflicts the Static status effect for 1d4 rounds (Reflex save DC 13 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Climbing (Ex)

Silver chocobos are natural climbers. It has a climb speed of 20 feet and gains a +8 bonus on Climb checks. It can also take 10 on Climb checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while climbing.

Cloudwalking (Ex)

Silver chocobos can tread on clouds or fog as though on solid ground.

Sandwalking (Ex)

Silver chocobos travel at full speed across sand, rocky ground, or dust, and leaves no trail behind unless it chooses to.

Surefooted Stride (Ex)

Silver chocobos may move through any sort of difficult terrain (such as thorns, overgrown areas, rubble and the like) at its normal speed without taking damage or suffering any other impairment. Areas that have been magically manipulated, however, still effect it.

Chocobo, Black (CR 8)

The black-plumed chocobo is the only variety capable of flight. The black chocobo is hard to find in general but you may get lucky finding one in a chocobo forest.

XP 4,800

N Large Magical Beast ([Avian](#))

Init +9; Senses Darkvision 60 ft., low-light vision scent; Perception +15

DEFENSE

AC 23, touch 15; flat-footed 17 (+5 dex, +8 natural, +1 dodge, -1 size)

hp 115 [160] (10d10+60)

Fort +13, Ref +12, Will +6

OFFENSE

Speed 70 ft., Fly 150 ft. (average), Swim 40 ft.
Melee Bite +16 (1d8+6), 2 Talons +15 (1d6+3)
Space 10 ft.; Reach 10 ft.
Special Attacks Choco Dark, Choco Meteor

STATISTICS

Str 22, Dex 20, Con 22, Int 10, Wis 16, Cha 12
Base Atk +10; CMB +17; CMD 32
Feats [Dodge](#), [Endurance](#), [Improved Initiative](#), [Run](#), [Weapon Focus](#) (Bite)
Skills Acrobatics +17, Climb +25, Fly +18, Perception +15, Stealth +25, Survival +12, Swim +25
SQ Choco Cure, Camouflage, Stealth, Swimming, Water Walking

SPECIAL ABILITIES

Choco Cure (Su)

5/day, a black chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Dark (Su)

5/day, a black chocobo can blast an opponent with darkness within 30 ft. The black chocobo must make a ranged touch attack (+14), if it hits, the attack deals 3d6+5 shadow damage and inflicts the Dimmed status effect for 1d4 rounds (Fortitude save DC 15 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Meteor (Su)

2/day, a black chocobo can fire one meteor off towards its targeted location within 800 ft. from him. The black chocobo summons a molten meteor into the sky to rain your enemies those within the area of effect take 10d6 points of damage (half fire, half earth) and must make a Reflex save (DC 18) for half. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Camouflage (Ex)

Black chocobos can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Stealth (Ex)

Black chocobos are natural hidiers. It gains a +8 bonus on Stealth checks. It can also take 10 on Stealth checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while hiding.

Swimming (Ex)

Black chocobos are natural swimmers. It has a swim speed of 40 feet and gains a +8 bonus on Swim checks. It can also take 10 on Swim checks, even if stress or distractions would otherwise prevent it from doing so.

Water Walking (Ex)

Black chocobos have the ability to walk on water while running. A black chocobo that is running, can walk on water as if it was a solid surface. If it ever stops running, it loses its ability, although it can resume this ability anytime.

Chocobo, White (CR 8)

The white-plumed chocobo restores magical power with its choco recharge. The white chocobo are generally found in a chocobo forest but some are known to be found roaming elsewhere.

XP 4,800

N Large Magical Beast ([Avian](#))

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

DEFENSE

AC 21, touch 14; flat-footed 16 (+4 dex, +7 natural, +1 dodge, -1 size)

hp 115 [160] (10d10+60)

Fort +13, Ref +11, Will +7

OFFENSE

Speed 70 ft., Climb 20 ft., Swim 40 ft.

Melee Bite +16 (1d8+6), 2 Talons +15 (1d6+3)

Space 10 ft.; Reach 10 ft.

Special Attacks Choco Light

STATISTICS

Str 22, Dex 18, Con 22, Int 10, Wis 18, Cha 12

Base Atk +10; CMB +17; CMD 32

Feats [Dodge](#), [Endurance](#), [Improved Initiative](#), [Run](#), [Weapon Focus](#) (Bite)

Skills Acrobatics +25, Climb +25, Perception +15, Survival +12, Swim +25

SQ Choco Cure, Choco Life, Choco Recharge, acrobatics, climbing, swimming, water walking

SPECIAL ABILITIES

Choco Cure (Ex)

5/day, a white chocobo can bestow healing on itself or an ally within 30 feet for 3d6+4 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Life (Su)

2/day, a white chocobo can bring back the dead alive. This spell functions like the Raise spell. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Choco Light (Su)

5/day, a white chocobo can blast an opponent with beam of light within 30 ft. The white chocobo must make a ranged touch attack (+13), if it hits, the attack deals 3d6+5 holy damage and inflicts the Dazzled status effect for 1d4 rounds (Reflex save DC 16 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Recharge (Su)

1/day, a white chocobo can recharge a single allies' MP by transferring some of its own MP over to it (since it has no MP, it has a once per day use only). The transfer is 5d6 MP from self to target. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Acrobatics (Ex)

White chocobos are natural at acrobatics. It gains a +8 bonus on Acrobatics checks. It can also take 10 on Acrobatics checks, even if stress or distractions would otherwise prevent it from doing so.

Climbing (Ex)

White chocobos are natural climbers. It has a climb speed of 20 feet and gains a +8 bonus on Climb checks. It can also take 10 on Climb checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while climbing.

Swimming (Ex)

White chocobos are natural swimmers. It has a swim speed of 40 feet and gains a +8 bonus on Swim checks. It can also take 10 on Swim checks, even if stress or distractions would otherwise prevent it from doing so.

Water Walking (Ex)

White chocobos have the ability to walk on water while running. A white chocobo that is running, can walk on water as if it was a solid surface. If it ever stops running, it loses its ability, although it can resume this ability anytime.

Chocobo, Gold (CR 10)

The gold-plumed chocobo is a rare sight to behold assuming one can find one.

XP 9,600

N Large Magical Beast ([Avian](#))

Init +9; Senses Darkvision 60 ft., low-light vision scent; Perception +18

DEFENSE

AC 24, touch 15; flat-footed 18 (+5 dex, +9 natural, +1 dodge, -1 size)

hp 162 [221] (13d10+91)

Fort +15, Ref +13, Will +8

OFFENSE

Speed 80 ft., Climb 20 ft., Fly 150 ft. (average), Swim 40 ft.

Melee Bite +20 (1d8+7), 2 Talons +20 (1d6+3)

Space 10 ft.; Reach 10 ft.

Special Attacks Choco Meteor, Choco Trishot

STATISTICS

Str 24, Dex 20, Con 24, Int 10, Wis 18, Cha 12

Base Atk +13; CMB +21; CMD 36

Feats Diehard, [Dodge](#), [Endurance](#), [Improved Initiative](#), [Run](#), [Weapon Focus](#) (Bite), [Weapon](#)

[Focus](#) (Talon)

Skills Acrobatics +28, Climb +28, Fly +21, Perception +18, Stealth +28, Survival +15, Swim +28
SQ Choco Cure, Choco Halo, acrobatics, camouflage, climbing, stealth, swimming, water walking

SPECIAL ABILITIES

Choco Cure (Ex)

7/day, a gold chocobo can bestow healing on itself or an ally within 30 feet for 3d6+4 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Meteor (Su)

3/day, a gold chocobo can fire one meteor off towards its target. The gold chocobo summons a molten meteor into the sky to rain your enemies those within the area of effect take 10d6 points of damage (half fire, half earth) and must make a Reflex save (DC 19) for half. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Choco Halo (Su)

1/day, a gold chocobo casts a halo on its ally. This halo grants Reraise, Float, and Haste status for 1 minute. Blue mage may learn this ability as an 8th level spell (DC 31).

Choco Trishot (Su)

1/day, a gold chocobo can blast an opponent with ice, fire and lightning all at once within 30 ft. The gold chocobo must make a ranged touch attack (+17), if it hits, the attack deals 5d6+5 fire damage, 5d6+5 ice damage, and 5d6+5 lightning damage. Blue mages may learn this ability as a 8th level spell (DC 31).

Acrobatics (Ex)

Gold chocobos are natural at acrobatics. It gains a +8 bonus on Acrobatics checks. It can also take 10 on Acrobatics checks, even if stress or distractions would otherwise prevent it from doing so.

Camouflage (Ex)

Gold chocobos can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Climbing (Ex)

Gold chocobos are natural climbers. It has a climb speed of 20 feet and gains a +8 bonus on Climb checks. It can also take 10 on Climb checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while climbing.

Stealth (Ex)

Gold chocobos are natural hidiers. It gains a +8 bonus on Stealth checks. It can also take 10 on Stealth checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while hiding.

Swimming (Ex)

Gold chocobos are natural swimmers. It has a swim speed of 40 feet and gains a +8 bonus on Swim checks. It can also take 10 on Swim checks, even if stress or distractions would otherwise prevent it from doing so.

Water Walking (Ex)

Gold chocobos have the ability to walk on water while running. A gold chocobo that is running, can walk on water as if it was a solid surface. If it ever stops running, it loses its ability, although it can resume this ability anytime.

Chocobo, Rainbow (CR 13)

The rainbow-plumed chocobo is considered the legendary chocobo. Some believe they're a myth but who really knows.

XP 25,600

N Large Magical Beast ([Avian](#))

Init +10; Senses Darkvision 60 ft., low-light vision scent; Perception +22

DEFENSE

AC 27, touch 16; flat-footed 21 (+6 dex, +11 natural, +1 dodge, -1 size)

hp 212 [289] (17d10+119)

Fort +17, Ref +16, Will +10

OFFENSE

Speed 90 ft., Climb 20 ft., Fly 160 ft. (average), Swim 40 ft.

Melee Bite +24 (2d6+8), 2 Talons +24 (1d6+4)

Space 10 ft.; Reach 10 ft.

Special Attacks Choco Meteor, Choco Omnishot

STATISTICS

Str 26, Dex 22, Con 24, Int 10, Wis 20, Cha 12

Base Atk +17; CMB +26; CMD 41

Feats Diehard, [Dodge](#), [Endurance](#), [Improved Initiative](#), Improved Natural Attack (Bite),

Mobility, [Run](#), [Weapon Focus](#) (Bite), [Weapon Focus](#) (Talon)

Skills Acrobatics +32, Climb +32, Fly +26, Perception +22, Stealth +32, Survival +19, Swim +32

SQ Choco Cure, Choco Halo, acrobatics, camouflage, climbing, sandwalking, snow move, stealth, swimming, water walking

SPECIAL ABILITIES

Choco Cure (Ex)

10/day, a rainbow chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Halo (Su)

1/day, a rainbow chocobo casts a halo on its ally. This halo grants Reraise, Float, and Haste status for 1 minute. Blue mage may learn this ability as an 8th level spell (DC 31).

Choco Meteor (Su)

5/day, a rainbow chocobo can fire one meteor off towards its target. The rainbow chocobo summons a molten meteor into the sky to rain your enemies those within the area of effect take 10d6 points of damage (half fire, half earth) and must make a Reflex save (DC 18) for half. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Choco Omnishot (Su)

1/day, a rainbow chocobo can blast an opponent with prismatic energies all at once within 30 ft. The rainbow chocobo must make a ranged touch attack (+21), if it hits, the attack deals 16d6+40 points of prismatic damage (2d6+5 damage per element). Blue mages may learn this ability as a 9th level spell (DC 33).

Acrobatics (Ex)

Rainbow chocobos are natural at acrobatics. It gains a +8 bonus on Acrobatics checks. It can also take 10 on Acrobatics checks, even if stress or distractions would otherwise prevent it from doing so.

Camouflage (Ex)

Rainbow chocobos can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Climbing (Ex)

Rainbow chocobos are natural climbers. It has a climb speed of 20 feet and gains a +8 bonus on Climb checks. It can also take 10 on Climb checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while climbing.

Sandwalking (Ex)

Rainbow chocobos travels at full speed across sand, rocky ground, or dust, and leaves no trail behind unless it chooses to.

Snow Move (Ex)

Because of its large, fur-covered claws, rainbow chocobos suffer no penalties for moving through snow-covered terrain.

Stealth (Ex)

Rainbow chocobos are natural hidiers. It gains a +8 bonus on Stealth checks. It can also take 10 on Stealth checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while hiding.

Swimming (Ex)

Rainbow chocobos are natural swimmers. It has a swim speed of 40 feet and gains a +8 bonus on Swim checks. It can also take 10 on Swim checks, even if stress or distractions would otherwise prevent it from doing so.

Water Walking (Ex)

Rainbow chocobos have the ability to walk on water while running. A rainbow chocobo that is running, can walk on water as if it was a solid surface. If it ever stops running, it loses its ability, although it can resume this ability anytime.

Cockatrice Family

Cockatrice (CR 3)

This hideous avian creature has the body of an emaciated rooster, the wings of a bat, and a long, scaly tail.

XP 800

N Small Magical Beast ([Avian](#))

Init +3; Senses Darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 15; flat-footed 11 (+3 dex, +1 dodge, +1 size)

hp 30 [50] (5d10)

Fort +4, Ref +7, Will +2

Immune Petrify;

OFFENSE

Speed 20 ft.; Fly 60 ft. (poor)

Melee Bite +9 (1d4+1)

Special Attacks Critical Attack, Petrify, Tail Fling

STATISTICS

Str 12, Dex 17, Con 11, Int 2, Wis 13, Cha 8

Base Atk +5; CMB +2; CMD 15

Feats Ability Focus (Petrify), Dodge, [Weapon Finesse](#)

Skills Fly +6, Perception +8

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the cockatrice can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d4+1 plus another 1d4+1 divided by half.

Petrify (Su)

3/day, a cockatrice can focus its stony gaze upon a single target within 30 feet. The target receives Gradual Petrify status (Fortitude save DC 14 to negate). Anyone with gradual petrify must succeed at a Fortitude save per round. Once their target succeeds at two saves they recover from the status effect but if they fail three Fortitude saves, they receive the Petrify status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Tail Fling (Su)

A cockatrice can fling its tail towards a single target with a ball of earth. The cockatrice must make a ranged touch attack (+9), if it hits, the attack deals 1d6+5 points of earth damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Cocadrille (CR 5)

A hideous bird that uses its stout beak to vent its frustrations. A distant cousin of the cockatrice with an extra 'bite'.

XP 1,600

N Small Magical Beast ([Avian](#), [Fire](#))

Init +4; Senses Darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 18, touch 16; flat-footed 13 (+4 dex, +1 dodge, +2 natural, +1 size)

hp 45 [77] (7d10+7)

Fort +6, Ref +9, Will +4

Immune Petrify and Burn; Resist Fire 5; Strong Ice

Weakness Water

OFFENSE

Speed 20 ft.; Fly 60 ft. (poor)

Melee Bite +12 (1d6)

Special Attacks Fireflash, Petrify, Tail Fling

STATISTICS

Str 10, Dex 19, Con 12, Int 2, Wis 14, Cha 8

Base Atk +7; CMB +6; CMD 20

Feats Ability Focus (Petrify), Dodge, Improved Natural Attack (bite), [Weapon Finesse](#)

Skills Fly +8, Perception +10

SPECIAL ABILITIES

Fireflash (Su)

3/day, a cocadrille can focus a single target to burst into flames. The target within 30 feet takes 4d6 points of fire damage and is inflicted with Blind status for 1d4 rounds (Fortitude save DC 15 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Petrify (Su)

3/day, a cocadrille can focus its stony gaze upon a single target within 30 feet. The target receives Gradual Petrify status (Fortitude save DC 16 to negate). Anyone with gradual petrify must succeed at a Fortitude save per round. Once their target succeeds at two saves they recover from the status effect but if they fail three Fortitude saves, they receive the Petrify status effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Tail Fling (Su)

A cockadrille can fling its tail towards a single target with a ball of earth. The cockadrille must make a ranged touch attack (+12), if it hits, the attack deals 1d6+5 points of earth damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Cocurl Family

Cocurl Kitten (CR 1/4)

This little kitten resembles a tiny tiger in some respects with two long whiskers.

XP 100
N Tiny Animal
Init +2; Senses Low-light vision; Perception +5

DEFENSE

AC 14, touch 14; flat-footed 12 (+2 size, +2 Dex)
hp 4 (1d8-1)
Fort +1, Ref +4, Will +1

OFFENSE

Speed 30 ft.
Melee 2 Claws +4 (1d2-4), Bite +4 (1d3-4)
Space 2-1/2 ft.; Reach 0 ft.

STATISTICS

Str 3, Dex 15, Con 8, Int 2, Wis 12, Cha 7
Base Atk +0; CMB +0; CMD 6 (10 vs. trip)
Feats [Weapon Finesse](#)
Skills Climb +6, Perception +5, Stealth +14; Racial Modifiers +4 Climb, +4 Stealth

SPECIAL ABILITIES

Familiar

The master of a coeurl kitten gains a +3 bonus on Stealth checks.

Coeurl (CR 5)

This savage carnivore resembles a tiger in some respects with two long whiskers.
XP 1,600
N Large Magical Beast
Init +6; Senses Darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 11; flat-footed 12 (+2 dex, +3 natural, -1 size)
hp 54 (6d10+18)
mp 8
Fort +8, Ref +7, Will +3

OFFENSE

Speed 40 ft.
Melee 2 Claws +12 (1d8+6 plus grab), Bite +11 (2d6+6 plus grab)
Space 10 ft.; Reach 10 ft.
Special Attacks Blaster, Pounce, Rake (2 Claws +12, 1d8+6)
Spells Known (SC CL 6th, Concentration +7)
1st (DC 12) – [blizzard](#), [thunder](#)
2nd (DC 13) – [blizzard II](#), [poison](#), [silence](#), [thunder II](#)
3rd (DC 14) – [bio](#), [blizzara](#), [blizzard III](#), [lightning bolt](#), [thundara](#), [thunder III](#)

STATISTICS

Str 23, Dex 15, Con 17, Int 13, Wis 12, Cha 8
Base Atk +6; CMB +13 (+17 grapple); CMD 25 (29 vs. trip)
Feats [Improved Initiative](#), [Skill Focus](#) (Perception), [Weapon Focus](#) (Claw)
Skills Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; Racial
Modifiers +4 Acrobatics, +4 Stealth (+8 in tall grass)

SPECIAL ABILITIES

Blaster (Su)

A coeurl can send out a pulse of electricity through its whiskers at a single target within 30 ft. The coeurl must make a ranged touch attack (+7), if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save (DC 14) or be inflicted with Immobilize status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Pounce (Ex)

A coeurl can make a full attack (including its rake attack) when it makes a charge attack.

Bandercoeurl (CR 8)

This vile savage carnivore resembles a tiger with a slightly bigger head and two long whiskers.

XP 4,800

NE Large Magical Beast

Init +8; Senses Darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 18, touch 13; flat-footed 14 (+4 dex, +5 natural, -1 size)

hp 98 (10d10+40)

mp 19

Fort +11, Ref +11, Will +5

OFFENSE

Speed 40 ft.

Melee 2 Claws +17 (1d8+7 plus grab), Bite +16 (2d6+7 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks Blaster, Pounce, Rake (2 Claws +17, 1d8+7)

Spells Known (SC CL 10th, Concentration +16)

1st (DC 13) – [blizzard](#), [thunder](#)

2nd (DC 14) – [blizzard II](#), [poison](#), [silence](#), [thunder II](#)

3rd (DC 15) – [bio](#), [blizzara](#), [blizzard III](#), [lightning bolt](#), [thundara](#), [thunder III](#)

4th (DC 16) – [ball lightning](#), [poisonga](#), [silencega](#)

5th (DC 17) – [blizzaga](#), [cone of cold](#), [drain](#), [freeze](#), [lightning arc](#), [shock](#)

STATISTICS

Str 25, Dex 18, Con 18, Int 15, Wis 14, Cha 8

Base Atk +10; CMB +17 (+21 grapple); CMD 31 (35 vs. trip)

Feats [Combat Casting](#), [Improved Initiative](#), [Skill Focus](#) (Perception), [Spell Penetration](#), [Weapon Focus](#) (Claw)

Skills Acrobatics +16, Perception +13, Stealth +13 (+17 in areas of tall grass), Swim +16; Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in tall grass)

SPECIAL ABILITIES

Blaster (Su)

A bandercoeurl can send out a pulse of electricity through its whiskers at a single target within 30 ft. The bandercoeurl must make a ranged touch attack (+13), if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save (DC 15) or be inflicted with Immobilize status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Pounce (Ex)

A bandercoeurl can make a full attack (including its rake attack) when it makes a charge attack.

Master Coeurl (CR 12)

This vile savage carnivore resembles a tiger with a bigger head and two long whiskers. It seeks out prey to toy with.

XP 19,200

NE Large Magical Beast

Init +9; Senses Darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 20, touch 14; flat-footed 15 (+5 dex, +6 natural, -1 size)

hp 137 (14d10+56)

mp 36

Fort +13, Ref +14, Will +8

Immune Mind-affecting effects

OFFENSE

Speed 40 ft.

Melee 2 Claws +22 (2d6+8 plus grab), Bite +21 (2d6+8 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks Blaster, Hyper Blaster, Pounce, Rake (2 Claws +22, 2d6+8)

Spells Known (SC CL 14th, Concentration +17)

1st (DC 14) – [blizzard](#), [thunder](#)

2nd (DC 15) – [blizzard II](#), [poison](#), [silence](#), [thunder II](#)

3rd (DC 16) – [bio](#), [blizzara](#), [blizzard III](#), [lightning bolt](#), [thundara](#), [thunder III](#)

4th (DC 17) – [ball lightning](#), [poisonga](#), [silencega](#)

5th (DC 18) – [blizzaga](#), [cone of cold](#), [drain](#), [freeze](#), [lightning arc](#), [shock](#)

6th (DC 19) – Chain Lightning, Confusion, Flare, Icy Blast, Syphon

7th (DC 20) – Freeze II, Shock II

STATISTICS

Str 26, Dex 20, Con 18, Int 17, Wis 14, Cha 8

Base Atk +14; CMB +24 (+28 grapple); CMD 39 (43 vs. trip)

Feats [Combat Casting](#), [Improved Initiative](#), Improved Natural Attack (Claw), Iron Will, [Skill Focus](#) (Perception), [Spell Penetration](#), [Weapon Focus](#) (Claw)

Skills Acrobatics +21, Perception +17, Stealth +18 (+22 in areas of tall grass), Swim +19; Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in tall grass)

SPECIAL ABILITIES

Blaster (Su)

A master coeurl can send out a pulse of electricity through its whiskers at a single target within 30 ft. The master coeurl must make a ranged touch attack (+18), if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save (DC 16) or be inflicted with Immobilize status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Hyper Blaster (Su)

3/day, a master coeurl can send out a pulse of extreme electricity through its whiskers at a single target within 30 ft. The master coeurl must make a ranged touch attack (+18), if it hits, the target takes 5d6 points of lightning damage and must make a Fortitude save (DC 22) or be inflicted with Death. Blue mages may learn this ability as a 9th level spell (Knowledge: Arcana DC 33).

Pounce (Ex)

A master coeurl can make a full attack (including its rake attack) when it makes a charge attack.

Coeurl Regina (CR 14)

This vile savage carnivore resembles a tiger with a bigger head and two long whiskers. She protects the weaker version of her kin.

XP 38,400

NE Large Magical Beast

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

DEFENSE

AC 24, touch 14; flat-footed 18 (+5 dex, +9 natural, -1 size)

hp 189 (18d10+56)

mp 57

Fort +16, Ref +16, Will +10

Immune Mind-affecting effects

OFFENSE

Speed 40 ft.

Melee 2 Claws +26 (2d6+8 plus grab), Bite +25 (2d6+8 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks Blaster, Hyper Blaster, Pounce, Rake (2 Claws +26, 2d6+8)

Spells Known (SC CL 18th, Concentration +22)

1st (DC 15) – *blizzard*, *thunder*

2nd (DC 16) – *blizzard II*, *poison*, *silence*, *thunder II*

3rd (DC 17) – *bio*, *blizzara*, *blizzard III*, *lightning bolt*, *thundara*, *thunder III*

4th (DC 18) – *ball lightning*, *poisonga*, *silencega*

5th (DC 19) – *blizzaga*, *cone of cold*, *drain*, *freeze*, *lightning arc*, *shock*

6th (DC 20) – Chain Lightning, Confusion, Flare, Icy Blast, Syphon

7th (DC 21) – Freeze II, Shock II

8th (DC 22) – Flare II, Mass Confusion

9th (DC 23) – Death, Meteor

STATISTICS

Str 26, Dex 20, Con 20, Int 19, Wis 14, Cha 8

Base Atk +18; CMB +27 (+31 grapple); CMD 42 (46 vs. trip)

Feats [Combat Casting](#), Greater Spell Penetration, [Improved Initiative](#), Improved Natural Attack (Claw), Iron Will, Power Attack, [Skill Focus](#) (Perception), [Spell Penetration](#), [Weapon Focus](#) (Claw)
Skills Acrobatics +25, Perception +21, Stealth +22 (+26 in areas of tall grass), Swim +19; Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in tall grass)

SPECIAL ABILITIES

Blaster (Su)

A coeurl regina can send out a pulse of electricity through its whiskers at a single target within 30 ft. The coeurl regina must make a ranged touch attack (+22), if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save (DC 17) or be inflicted with Immobilize status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Hyper Blaster (Su)

3/day, a coeurl regina can send out a pulse of extreme electricity through its whiskers at a single target within 30 ft. The coeurl regina must make a ranged touch attack (+22), if it hits, the target takes 5d6 points of lightning damage and must make a Fortitude save (DC 23) or be inflicted with Death. Blue mages may learn this ability as a 9th level spell (Knowledge: Arcana DC 33).

Pounce (Ex)

A coeurl regina can make a full attack (including its rake attack) when it makes a charge attack.

Death Claw Family

Death Claw (CR 11)

It is a green anthropomorphic, six-armed insectoid enemy with bone spikes at the end of each limb. The death claw has the ability to paralysis its foe so it can rend them apart.

XP 12,800

NE Large Magical Beast

Init +8; Senses Darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 23, touch 13; flat-footed 19 (+4 dex, +10 natural, -1 size)

HP 125 [180] (12d10+60)

Fort +13, Ref +12, Will +7

DR 5/magic

Weakness Ice

OFFENSE

Speed 40 ft.

Melee 6 Claws +18 (1d8+7)

Space 10 ft.; Reach 10 ft.

Special Attacks Improved Rend (2 Claws, 1d8+10; 4 Claws, 2d6+10; 6 Claws, 2d8+10), Death Claw

STATISTICS

Str 24, Dex 18, Con 18, Int 6, Wis 12, Cha 6

Base Atk +12; CMB +19; CMD 33

Feats Cleave, Cleaving Finish, Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (Claw)

Skills Acrobatics +16, Climb +19, Perception +13, Stealth +16

SPECIAL ABILITIES

Death Claw (Su)

Once every 1d2 rounds, a death claw can wrap its claws around its target squeezing the life from them. The death claw must make a melee touch attack (+19), if it hits, 14d6 points of non-elemental damage and must make a Fortitude save (DC 20) or be inflicted with the Paralysis status for 1d4+1 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Improved Rend (Ex)

When a death claw hits with its claws in 1 round, depending on the number of claw strikes that hit the target improves the damage of the latching onto the opponent's body and tearing flesh. If two claws hit, the damage will be 1d8+10, if four claws hit, the damage will be 2d6+10, or if six claws hit, the damage will be 2d8+10.

Iron Claw (CR 16)

It is a gray iron anthropomorphic, six-armed insectoid enemy with steel spikes at the end of each limb. The iron claw is considered a killing machine, destroying all those who dare get in its way.

XP 76,800

NE Large Magical Beast

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

DEFENSE

AC 27, touch 13; flat-footed 23 (+4 dex, +14 natural, -1 size)

HP 181 [256] (16d10+96)

Fort +15, Ref +14, Will +9

DR 10/adamantine

Weakness Ice

OFFENSE

Speed 40 ft.

Melee 6 Claws +24 (2d6+8)

Space 10 ft.; Reach 10 ft.

Special Attacks Improved Rend (2 Claws, 2d6+12; 4 Claws, 2d8+12; 6 Claws, 4d6+12), Death Claw

STATISTICS

Str 26, Dex 18, Con 20, Int 6, Wis 14, Cha 6

Base Atk +16; CMB +24; CMD 38

Feats Cleave, Cleaving Finish, Great Cleave, Improved Cleaving Finish, Improved Initiative,

Improved Natural Attack, Iron Will, Power Attack, Toughness, Weapon Focus(Claw)
Skills Acrobatics +20, Climb +24, Perception +18, Stealth +20

SPECIAL ABILITIES

Death Claw (Su)

An iron claw can wrap its claws around its target squeezing the life from them. The iron claw must make a melee touch attack (+23), if it hits, 14d6 points of non-elemental damage and must make a Fortitude save (DC 21) or be inflicted with the Paralysis status for 1d4+1 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Improved Rend (Ex)

When an iron claw hits with its claws in 1 round, depending on the number of claw strikes that hit the target improves the damage of the latching onto the opponent's body and tearing flesh. If two claws hit, the damage will be 2d6+12, if four claws hit, the damage will be 2d8+12, or if six claws hit, the damage will be 4d6+12.

Dinosaur Family

T-Rexaur (CR 9)

This towering predator has an enormous head and a mouth full of dagger-sized teeth. It stands on two powerful legs and has only vestigial forelimbs. A rare species of dinosaur that is thought extinct, but due to its size and sheer ferocity has fended off almost all other predators in its own hunt for prey. Alive since the beginning of time, its power as well as its durability causes it to have a reputation as a beast to run away from rather than to fight.

XP 6,400

N Gargantuan Magical Beast ([Mini-Boss](#), Reptilian)

Init +5; Senses Darkvision 60 ft., low-light vision, scent; Perception +37

DEFENSE

AC 21, touch 7; flat-footed 20 (+1 dex, +14 natural, -4 size)

hp 172 [240] (15d10+90)

Fort +15, Ref +10, Will +9

DR 10/-; Immune Poison; Resist Earth 10, Fire 10, Lightning 10

Weakness Ice

OFFENSE

Speed 40 ft.

Melee Bite +23 (4d6+24/19-20 plus grab)

Space 15 ft.; Reach 10 ft.

Special Attacks Earthquake, Swallow Whole (2d8+11, AC 17, hp 24)

STATISTICS

Str 34, Dex 13, Con 22, Int 2, Wis 15, Cha 10

Base Atk +15; CMB +31 (+35 grapple); CMD 42

Feats Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +37; Racial Modifiers Perception +8
SQ Powerful Bite

SPECIAL ABILITIES

Earthquake (Su)

Once every 1d4 rounds as a standard action, A t-rexaur can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect for 1d6 rounds (Reflex save DC 16 for half damage and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Powerful Bite (Ex)

A t-rexaur applies twice its Strength modifier to bite damage.

Dual Horn Family

Dual Horn (CR 6)

A rampaging bull with (as its name implies) two horns, which sometimes breathes fire.

XP 2,400

N Large Animal

Init +0; Senses Darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 19, touch 9; flat-footed 19 (+10 natural, -1 size)

hp 82 (9d8+46)

Fort +10, Ref +6, Will +4

OFFENSE

Speed 30 ft.

Melee 2 Claws +14 (1d6+6), Gore +13 (1d8+6)

Space 10 ft.; Reach 5 ft.

Special Attacks Impale, Fire Breath (20-ft.-cone, Reflex DC 16 save, 4d6 fire damage)

STATISTICS

Str 22, Dex 10, Con 18, Int 2, Wis 12, Cha 8

Base Atk +9; CMB +16; CMD 26

Feats Power Attack, Improved Overrun, Multiattack, Toughness, Weapon Focus (Gore)

Skills Acrobatics +8, Climb +12, Perception +10, Survival +7

SPECIAL ABILITIES

Impale (Ex)

When charging, a dual horn deals double damage with horns

Valaha (CR 8)

A grayish blue rampaging bull with two horns, which sometimes breathes fire and shoots fire balls out.

XP 4,800

N Large Magical Beast

Init +0; Senses Darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 20, touch 9; flat-footed 20 (+11 natural, -1 size)

hp 117 (12d10+48)

Fort +12, Ref +8, Will +7

Resist Fire 5

OFFENSE

Speed 30 ft.

Melee 2 Claws +18 (1d6+7), Gore +17 (1d8+7)

Space 10 ft.; Reach 5 ft.

Special Attacks Impale, Fireball, Fire Breath (20-ft.-cone, Reflex DC 20 save, 7d6 fire damage)

STATISTICS

Str 24, Dex 11, Con 18, Int 6, Wis 12, Cha 8

Base Atk +12; CMB +20; CMD 30

Feats Charge Through, Improved Overrun, Iron Will, Multiattack, Power Attack, Toughness, Weapon Focus (Gore)

Skills Acrobatics +13, Climb +18, Perception +16, Survival +12

SPECIAL ABILITIES

Impale (Ex)

When charging, a valaha deals double damage with horns

Fireball (Su)

A valaha generates a searing explosion of flame that detonates with a low roar and deals 5d8 points of fire damage to every creature within the 20-ft.-radius. Every creature caught in the explosion must make a Reflex save (DC 17) to take half damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Grendel (CR 11)

A rampaging bull with quadhorns which sometimes breathes fire and shoots fire balls. Its gore is powerful and it is also heavily armored.

XP 12,800

N Large Magical Beast

Init +2; Senses Darkvision 60 ft., low-light vision, scent; Perception +20

DEFENSE

AC 24, touch 11; flat-footed 22 (+2 dex, +13 natural, -1 size)

hp 168 (16d10+80)

Fort +15, Ref +14, Will +8
DR 5/-; Resist Fire 10

OFFENSE

Speed 30 ft.
Melee 2 Claws +23 (1d6+8), Gore +22 (2d6+8)
Space 10 ft.; Reach 5 ft.
Special Attacks Impale, Fireball, Fire Breath (20-ft.-cone, Reflex DC 23 save, 10d6 fire damage)

STATISTICS

Str 26, Dex 14, Con 20, Int 6, Wis 12, Cha 8
Base Atk +16; CMB +23; CMD 35
Feats Charge Through, Improved Natural Attack (Gore), Improved Overrun, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Toughness, Weapon Focus (Gore)
Skills Acrobatics +18, Climb +23, Perception +20, Survival +17

SPECIAL ABILITIES

Impale (Ex)

When charging, a grendel deals double damage with horns.

Fireball (Su)

A grendel generates a searing explosion of flame that detonates with a low roar and deals 5d8 points of fire damage to every creature within the 20-ft.-radius. Every creature caught in the explosion must make a Reflex save (DC 18) to take half damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Gran Pulse Chocobo Family

Chocobo, Pulsian Pink (CR 4)

Compared to other Pulsian chocobo breeds, these rose-feathered birds are highly docile, but do not lack survival instinct. They are social beasts, and readily tend to one another's wounds after any danger has passed. – Manly Man

XP 1,200

N Large Magical Beast ([Avian](#))

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12

Aura [stench](#) (30 ft., DC 19, 10 rounds)

DEFENSE

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

hp 69 [96] (6d10+36)

Fort +11 **Ref** +8 **Will** +6

OFFENSE

Speed 70 ft.

Melee Bite +13 (1d8+8), 2 talons +13 (1d6+8)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 26, **Dex** 16, **Con** 23, **Int** 2, **Wis** 18, **Cha** 10
Base Atk +6; **CMB** +14; **CMD** 27
Feats Endurance, Run, Improved Initiative
Skills Acrobatics +10, Perception +12, Survival +8
SQ Choco Cure

SPECIAL ABILITIES

Choco Cure (Su)

3/day, a Pulsian pink chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue Mages may learn this ability as a 2nd-level spell (Knowledge: Arcana DC 19).

Chocobo, Pulsian Yellow (CR 4)

These chocobos, far larger than their more thoroughly domesticated cousins, stand at nearly twelve feet tall. From each of its cheeks hangs a long string of fine plumage, a common feature of all Pulsian chocobos. Though it still seems to have a temperament similar to other yellow chocobos, something about its eyes suggests you should be thankful that it is not an angry beast. – Manly Man
XP 1,200

N Large Magical Beast ([Avian](#))

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

Aura [stench](#) (30 ft., DC 20, 10 rounds)

DEFENSE

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

hp 75 [102] (6d10+42)

Fort +12 **Ref** +8 **Will** +5

OFFENSE

Speed 70 ft.

Melee Bite +13 (1d8+8), 2 talons +13 (1d6+8)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 26, **Dex** 16, **Con** 24, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +15; **CMD** 28

Feats Endurance, Run, Improved Initiative

Skills Acrobatics +10, Perception +11, Survival +7

SQ Choco Cure

SPECIAL ABILITIES

Choco Cure (Su)

3/day, a Pulsian yellow chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue Mages may learn this ability as a 2nd-level spell (Knowledge: Arcana DC 19).

Chocobo, Pulsian Blue (CR 6)

The dark beak of this azure avian is what it looks down as it eyes you warily, apparently unsure if it should consider you a threat to the water it claims as its territory. – Manly Man

XP 2,400

N Large Magical Beast ([Avian](#))

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12

Aura [stench](#) (30 ft., DC 21, 10 rounds)

DEFENSE

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

hp 100 [136] (8d10+56)

Fort +13 **Ref** +9 **Will** +5

OFFENSE

Speed 70 ft., swim 40 ft.

Melee Bite +15 (1d8+8), 2 talons +15 (1d6+8)

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

Special Attacks Choco Water

STATISTICS

Str 26, **Dex** 16, **Con** 24, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +8; **CMB** +17; **CMD** 30

Feats Endurance, Run, Improved Initiative, Ability Focus (choco water)

Skills Acrobatics +10, Perception +12, Survival +7, Swim +20

SQ choco cure, swimming, water walking

SPECIAL ABILITIES

Choco Cure (Su)

4/day, a Pulsian blue chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Water (Su)

4/day, a Pulsian blue chocobo can blast an opponent with pressured water within 30 ft. The Pulsian blue chocobo must make a ranged touch attack (+10), if it hits, the attack deals 3d6+5 water damage and inflicts the Drenched status effect for 1d4 rounds (Fortitude save DC 17 to negate). Blue mage may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Swimming (Ex)

Pulsian blue chocobos are natural swimmers. It has a swim speed of 40 feet and gains a +8 bonus on Swim checks. It can also take 10 on Swim checks, even if stress or distractions would otherwise prevent it from doing so.

Water Walking (Ex)

Pulsian blue chocobos have the ability to walk on water while running. A blue chocobo that is running, can walk on water as if it was a solid surface. If it ever stops running, it loses its ability, although it can resume this ability anytime.

Chocobo, Pulsian Brown (CR 6)

Dun feathers decorate this particular breed of chocobo, lightly dusted in the grit of its sandy home in the badlands. – Manly Man

XP 2,400

N Large Magical Beast ([Avian](#))

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12

Aura [stench](#) (30 ft., DC 21, 10 rounds)

DEFENSE

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

hp 100 [136] (8d10+56)

Fort +13 **Ref** +9 **Will** +5

OFFENSE

Speed 70 ft.

Melee Bite +15 (1d8+8), 2 talons +15 (1d6+8)

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

Special Attacks Choco Stone

STATISTICS

Str 26, **Dex** 16, **Con** 24, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +8; **CMB** +17; **CMD** 30

Feats Endurance, Run, Improved Initiative, Ability Focus (choco stone)

Skills Acrobatics +10, Perception +12, Survival +7, Swim +20

SQ acrobatics, choco cure, choco guard, sandwalking

SPECIAL ABILITIES

Acrobatics (Ex)

Pulsian brown chocobos are natural acrobats. It gains a +8 bonus on Acrobatics checks, and it can also take 10 on Acrobatics checks, even if stress or distractions would otherwise prevent it from doing so.

Choco Cure (Su)

4/day, a Pulsian brown chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Guard (Su)

4/day, a Pulsian brown chocobo can create a magical guard around a creature, granting Protect and Shell status for 1d6 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Stone (Su)

4/day, a Pulsian brown chocobo can blast an opponent with a barrage of stones within 30 ft. The Pulsian brown chocobo must make a ranged touch attack (+10), if it hits, the attack deals 3d6+5 earth damage and inflicts the Weighted status effect for 1d4 rounds (Fortitude save DC 17 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Sandwalking (Ex)

Pulsian brown chocobos travel at full speed along sand, rocky ground, or dust, and leave no trail behind unless it wishes to do so.

Chocobo, Pulsian Green (CR 6)

These verdant chocobos are quick to hide when attacked, taking the time to recover and retaliate with a vicious ambush from the dense foliage they live around. – Manly Man

XP 2,400

N Large Magical Beast ([Avian](#))

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

Aura [stench](#) (30 ft., DC 20, 10 rounds)

DEFENSE

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

hp 92 [128] (8d10+48)

Fort +12 **Ref** +9 **Will** +6

OFFENSE

Speed 70 ft., climb 30 ft.

Melee Bite +15 (1d8+8), 2 talons +15 (1d6+8)

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

Special Attacks Choco Wind

STATISTICS

Str 26, **Dex** 16, **Con** 23, **Int** 2, **Wis** 18, **Cha** 10

Base Atk +8; **CMB** +17; **CMD** 30

Feats Endurance, Run, Improved Initiative, Ability Focus (choco wind)

Skills Acrobatics +9, Climb +16, Perception +13, Stealth +17, Survival +8

SQ camouflage, choco cure, choco esuna, stealth

SPECIAL ABILITIES

Camouflage (Ex)

Pulsian green chocobos can use Stealth to hide in any sort of natural terrain, even if the terrain does not provide cover or concealment.

Choco Cure (Su)

4/day, a Pulsian green chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Esuna (Su)

2/day, a Pulsian green chocobo can cure one negative status effect of 4th level or lower, functioning like an *esuna* spell. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Choco Wind (Su)

4/day, a Pulsian green chocobo can shoot out a blade of wind at an enemy within 30 ft. The Pulsian green chocobo must make a ranged touch attack (+10), if it hits, the attack deals 3d6+5 wind damage and inflicts the Squallied status effect for 1d4 rounds (Reflex save DC 18 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Stealth (Ex)

Pulsian green chocobos are natural hiders. It gains a +8 bonus on Stealth checks, and it can also take 10 on Stealth checks, even if stress or distractions would otherwise prevent it from doing so.

Chocobo, Pulsian Red (CR 6)

Covered in feathers of a fiery scarlet, this great chocobo gives a challenging squawk, with sparks of fire flying from its throat. – Manly Man

XP 2,400

N Large Magical Beast ([Avian](#))

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +12

Aura [stench](#) (30 ft., DC 20, 10 rounds)

DEFENSE

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

hp 92 [128] (8d10+48)

Fort +12 **Ref** +9 **Will** +5

OFFENSE

Speed 70 ft., climb 30 ft.

Melee Bite +16 (1d8+9), 2 talons +15 (1d6+9)

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

Special Attacks Choco Flame

STATISTICS

Str 28, **Dex** 16, **Con** 23, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +8; **CMB** +17; **CMD** 30

Feats Endurance, Run, Improved Initiative, Ability Focus (choco flame)

Skills Climb +21, Acrobatics +18, Perception +12, Survival +7

SQ choco cure, climbing, surefooted stride

SPECIAL ABILITIES

Choco Cure (Su)

4/day, a Pulsian red chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Flame (Su)

4/day, a Pulsian red chocobo can blast an opponent with flame within 30 ft. The Pulsian red chocobo must make a ranged touch attack (+10), if it hits, the attack deals 3d6+5 fire damage and inflicts the Burning status effect for 1d4 rounds (Fortitude save DC 17 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Climbing (Ex)

Pulsian red chocobos are natural climbers. It has a climb speed of 30 feet and gains a +8 bonus on Climb checks. It can also take 10 on Climb checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while climbing.

Surefooted Stride (Ex)

Pulsian red chocobos may move through any sort of difficult terrain (such as thorns, overgrown areas, rubble and the like) at its normal speed without taking damage or suffering any other impairment. Areas that have been magically manipulated, however, still affect it.

Chocobo, Pulsian Purple (CR 8)

Thick, amethyst feathers cover this huge chocobo, protecting it from the biting cold of the frigid wilderness it lives in. It towers over you, its eyes gleaming with intelligence unseen in other, lesser breeds. – Manly Man

XP 4,800

N Large Magical Beast ([Avian](#))

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

DEFENSE

AC 24, touch 14, flat-footed 19 (+4 Dex, +10 natural, +1 dodge, -1 size)

hp 145 [190] (10d10+90)

Fort +16 **Ref** +11 **Will** +9

OFFENSE

Speed 80 ft., climb 30 ft., swim 50 ft.

Melee Bite +18 (1d8+9), 2 talons +18 (1d6+9)

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

Special Attacks Choco Ice

STATISTICS

Str 28, **Dex** 18, **Con** 28, **Int** 8, **Wis** 20, **Cha** 16

Base Atk +10; **CMB** +20; **CMD** 34

Feats Dodge, Endurance, Run, Improved Initiative, Ability Focus (choco ice)

Skills Climb +22, Acrobatics +16, Perception +13, Survival +9, Swim +22

SQ choco barrier, choco cure, climbing, snow move, surefooted stride, swimming, water walking

SPECIAL ABILITIES

Choco Barrier (Su)

3/day, a Pulsian purple chocobo can create a magical barrier to protect itself, granting the Protect, Regen, and Shell status to itself for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Choco Cure (Su)

5/day, a Pulsian purple chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Ice (Su)

7/day, a Pulsian purple chocobo can blast an opponent with ice within 30 ft. The Pulsian purple chocobo must make a ranged touch attack (+13), if it hits, the attack deals 3d6+5 ice damage and inflicts the Frozen status effect for 1d4 rounds (Fortitude save DC 19 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Climbing (Ex)

Pulsian purple chocobos are natural climbers. It has a climb speed of 30 feet and gains a +8 bonus on Climb checks. It can also take 10 on Climb checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while climbing.

Snow Move (Ex)

Because of its large, downy claws, Pulsian purple chocobos suffer no penalties for moving through snow-covered terrain.

Surefooted Stride (Ex)

Pulsian purple chocobos may move through any sort of difficult terrain (such as thorns, overgrown areas, rubble and the like) at its normal speed without taking damage or suffering any other impairment. Areas that have been magically manipulated, however, still affect it.

Swimming (Ex)

Pulsian purple chocobos are natural swimmers. It has a swim speed of 50 feet and gains a +8 bonus on Swim checks. It can also take 10 on Swim checks, even if stress or distractions would otherwise prevent it from doing so.

Water Walking (Ex)

Purple chocobos have the ability to walk on water while running. A purple chocobo that is running, can walk on water as if it was a solid surface. If it ever stops running, it loses its ability, although it can resume this ability anytime.

Chocobo, Pulsian Silver (CR 8)

The chocobo before you shakes the dust from its feathers, revealing a brilliant, metallic plumage. It carries itself with a certain robustness that is quite impressive. – Manly Man

XP 4,800

N Large Magical Beast ([Avian](#))

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +13

DEFENSE

AC 24, touch 14, flat-footed 19 (+4 Dex, +10 natural, +1 dodge, -1 size)

hp 155 [200] (10d10+100)

Fort +17 **Ref** +11 **Will** +9

OFFENSE

Speed 80 ft., climb 30 ft., swim 50 ft.

Melee Bite +18 (1d8+9), 2 talons +18 (1d6+9)

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

Special Attacks Choco Thunder

STATISTICS

Str 28, Dex 18, Con 30, Int 8, Wis 20, Cha 16

Base Atk +10; CMB +20; CMD 34

Feats Dodge, Endurance, Run, Improved Initiative, Ability Focus (choco thunder)

Skills Climb +22, Acrobatics +16, Perception +13, Survival +9, Swim +22

SQ choco cure, choco guard, climbing, cloudwalking, sandwalking, surefooted stride, swimming

SPECIAL ABILITIES

Choco Cure (Su)

5/day, a Pulsian silver chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Guard (Su)

5/day, a Pulsian silver chocobo can create a magical barrier to protect itself, granting the Protect, Regen, and Shell status to itself for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Choco Thunder (Su)

7/day, a Pulsian silver chocobo can shoot lightning at an opponent within 30 ft. The Pulsian silver chocobo must make a ranged touch attack (+13), if it hits, the attack deals 3d6+5 lightning damage and inflicts the Static status effect for 1d4 rounds (Reflex save DC 19 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Climbing (Ex)

Pulsian silver chocobos are natural climbers. It has a climb speed of 30 feet and gains a +8 bonus on Climb checks. It can also take 10 on Climb checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while climbing.

Cloudwalking (Ex)

Pulsian silver chocobos can tread on clouds or fog as though on solid ground.

Sandwalking (Ex)

Pulsian silver chocobos travel at full speed across sand, rocky ground, or dust, and leaves no trail behind unless it chooses to.

Surefooted Stride (Ex)

Pulsian silver chocobos may move through any sort of difficult terrain (such as thorns, overgrown areas, rubble and the like) at its normal speed without taking damage or suffering any other impairment. Areas that have been magically manipulated, however, still affect it.

Swimming (Ex)

Pulsian silver chocobos are natural swimmers. It has a swim speed of 50 feet and gains a +8 bonus on Swim checks. It can also take 10 on Swim checks, even if stress or distractions would otherwise prevent it from doing so.

Chocobo, Pulsian Black (CR 10)

Majestic wings, far larger than those of any other chocobo you've ever seen, stretch from the sides of this grimly sable chocobo. It takes to the air and stares at you, its dark eyes devoid of anything even resembling fear. – Manly Man

XP 9,600

N Large Magical Beast ([Avian](#))

Init +10; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +15

Aura [stench](#) (30 ft., DC 26, 10 rounds)

DEFENSE

AC 28, touch 15, flat-footed 23 (+5 Dex, +13 natural, +1 dodge, -1 size)

hp 201 [260] (13d10+130)

Fort +18 **Ref** +14 **Will** +9

OFFENSE

Speed 80 ft., fly 180 ft. (average), swim 50 ft.

Melee Bite +22 (1d8+10), 2 talons +22 (1d6+10), 2 wings +20 (1d6+5)

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

Special Attacks Choco Dark, Choco Meteor

STATISTICS

Str 30, **Dex** 22, **Con** 30, **Int** 10, **Wis** 20, **Cha** 16

Base Atk +13; **CMB** +22; **CMD** 38

Feats Dodge, Endurance, Run, Improved Initiative, Ability Focus (choco meteor), Flyby Attack, Multiattack

Skills Acrobatics +18, Climb +29, Fly +20, Perception +15, Stealth +26, Survival +12, Swim +29

SQ camouflage, choco cure, stealth, swimming, water walking

SPECIAL ABILITIES

Camouflage (Ex)

Pulsian black chocobos can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Choco Cure (Su)

6/day, a Pulsian black chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Dark (Su)

8/day, a Pulsian black chocobo can blast an opponent with darkness within 30 ft. The Pulsian black chocobo must make a ranged touch attack (+18), if it hits, the attack deals 3d6+5 shadow damage and inflicts the Dimmed status effect for 1d4 rounds (Fortitude save DC 19 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Meteor (Su)

3/day, a Pulsian black chocobo can fire one meteor off towards its target. The Pulsian black chocobo summons a molten meteor from the sky to rain upon their enemies, inflicting 10d6 damage (half earth, half fire) in a 20 ft. radius sphere. All creatures within the area of effect must make a

Reflex save (DC 22) for half damage. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Stealth (Ex)

Pulsian black chocobos are natural hidiers. It gains a +8 bonus on Stealth checks. It can also take 10 on Stealth checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while hiding.

Swimming (Ex)

Pulsian black chocobos are natural swimmers. It has a swim speed of 50 feet and gains a +8 bonus on Swim checks. It can also take 10 on Swim checks, even if stress or distractions would otherwise prevent it from doing so.

Water Walking (Ex)

Pulsian black chocobos have the ability to walk on water while running. A Pulsian black chocobo that is running can walk on water as if it was a solid surface. If it ever stops running, it loses this ability, although it can resume this ability at any time.

Chocobo, Pulsian White (CR 10)

The plumage of the chocobo you see is almost blindingly white, practically glowing like an angelic bird as it tends to other wounded chocobos. As you draw near, it gives you a suspicious glare, almost daring you to approach those it aids. – Manly Man

XP 9,600

N Large Magical Beast ([Avian](#))

Init +10; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +16

Aura [stench](#) (30 ft., DC 26, 10 rounds)

DEFENSE

AC 28, touch 15, flat-footed 23 (+5 Dex, +13 natural, +1 dodge, -1 size)

hp 201 [260] (13d10+130)

Fort +18 **Ref** +14 **Will** +10

OFFENSE

Speed 80 ft., climb 30 ft., swim 50 ft.

Melee Bite +23 (1d8+10), 2 talons +23 (1d6+10)

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

Special Attacks Choco Light

STATISTICS

Str 30, **Dex** 22, **Con** 30, **Int** 10, **Wis** 22, **Cha** 16

Base Atk +13; **CMB** +24; **CMD** 38

Feats Dodge, Endurance, Run, Improved Initiative, Ability Focus (choco light), Weapon Focus (bite), Weapon Focus (talon)

Skills Acrobatics +27, Climb +29, Perception +16, Survival +14, Swim +29

SQ acrobatics, choco cure, choco life, choco light, choco recharge, climbing, swimming, water walking

SPECIAL ABILITIES

Acrobatics (Ex)

Pulsian white chocobos are naturals at acrobatics. It gains a +8 bonus on Acrobatics checks. It can also take 10 on Acrobatics checks, even if stress or distractions would otherwise prevent it from doing so.

Choco Cure (Su)

6/day, a Pulsian white chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Life (Su)

3/day, a Pulsian white chocobo can bring the dead back to life. This spell functions like the *raise* spell. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Choco Light (Su)

8/day, a Pulsian white chocobo can blast an opponent with a beam of light within 30 ft. The Pulsian white chocobo must make a ranged touch attack (+18), if it hits, the attack deals 3d6+5 holy damage and inflicts the Dazzled status effect for 1d4 rounds Reflex save DC 22 to negate). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Choco Recharge (Su)

1/day, a white chocobo can recharge a single allies' MP by transferring some of its own MP over to it (since it has no MP, it has a once per day use only). The transfer is 5d6 MP from self to target. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Climbing (Ex)

Pulsian white chocobos are natural climbers. It has a climb speed of 30 feet and gains a +8 bonus on Climb checks. It can also take 10 on Climb checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while climbing.

Swimming (Ex)

Pulsian white chocobos are natural swimmers. It has a swim speed of 50 feet and gains a +8 bonus on Swim checks. It can also take 10 on Swim checks, even if stress or distractions would otherwise prevent it from doing so.

Water Walking (Ex)

Pulsian white chocobos have the ability to walk on water while running. A Pulsian white chocobo that is running can walk on water as if it was a solid surface. If it ever stops running, it loses this ability, although it can resume this ability at any time.

Chocobo, Pulsian Gold (CR 13)

Standing in the sun and showing off its radiant, metallic feathers, this enormous chocobo is obviously proud, and for good reason. A symbol of both strength and rarity, it pays you little mind, but has an air about it that belies a tension as though it is ready to spring into action if you show any hostility. – Manly Man

XP 25,600

N Large Magical Beast ([Avian](#))

Init +11; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +20

Aura [stench](#) (30 ft., DC 29, 10 rounds)

DEFENSE

AC 32, touch 20, flat-footed 26 (+6 Dex, +13 natural, +3 deflection, +1 dodge, -1 size)

hp 274 [351] (17d10+181)

Fort +21 **Ref** +17 **Will** +11

OFFENSE

Speed 80 ft., climb 30 ft., fly 160 ft. (average), swim 50 ft.

Melee Bite +28 (1d8+11), 2 talons +28 (1d6+11), 2 wings +25 (1d6+5)

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

Special Attacks Choco Meteor, Choco Trishot

STATISTICS

Str 32, **Dex** 24, **Con** 32, **Int** 10, **Wis** 22, **Cha** 16

Base Atk +17; **CMB** +29; **CMD** 46

Feats Dodge, Endurance, Run, Improved Initiative, Ability Focus (choco meteor), Weapon Focus (bite), Weapon Focus (talon), Flyby Attack, Multiattack

Skills Acrobatics +30, Climb +32, Fly +23, Perception +20, Stealth +30, Survival +17, Swim +32

SQ acrobatics, camouflage, choco cure, choco halo, climbing, stealth, swimming, water walking

SPECIAL ABILITIES

Acrobatics (Ex)

Pulsian gold chocobos are naturals at acrobatics. It gains a +8 bonus on Acrobatics checks. It can also take 10 on Acrobatics checks, even if stress or distractions would otherwise prevent it from doing so.

Camouflage (Ex)

Pulsian gold chocobos can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Choco Cure (Su)

At will, a Pulsian gold chocobo can bestow healing on itself or an ally within 30 feet for 3d8+6 points of damage. Blue mages may learn this ability as a 2nd-level spell (Knowledge (arcana) DC 19).

Choco Halo (Su)

2/day, a Pulsian gold chocobo can cast a halo on itself or an ally. This halo grants the Float, Haste, and Reraise statuses for 1 minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

Choco Meteor (Su)

4/day, a Pulsian gold chocobo can fire one meteor off towards its target. The Pulsian gold chocobo summons a molten meteor from the sky to rain upon their enemies, inflicting 10d6 damage (half earth, half fire) in a 20 ft. radius sphere. All creatures within the area of effect must make a Reflex

save (DC 23) for half damage. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Choco Trishot (Su)

3/day, a Pulsian gold chocobo can blast an opponent with fire, ice, and lightning within 30 ft. The Pulsian gold chocobo must make a ranged touch attack (+23), if it hits, the attack deals 5d6+5 fire damage, 5d6+5 ice damage, and 5d6+5 lightning damage. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

Climbing (Ex)

Pulsian gold chocobos are natural climbers. It has a climb speed of 30 feet and gains a +8 bonus on Climb checks. It can also take 10 on Climb checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while climbing.

Stealth (Ex)

Pulsian gold chocobos are natural hidiers. It gains a +8 bonus on Stealth checks. It can also take 10 on Stealth checks, even if stress or distractions would otherwise prevent it from doing so. Also, it is never flat-footed while hiding.

Swimming (Ex)

Pulsian gold chocobos are natural swimmers. It has a swim speed of 50 feet and gains a +8 bonus on Swim checks. It can also take 10 on Swim checks, even if stress or distractions would otherwise prevent it from doing so.

Water Walking (Ex)

Pulsian gold chocobos have the ability to walk on water while running. A Pulsian gold chocobo that is running can walk on water as if it was a solid surface. If it ever stops running, it loses this ability, although it can resume this ability at any time.

Guard Hound Family

Guard Hound (CR 1)

A war dog used by Shinra, a powerful organization from a distant world. It's recognizable by its blue body and the long tentacles coming from its back. It uses these tentacles to attack its enemies. Despite Shinra being a business organization, it also maintains a military force to enforce order. These guard hounds are given special training, and are paired with Shinra troops when going out on their rounds.

XP 400

N Medium Animal

Init +2; Senses low-light vision, scent; Perception +6

DEFENSE

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

hp 16 [23] (2d8+7)

Fort +5, Ref +5, Will +1

OFFENSE

Speed 40 ft.
Melee Bite +3 (1d6+1 plus trip), tentacle +2 (1d4)
Space 5 ft.; Reach 5 ft. (10 ft. with tentacle)
Special Attacks Whip Lash

STATISTICS

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Base Atk +1; CMB +2 (+4 on trip maneuvers); CMD 14 (18 vs. trip)
Feats Toughness*, Weapon Focus (Bite)
*Bonus Feat
Skills Acrobatics +6 (+10 jumping), Perception +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by Scent
SQ Tentacle Mastery

SPECIAL ABILITIES

Tentacle Mastery (Ex)

Guard hounds are very skilled at using their tentacle and use it as it were a primary attack.

Whip Lash (Ex)

Once every 1d4+1 rounds as part of a full attack round, a guard hound can do a tentacle lash with a minor jolt. If he hits at a +2 bonus to hit (+4 total), the target must make a Fortitude save (DC 13) to negate the stun status for 1 round.

Blood Taste (CR 3)

A war dog used by Shinra, a powerful organization from a distant world. It's recognizable by its red body and the long tentacles coming from its back. It uses its tentacles to steal enemy health. Despite Shinra being a business organization, it also maintains a military force to enforce order. These guard hounds are given special training, and are paired with Shinra troops when going out on their rounds.

XP 800

N Medium Magical Beast

Init +7; Senses low-light vision, scent; Perception +8

DEFENSE

AC 19, touch 14, flat-footed 15 (+3 dex, +1 dodge, +5 natural)
hp 47 [70] (5d10+20)
Fort +8, Ref +7, Will +3
Immune Poison

OFFENSE

Speed 40 ft.
Melee Bite +10 (1d6+4 plus trip), tentacle +9 (1d4+2)
Space 5 ft.; Reach 5 ft. (10 ft. with tentacle)
Special Attacks Poison Tail, Tentacle Drain, Whip Lash
SQ Tentacle Mastery

STATISTICS

Str 18, Dex 17, Con 18, Int 3, Wis 14, Cha 6
Base Atk +5; CMB +8 (+10 on trip maneuvers); CMD 21 (25 vs. trip)
Feats Dodge, Improved Initiative, Weapon Focus (Bite)
Skills Acrobatics +8 (+12 jumping), Perception +8, Survival +3 (+7 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by Scent

SPECIAL ABILITIES

Poison Tail (Ex)

The blood taste can choose as a swift action to add poison to its tentacle attack. If the hit is successful, the opponent must make a Fortitude save (DC 16) or be inflicted with Poison Status effect for 1d4 rounds.

Tentacle Drain (Su)

Once every 1d4+2 rounds as a standard action, the blood taste can drain the life force from his opponent with its tentacle. If the hit is successful, the opponent takes 2d4+4 points of lightning damage and the blood taste is healed by that much.

Tentacle Mastery (Ex)

Blood tastes are very skilled at using their tentacle and use it as it were a primary attack.

Whip Lash (Ex)

Once every 1d4 rounds as part of a full attack round, a blood taste can do a tentacle lash with a minor jolt. If he hits at a +2 bonus to hit (+11 total), the target must make a Fortitude save (DC 16) to negate the stun status for 1 round.

Dark Nation (CR 7)

A powerful war dog used by Shinra. It's recognizable by its black body and the long tentacles coming from its back. It uses its tentacles to steal enemy health or mana. These guard hounds are given special training, and are paired with Shinra's top elite troops when going out on their rounds.
XP 3,200

N Medium Magical Beast

Init +9; Senses low-light vision, scent; Perception +10

DEFENSE

AC 23, touch 16, flat-footed 17 (+5 dex, +1 dodge, +7 natural)

hp 94 [135] (9d10+45)

mp 6

Fort +10, Ref +10, Will +6

Immune Confusion, Poison

OFFENSE

Speed 40 ft.

Melee Bite +14 (1d6+5 plus trip), tentacle +15 (1d6+2)

Space 5 ft.; Reach 5 ft. (10 ft. with tentacle)

Special Attacks Disenchanting Tentacle, Poison Tail, Tentacle Drain, Tentacle Mana Drain

Spells Known (PC CL 5th, concentration +8)

1st (DC 14) – Protect, Shell, Thunder
2nd (DC 15) – Aid, Blindna, Thunder II

STATISTICS

Str 20, Dex 20, Con 20, Int 4, Wis 16, Cha 6
Base Atk +9; CMB +14 (+16 on trip maneuvers); CMD 29 (33 vs. trip)
Feats Dodge, Improved Initiative, Improved Natural Attack (Tentacle), Weapon Focus (Bite)
Skills Acrobatics +8 (+12 jumping), Perception +8, Survival +3 (+7 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by Scent
SQ Tentacle Mastery

SPECIAL ABILITIES

Disenchanting Tentacle (Ex)

As a full-round action, once every 1d4+1 rounds, a dark nation can charge up his tentacle and latches onto his target. If the hit is successful, the opponent takes 3d6 points of lightning damage to MP and must make a Fortitude save (DC 19) or be Paralyzed status effect for 1d4 rounds.

Poison Tail (Ex)

The dark nation can choose as a swift action to add poison to it's tentacle attack. If the hit is successful, the opponent must make a Fortitude save (DC 19) or be inflicted with Poison Status effect for 1d4 rounds.

Tentacle Drain (Su)

As a standard action, the dark nation can drain the life force from his opponent with it's tentacle. If the hit is successful, the opponent takes 2d4+4 points of lightning damage and the blood taste is healed by that much.

Tentacle Mana Drain (Su)

3/day, as a standard action, the dark nation can drain the magic force from his opponent with his' tentacle. If the hit is successful, the opponent takes 1d6 points of lightning damage to MP and the blood maw is healed by half of that into MP.

Tentacle Mastery (Ex)

Dark Nations are very skilled at using their tentacle and use it as it were a primary attack.

Lizard Family

Lizard (CR 1/6)

This googly-eyed lizard's form is based on an iguana or gecko. The lizard generally isn't a challenging enemy unless your party comes unprepared.

XP 65

N Tiny Animal ([Reptilian](#))

Init +2; **Senses** low-light vision; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 3 (1d8-1)
Fort +1, **Ref** +4, **Will** +1
Weakness Ice

OFFENSE

Speed 20 ft., climb 20 ft.
Melee Bite +4 (1d4-4)
Space 2.5 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 15, **Con** 8, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)
Feats [Weapon Finesse](#)
Skills Climb +2, Perception +4, Stealth +18; Racial Modifiers +2 Perception, +4 Stealth

SPECIAL ABILITIES

Familiar

The master of a lizard familiar gains a +3 bonus on Climb checks.

Lizard (CR 1)

This googly-eyed lizard's form is based on an iguana or gecko. The lizard generally isn't a challenging enemy unless your party comes unprepared.

XP 400

N Medium Animal ([Reptilian](#))

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

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 dex, +2 natural)
hp 14 [21] (2d8+5)
Fort +4, **Ref** +5, **Will** +2
Weakness Ice

OFFENSE

Speed 40 ft., **Climb** 20 ft., **Swim** 20 ft.
Melee Bite +3 (2d4+2), Tail Slap -2 (1d6+2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks Critical Attack

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 7
Base Atk +1; **CMB** +3; **CMD** 15 (19 vs trip)
Feats Toughness*, [Improved Initiative](#)
*Bonus Feat
Skills Climb +8, Perception +8, Stealth +10, Swim +8; Racial Modifiers +2 Perception, +4 Stealth

SPECIAL ABILITIES

Critical Attack (Ex)

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

Lizard, Fire (CR 4)

This red-looking lizard can breathe out fire and loves warm temperature areas. They're known to live in lava.

XP 1,200

N Large Magical Beast ([Fire](#), [Reptilian](#))

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

DEFENSE

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

hp 45 (5d10+15)

Fort +7, Ref +6, Will +4

Immune Fire; Strong Ice

Weakness Water

OFFENSE

Speed 40 ft., Climb 20 ft., Swim 20 ft.

Melee Bite +10 (2d6+5), Tail Slap +4 (1d8+5)

Space 10 ft.; Reach 10 ft.

Special Attacks Breath Weapon (20-ft. cone, 4d6 fire damage, Reflex DC 15, usable every 1d4 rounds)

STATISTICS

Str 20, Dex 15, Con 17, Int 3, Wis 16, Cha 7

Base Atk +5; CMB +11; CMD 23 (27 vs trip)

Feats [Improved Initiative](#), [Power Attack](#), Weapon Focus (Bite)

Skills Climb +11, Perception +11, Stealth +9, Swim +11; Racial Modifiers +2 Perception, +4 Stealth

Lizard, Ice (CR 4)

This blue-looking lizard can breathe out ice and loves cold temperature areas. They're known to live in snow or icy caves.

XP 1,200

N Large Magical Beast ([Ice](#), [Reptilian](#))

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

DEFENSE

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

hp 45 (5d10+15)

Fort +7, Ref +6, Will +4

Immune Ice; Strong Wind

Weakness Fire

OFFENSE

Speed 40 ft., Climb 20 ft., Swim 20 ft.
Melee Bite +10 (2d6+5), Tail Slap +4 (1d8+2)
Space 10 ft.; Reach 10 ft.
Special Attacks Breath Weapon (20-ft. cone, 4d6 ice damage, Reflex DC 15, usable every 1d4 rounds), Frostbolt

STATISTICS

Str 20, Dex 15, Con 17, Int 3, Wis 16, Cha 7
Base Atk +5; CMB +11; CMD 23 (27 vs trip)
Feats [Improved Initiative](#), [Power Attack](#), Weapon Focus (Bite)
Skills Climb +11, Perception +11, Stealth +9, Swim +11; Racial Modifiers +2 Perception, +4 Stealth

SPECIAL ABILITIES

Chill (Su)

The ice lizard enchants a biting cold to its fists. The ice lizard can imbue its weapon or natural weapon to inflict an additional 1d6 points of ice damage on a hit, and any creature that takes this additional ice damage must make a Fortitude save or be staggered for 1 round by the numbing chill. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Frostbolt (Su)

Once every 1d4 rounds, an ice lizard can shoot out a bolt of ice towards a single target within 30 feet. The ice lizard must make a ranged touch attack (+6), if it hits, the attack deals 1d6+5 points of ice damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Basilisk (CR 5)

This anaconda-like creature has two long extended claws meant to rend his foes and a third eye for petrifying unsuspecting foes.

XP 1,600

N Large Magical Beast ([Reptilian](#))

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

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 dex, +10 natural, -1 size)
hp 66 [98] (7d10+28)
Fort +9, Ref +8, Will +5
Immune Sonic, Petrify
Weakness Water

OFFENSE

Speed 40 ft., Climb 20 ft., Swim 20 ft.
Melee Bite +11 (2d6+5), 2 Claws +11 (1d8+5)
Space 10 ft.; Reach 10 ft.
Special Attacks Petrify, Rend (2 claws, 1d8+7)

STATISTICS

Str 20, Dex 16, Con 18, Int 3, Wis 16, Cha 7

Base Atk +7; CMB +13; CMD 26 (30 vs trip)

Feats [Feral Combat Training](#), [Improved Unarmed Strike](#), [Scorpion Style](#), [Weapon Focus](#) (Claw)

Skills Climb +11, Perception +11, Stealth +9, Swim +11; Racial Modifiers +2 Perception, +4 Stealth

SPECIAL ABILITIES

Petrify (Su)

3/day, a basilisk can focus its stony gaze upon a single target within 30 feet. The target receives the Petrify status (Fortitude save DC 16 to negate). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Lizard, Black (CR 6)

This black looking lizard can breathe out an earthen breath and loves sandy areas. They're known to blind unsuspecting foes.

XP 2,400

N Large Magical Beast ([Reptilian](#))

Init +7; Senses Darkvision 60 ft., low-light vision; Perception +14

DEFENSE

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

hp 78 (8d10+32)

Fort +10, Ref +9, Will +5

Weakness Water

OFFENSE

Speed 40 ft., Climb 20 ft., Swim 20 ft.

Melee Bite +13 (2d6+5), Tail Slap +7 (1d8+5)

Space 10 ft.; Reach 10 ft.

Special Attacks Breath Weapon (20-ft. cone, 6d6 earth damage, Reflex DC 18, usable every 1d4 rounds), Sandstorm

STATISTICS

Str 21, Dex 16, Con 18, Int 3, Wis 16, Cha 7

Base Atk +8; CMB +14; CMD 27 (31 vs trip)

Feats [Cleave](#), [Improved Initiative](#), [Power Attack](#), [Weapon Focus](#) (Bite)

Skills Climb +14, Perception +14, Stealth +12, Swim +14; Racial Modifiers +2 Perception, +4 Stealth

SPECIAL ABILITIES

Sandstorm (Su)

1/day, the black lizard can cause a sandstorm at its enemies within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 18) for half damage and negating the effect or takes 6d6 points of wind damage, 6d6 points of earth damage, and be inflicted with Blind status for 1d6 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Anacondaaur (CR 8)

This black anacondaaur petrifies his foes and strikes them down with his two long extended claws. Watch out for his sonic tail which can daze anyone nearby him.

XP 4,800

N Large Magical Beast ([Reptilian](#))

Init +3; Senses Darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 dex, +10 natural, -1 size)

hp 105 [150] (10d10+50)

Fort +12, Ref +10, Will +7

Immune Sonic, Petrify; Resist Lightning 10, Earth 5

Weakness Water

OFFENSE

Speed 40 ft., Climb 20 ft., Swim 20 ft.

Melee Bite +15 (2d6+6), 2 Claws +15 (1d8+6)

Space 10 ft.; Reach 5 ft. (10 ft. with claws)

Special Attacks Petrify, Rend (2 claws, 1d8+9), Sonic Tail

STATISTICS

Str 22, Dex 17, Con 20, Int 3, Wis 18, Cha 7

Base Atk +10; CMB +17; CMD 30 (34 vs trip)

Feats [Feral Combat Training](#), [Gorgon's Fist](#), [Improved Unarmed Strike](#), [Scorpion Style](#), [Weapon Focus](#) (Claw)

Skills Climb +15, Perception +15, Stealth +12, Swim +15; Racial Modifiers +2 Perception, +4 Stealth

SPECIAL ABILITIES

Petrify (Su)

3/day, an anacondaaur can focus its stony gaze upon a single target within 30 feet. The target receives the Petrify status (Fortitude save DC 19 to negate). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Sonic Tail (Su)

An anacondaaur will vibrate its tail sending out sonic waves around itself and those within a 20-ft. radius around himself. Anyone caught in the sonic waves takes 5d4 points of non-elemental damage and are Dazed for 1 round unless they make a Reflex save (DC 19) to take half of the damage and negate the status effect. This ability can also shatter anyone who is already petrified unless they make a Fortitude save (DC 19). Anyone who cannot hear is immune to this effect. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Kukulcan (CR 12)

This red anacondaaur-like creature likes to weaken her enemies with Heaven's Cataract first. Then strike them down while they're weak.

XP 19,200

N Large Magical Beast ([Reptilian](#))

Init +8; Senses Darkvision 60 ft., low-light vision; Perception +22

DEFENSE

AC 25, touch 13, flat-footed 21 (+4 dex, +12 natural, -1 size)
hp 156 [240] (15d10+90)
Fort +15, Ref +13, Will +11
Immune Sonic, Petrify; Resist Lightning 15, Earth 10; SR 23
Weakness Water

OFFENSE

Speed 40 ft., Climb 20 ft., Swim 20 ft.
Melee Bite +21 (2d6+7), 2 Claws +21 (1d8+7)
Space 10 ft.; Reach 10 ft.
Special Attacks Heaven's Cataract, Petrify, Rend (2 claws, 1d8+10), Sonic Tail

STATISTICS

Str 24, Dex 18, Con 22, Int 3, Wis 22, Cha 7
Base Atk +15; CMB +23; CMD 37 (40 vs trip)
Feats [Cockatrice Strike](#), [Feral Combat Training](#), [Gorgon's Fist](#), [Improved Initiative](#), [Improved Unarmed Strike](#), [Medusa's Wrath](#), [Scorpion Style](#), [Weapon Focus](#) (Claw)
Skills Climb +21, Perception +22, Stealth +18, Swim +21; Racial Modifiers +2 Perception, +4 Stealth

SPECIAL ABILITIES

Heaven's Cataract (Su)

3/day and once every 1d4 rounds, a kukulcan creates an eerie sound affecting anyone within a 30-ft. radius from her. Those caught in the eerie waves takes 12d4 points of non-elemental damage and must make a Will save (DC 23) to negate the status effect and reduce the damage by half. The status effect reduces all enemies' resistance to saving throws versus spells by 2 and deflection bonus to Armor Class by 2 for 1d6 rounds. Anyone that cannot hear is immune to this effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Petrify (Su)

A kukulcan can focus its stony gaze upon a single target within 30 feet. The target receives the Petrify status (Fortitude save DC 23 to negate). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Sonic Tail (Su)

A kukulcan will vibrate its tail sending out sonic waves around itself and those within a 20-ft. radius around himself. Anyone caught in the sonic waves takes 5d4 points of non-elemental damage and are Dazed for 1 round unless they make a Reflex save (DC 23) to take half of the damage and negate the status effect. This ability can also shatter anyone who is already petrified unless they make a Fortitude save (DC 23). Anyone who cannot hear is immune to this effect. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Mammoth Family

Megalodoth (CR 10)

This massive elephant-like creature is covered in long, coarse hair, and its tusk sweep upward in great curves of yellowed ivory.

XP 9,600

N Huge Magical Beast

Init +0; Senses Low-light vision, scent; Perception +17

DEFENSE

AC 21, touch 8, flat-footed 21 (+13 natural, -2 size)

hp 154 (13d10+91)

Fort +14, Ref +8, Will +7

Resist Ice 15

Weakness Fire

OFFENSE

Speed 40 ft.

Melee Gore +23 (2d6+11), Slam +23 (1d8+11), 2 Stomps +21 (2d6+5)

Space 15 ft.; Reach 15 ft.

Special Attacks Snowstorm, Trample (1d8+16, DC 27)

STATISTICS

Str 33, Dex 10, Con 23, Int 2, Wis 13, Cha 6

Base Atk +13; CMB +26 (+28 bull rush); CMD 36 (38 vs bull rush; 40 vs trip)

Feats Improved Bull Rush, Iron Will, Multiattack, Toughness, Weapon Focus (slam), Weapon Focus (stomp), Weapon Focus (gore)

Skills Perception +17

SPECIAL ABILITIES

Snowstorm (Su)

1/day, a megalodoth can create a shredding flurry of icy slivers hitting all creatures within the 30-ft. line. Creatures in the area of effect take 14d6 points of ice damage are inflicted with Frozen status for 1d4 rounds, a successful Reflex save (DC 17) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Gorgias (CR 12)

The mammoth-like creature has darker fur. This monster's powerful gore can deal a great deal of damage.

XP 19,200

N Huge Magical Beast

Init +1; Senses Low-light vision, scent; Perception +20

DEFENSE

AC 24, touch 9, flat-footed 23 (+1 dex, +15 natural, -2 size)

hp 183 (15d10+112)

Fort +16, Ref +10, Will +9

Resist Ice 15

Weakness Fire

OFFENSE

Speed 40 ft.

Melee Gore +23 (2d8+12), Slam +23 (1d8+12), 2 Stomps +21 (2d6+6)

Space 15 ft.; Reach 15 ft.

Special Attacks Snowstorm, Trample (1d8+18, DC 29)

STATISTICS

Str 34, Dex 12, Con 24, Int 2, Wis 14, Cha 6

Base Atk +15; CMB +28 (+30 bull rush); CMD 38 (40 vs bull rush; 42 vs trip)

Feats Improved Bull Rush, Improved Natural Attack (gore), Iron Will, Multiattack, Toughness, Weapon Focus (slam), Weapon Focus (stomp), Weapon Focus (gore)

Skills Perception +20

SPECIAL ABILITIES

Snowstorm (Su)

2/day, a gorgias can create a shredding flurry of icy slivers hitting all creatures within the 30-ft. line. Creatures in the area of effect take 14d6 points of ice damage are inflicted with Frozen status for 1d4 rounds, a successful Reflex save (DC 17) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Manticore Family

Sphinx (CR 5)

This creature has a vaguely humanoid head, the body of a lion, and the wings of a dragon. Its tail ends in long, sharp spikes.

XP 1,600

LE Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

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

hp 57 (6d10+24)

Fort +9, **Ref** +7, **Will** +3

Resist Wind 5, Fire 5

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy)

Melee bite +10 (1d8+5), 2 claws +10 (2d4+5 plus grab), tail slap +5 (1d8+2)

Ranged 4 spikes +8 (1d6+5)

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

Special Attacks Breath Weapon (20-ft. cone, 3d8 fire damage, Reflex DC 17 half, usable every 1d4 rounds), Deadly Hold

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +6; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Flyby Attack, Hover, Weapon Focus (spikes)

Skills Fly -3, Perception +9, Survival +4 (+8 tracking); **Racial Modifiers** +4 Perception, +4 Survival when tracking

Languages Common

SPECIAL ABILITIES

Deadly Hold (Ex)

With a successful grapple, a sphinx can do an additional 2d4 damage on top of his claw damage.

Manticore (CR 8)

This fierce creature has a vaguely humanoid head of determination, the body of a proud lion, and the wings of a red dragon. Its tail ends in long, sharp spikes.

XP 4,800

LE Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, -1 size)

hp 112 (10d10+60)

Fort +13, **Ref** +11, **Will** +6

Immune Poison & Burn; Resist Wind 10, Fire 10, Earth 5

OFFENSE

Speed 30 ft., fly 50 ft. (clumsy)

Melee bite +16 (1d8+7), 2 claws +16 (2d4+7 plus grab), tail slap +11 (1d8+3)

Ranged 4 spikes +14 (1d6+7)

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

Special Attacks Breath Weapon (30-ft. cone, 5d8 fire damage, Reflex DC 21 half, usable every 1d4 rounds), Deadly Hold, Filth Cloud, Sandstorm, Swoop Charge

STATISTICS

Str 24, **Dex** 19, **Con** 22, **Int** 11, **Wis** 16, **Cha** 13

Base Atk +10; **CMB** +18; **CMD** 32 (34 vs. grapple, 36 vs. trip)

Feats Flyby Attack, Hover, Improved Grapple, Improved Unarmed Strike, Weapon Focus (spikes)

Skills Fly +3, Perception +16, Stealth +6, Survival +6 (+10 tracking); **Racial**

Modifiers +4 Perception, +4 Survival when tracking

Languages Common

SPECIAL ABILITIES

Deadly Hold (Ex)

With a successful grapple, a manticore can do an additional 2d4 damage on top of his claw damage.

Filth Cloud (Su)

5/day, a manticore can release a breath weapon to creatures in a 30-ft.-cone. Creatures within the area of effect are inflicted with Disease and Poison status for 1d6 rounds, Fortitude save (DC 17) to

negate the status effects. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Sandstorm (Su)

1/day, the manticore can cause a sandstorm at its enemies within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 18) or take 6d6 points of wind damage, 6d6 points of earth damage, and be inflicted with Blind status for 1d6 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Swooping Charge (Ex)

A charging manticore deals 2d8+6 points of damage with its tail slap attack. A flying manticore who drops at least 20 feet in altitude as part of a charge deals 4d8+12 points instead.

Death Manticore (CR 12)

This fierce creature has a vaguely humanoid head of determination, the body of a proud lion, and the wings of a red dragon. Its tail ends in long, sharp spikes.

XP 19,200

LE Huge magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +21

DEFENSE

AC 23, touch , flat-footed (+3 Dex, +12 natural, -2 size)

hp 178 (15d10+105)

Fort +16, **Ref** +12, **Will** +8

Immune Disease, Poison, Death effects, & Burn; Resist Wind 15, Fire 15, Earth 10; SR 23

OFFENSE

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

Melee bite +22 (2d6+9), 2 claws +22 (3d4+9 plus grab), tail slap +17 (2d6+4)

Ranged 4 spikes +17 (1d8+9)

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

Special Attacks Breath Weapon (50-ft. cone, 10d8 fire damage, Reflex DC 24 half, usable every 1d4 rounds), Deadly Hold, Filth Cloud, Sandstorm, Swoop Charge

STATISTICS

Str 28, **Dex** 16, **Con** 24, **Int** 11, **Wis** 16, **Cha** 13

Base Atk +15; **CMB** +26; **CMD** 39 (41 vs. grapple, 43 vs. trip)

Feats Body Shield, Flyby Attack, Greater Grapple, Hover, Improved Grapple, Improved Unarmed Strike, Rapid Grapple, Weapon Focus (spikes)

Skills Fly +4, Perception +21, Stealth +7, Survival +11 (+15 tracking); **Racial**

Modifiers +4 Perception, +4 Survival when tracking

Languages Common

SPECIAL ABILITIES

Deadly Hold (Ex)

With a successful grapple, a death manticore can do an additional 3d4 damage on top of his claw damage.

Filth Cloud (Su)

7/day, a death mantichore can release a breath weapon to creatures in a 30-ft.-cone. Creatures within the area of effect are inflicted with Disease and Poison status for 1d6 rounds, Fortitude save (DC 17) to negate the status effects. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Lvl. 5 Death (Su)

1/day, the death mantichore can call forth a great wraith who scythes at all enemies within a 30 ft. radius of the death mantichore. All creatures with a total HD that is a multiple of 5 must make a Fortitude save (DC 19) or die. Blue mages may learn this ability as a 6th-level spell (Knowledge: Religion DC 27).

Sandstorm (Su)

2/day, the death mantichore can cause a sandstorm at its enemies within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 18) or take 6d6 points of wind damage, 6d6 points of earth damage, and be inflicted with Blind status for 1d6 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Swooping Charge (Ex)

A charging death mantichore deals 2d8+6 points of damage with its tail slap attack. A flying death mantichore who drops at least 20 feet in altitude as part of a charge deals 4d8+12 points instead.

Mu Family

Mu (CR 1/2)

These small squirrel-like creatures live in holes dug into the earth. Their sturdy skin can be used to make armor.

XP 200

N Tiny Animal

Init +3; Senses Low-light vision; Perception +5

DEFENSE

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

hp 7 [11] (1d8+3)

Fort +2, Ref +5, Will +1

OFFENSE

Speed 20 ft., Burrow 10 ft.

Melee Bite +5 (1d4-2)

Space 2.5 ft.; Reach 2.5 ft.

Special Attacks Burrow Attack, Critical Attack

STATISTICS

Str 6, Dex 16, Con 10, Int 2, Wis 12, Cha 6

Base Atk +0; CMB -2; CMD 11

Feats Toughness*, Weapon Finesse

*Bonus Feat

Skills Acrobatics +5, Perception +5, Survival +5

SPECIAL ABILITIES

Burrow Attack (Ex)

Once per day as a swift action, the mu can come out of the ground and surprise their opponent. If they succeed at hitting with their bite attack, the damage is 1d4-2 plus 1d4 points of earth damage.

Critical Attack (Ex)

Once per day as a standard action, the mu 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.

Familiar (Ex)

The master of a mu familiar gains a +3 bonus on sleight of hand checks.

Nutkin (CR 3)

This adorable yet sharp-toothed rodent will stop short of nothing to find a nut.

XP 800

N Small Magical Beast

Init +8; Senses Low-light vision; Perception +9

DEFENSE

AC 17, touch 15, flat-footed 13 (+1 size, +4 dex, +2 natural)

hp 26 [44] (4d10+4)

Fort +5, Ref +8, Will +2

OFFENSE

Speed 20 ft., Burrow 10 ft.

Melee Bite +9 (1d6+1/19-20)

Space 5 ft.; Reach 5 ft.

Special Attacks Burrow Attack, Critical Attack, Iron Teeth, Tail Fling

STATISTICS

Str 12, Dex 18, Con 12, Int 4, Wis 12, Cha 6

Base Atk +4; CMB +4; CMD 18

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +9, Perception +7, Survival +7

SPECIAL ABILITIES

Burrow Attack (Ex)

Once every 1d4 rounds as a swift action, the nutkin can come out of the ground and surprise their opponent. If they succeed at hitting with their bite attack, the damage is 1d6+1 plus 1d4 points of earth damage.

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the nutkin can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6+1 x 1.5 for total damage.

Iron Teeth (Ex)

A nutkin increases their bite attack by 1 size and critical chance to 19-20.

Tail Fling (Su)

A nutkin can fling its tail towards a single target with a ball of earth. The mu must make a ranged touch attack (+9), if it hits, the attack deals 1d6+5 points of earth damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Skull Eater (CR 9)

A mu relative that's constantly munching on a skull but don't be fooled by its appearance, they're quite dangerous.

XP 6,400

N Medium Magical Beast

Init +11; Senses Low-light vision; Perception +14

DEFENSE

AC 23, touch 18, flat-footed 15 (+7 dex, +1 dodge, +5 natural)

hp 110 (12d10+36)

Fort +11, Ref +15, Will +6

DR 5/-; Immune Blind, Confuse

OFFENSE

Speed 30 ft., Burrow 20 ft.

Melee Bite +19 (2d8+6/18-20)

Space 5 ft.; Reach 5 ft.

Special Attacks Critical Attack, Incisor, Steel Teeth

STATISTICS

Str 18, Dex 24, Con 16, Int 4, Wis 14, Cha 6

Base Atk +12; CMB +16; CMD 33

Feats Canny Tumble, Dodge, Improved Initiative, Improved Natural Attack (Bite), Mobility, Weapon Finesse

Skills Acrobatics +19, Perception +14, Survival +14

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d2 rounds as a standard action, the skull eater can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 2d8+6 x 1.5 for total damage.

Incisor (Su)

Once every 1d4 rounds, a skull eater can bite extremely hard upon a single target that bypasses armor. The skull eater must make a touch attack (+19), if it hits, 14d6 points of non-elemental

damage and must make a Fortitude save (DC 18) or be inflicted with the Poison status for 1d6 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Steel Teeth (Ex)

A skull eater increases their bite attack by 2 sizes and critical chance to 18-20.

Soul Eater (CR 14)

A mu looking creature that is usually mistaken as part of the mu family. This creature's bite is not only deadly for its size also inflicts confusion.

XP 38,400

N Medium Magical Beast

Init +12; Senses Low-light vision; Perception +21

DEFENSE

AC 27, touch 18, flat-footed 15 (+8 dex, +1 dodge, +8 natural)

hp 163 (18d10+54)

Fort +14, Ref +19, Will +11

DR 15/-; Immune Blind, Confuse, Death, Doom

OFFENSE

Speed 50 ft., Burrow 30 ft.

Melee Bite +26 (4d6+9/17-20 plus confusion)

Space 5 ft.; Reach 5 ft.

Special Attacks Confusion (1d4 rounds, Will DC 22), Critical Attack, Incisor, Macabre, Soul Teeth

STATISTICS

Str 22, Dex 26, Con 16, Int 4, Wis 16, Cha 6

Base Atk +18; CMB +24; CMD 42

Feats Canny Tumble, Dodge, Improved Initiative, Improved Natural Attack (Bite), Iron Will, Juke, Mobility, Sidestep, Weapons Finesse

Skills Acrobatics +26, Perception +21, Survival +21

SPECIAL ABILITIES

Critical Attack (Ex)

As a standard action, the soul eater can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 4d6+9 x 1.5 for total damage.

Incisor (Su)

A soul eater can bite extremely hard upon a single target that bypasses armor. The skull eater must make a touch attack (+26), if it hits, 14d6 points of non-elemental damage and must make a Fortitude save (DC 18) or be inflicted with the Poison status for 1d6 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Macabre (Su)

Once every 1d4+2 rounds, a soul eater releases a ghastly wave from himself. Anyone within the 30 foot-radius of this attack takes 20d6 points of non-elemental damage and must make a Reflex save

(DC 22) for half damage. Blue mages may learn this ability as a 9th level spell (Knowledge: Arcana DC 33).

Soul Teeth (Ex)

A soul eater increases their bite attack by 3 sizes and critical chance to 17-20.

Nakk Family

Nakk Pup (CR 1/4)

This little wolf pup is a little different from normal wolves as their fur is silver in color.

XP 100

N Tiny Animal

Init +2; Senses Low-light vision, scent; Perception +6

DEFENSE

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

hp 5 (1d8)

Fort +3, Ref +4, Will +1

OFFENSE

Speed 40 ft.

Melee Bite +1 (1d3-1)

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

STATISTICS

Str 9, Dex 15, Con 10, Int 2, Wis 12, Cha 6

Base Atk +0; CMB +0; CMD 9 (13 vs. trip)

Feats [Skill Focus](#) (Perception)

Skills Perception +6, Stealth +12, Survival +3 (+7 scent tracking); Racial Modifiers +2 Perception, +2 Stealth, +2 Survival

SPECIAL ABILITIES

Familiar

The master of a nakk pup gains a +2 bonus on Reflex saves.

Nakk (CR 2)

This wolf looking creature has an evil, almost intelligent look in its deep red eyes.

XP 600

NE Medium Magical Beast

Init +2; Senses Darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

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

hp 26 [44] (4d10+4)

Fort +5, Ref +6, Will +3

OFFENSE

Speed 50 ft.
Melee Bite +7 (1d6+4 plus trip)
Space 5 ft.; Reach 5 ft.
Special Attacks Blood Howl, Critical Attack, Magic Fang

STATISTICS

Str 17, Dex 15, Con 13, Int 6, Wis 14, Cha 10
Base Atk +4; CMB +7; CMD 19 (23 vs. trip)
Feats Run, Skill Focus (Perception)
Skills Perception +11, Stealth +6, Survival +4 (+8 scent tracking); Racial Modifiers +2 Perception, +2 Stealth, +2 Survival
Language Common, Goblin

SPECIAL ABILITIES

Blood Howl (Su)

A nakk can howl, granting him and his allies a +2 dodge bonus to AC and a +2 morale bonus to attack rolls for 1d6 rounds within a 15 foot-radius of himself. Blue mages can learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the nakk can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6+4 plus another 1d6+4 divided by half.

Magic Fang (Su)

2/day, a nakk's enhances herself or an ally with magical strength within touch range. A nakk gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls for 4 minutes. The ability can affect a slam attack, fist, bite, or other natural weapon. The ability does not change an unarmed strike's damage from nonlethal damage to lethal damage. Blue mages can learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Black Nakk (CR 5)

A wolf-like creature with sharp fangs that burn like hot coals, and thick black fur to protect against fire.

XP 1,600

NE Large Magical Beast

Init +8; Senses Darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 20, touch 13, flat-footed 16 (+4 dex, +7 natural, -1 size)
hp 68 (7d10+28)
Fort +8, Ref +8, Will +5
Immune Fire
Weakness Water

OFFENSE

Speed 50 ft.
Melee Bite +11 (2d6+7 plus 1d6 fire and trip)
Space 10 ft.; Reach 5 ft.
Special Attacks Blood Howl, Howling Moon

STATISTICS

Str 20, Dex 18, Con 18, Int 9, Wis 16, Cha 10
Base Atk +7; CMB +13; CMD 27 (31 vs. trip)
Feats Improved Initiative, Improved Natural Attack (Bite), Run, Skill Focus (Perception)
Skills Perception +16, Stealth +10, Survival +5 (+9 scent tracking); Racial Modifiers +2 Perception, +2 Stealth, +2 Survival
Language Common, Giant, Goblin

SPECIAL ABILITIES

Blood Howl (Su)

A black nakk can howl, granting him and his allies a +2 dodge bonus to AC and a +2 morale bonus to attack rolls for 1d6 rounds within a 15 foot-radius of himself. Blue mages can learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Greater Magic Fang (Su)

3/day, a black nakk's enhances herself or an ally with great magical strength within 40 feet. A black nakk gives one natural weapon or unarmed strike of the subject a +2 enhancement bonus on attack and damage rolls for 7 hours. The ability can affect a slam attack, fist, bite, or other natural weapon. This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic. Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level). Blue mages can learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Howling Moon (Su)

A black nakk can howl with great veracity, entering a berserk-like rage for a full minute. While berserk, he gains a +6 bonus to Strength and, if he makes a full attack action, gains a single extra attack each round at his highest bonus. However, he also takes a -4 penalty to Armor Class and takes 2 points of nonlethal damage per round. This status effect causes the character to fly into a rage attacking the nearest creature. The subject cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, Escape Artist, Intimidate, and Ride), or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a materia), or spell completion to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. Blue mages can learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

White Nakk (CR 5)

A wolf-like creature with sharp fangs and thick fur to protect against the cold.
XP 1,600
NE Large Magical Beast
Init +8; Senses Darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 20, touch 13, flat-footed 16 (+4 dex, +7 natural, -1 size)
hp 68 (7d10+28)
Fort +8, Ref +8, Will +5
Immune Ice
Weakness Fire

OFFENSE

Speed 50 ft.
Melee Bite +11 (2d6+7 plus 1d6 ice and trip)
Space 10 ft.; Reach 5 ft.
Special Attacks Blood Howl, Howling Moon

STATISTICS

Str 20, Dex 18, Con 18, Int 9, Wis 16, Cha 10
Base Atk +7; CMB +13; CMD 27 (31 vs. trip)
Feats Improved Initiative, Improved Natural Attack (Bite), Run, Skill Focus (Perception)
Skills Perception +16, Stealth +10, Survival +5 (+9 scent tracking); Racial Modifiers +2 Perception, +2 Stealth, +2 Survival
Language Common, Giant, Goblin

SPECIAL ABILITIES

Blood Howl (Su)

A white nakk can howl, granting him and his allies a +2 dodge bonus to AC and a +2 morale bonus to attack rolls for 1d6 rounds within a 15 foot-radius of himself. Blue mages can learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Greater Magic Fang (Su)

3/day, a white nakk's enhances herself or an ally with great magical strength within 40 feet. A white nakk gives one natural weapon or unarmed strike of the subject a +2 enhancement bonus on attack and damage rolls for 7 hours. The ability can affect a slam attack, fist, bite, or other natural weapon. This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic. Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level). Blue mages can learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Howling Moon (Su)

A white nakk can howl with great veracity, entering a berserk-like rage for a full minute. While berserk, he gains a +6 bonus to Strength and, if he makes a full attack action, gains a single extra attack each round at his highest bonus. However, he also takes a -4 penalty to Armor Class and takes 2 points of nonlethal damage per round. This status effect causes the character to fly into a rage attacking the nearest creature. The subject cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, Escape Artist, Intimidate, and Ride), or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a materia), or spell completion to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats. Blue mages can learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Phoenix Spawn

Phoenix Spawn (CR 15)

This immense bird seems to be made of living flame. It spreads its wings and gives vent to a musical cry as it takes to the air.

XP 51,200

NG Gargantuan Magical Beast ([Fire](#))

Init +11; Senses Darkvision 60 ft., detect magic, low-light vision, see invisibility; Perception +37

Aura Shroud of Flame (20 ft., 4d6 fire, DC 25)

DEFENSE

AC 28, touch 14; flat-footed 20 (+7 dex, +1 dodge, +14 natural, -4 size)

hp 210 (20d10+100); regeneration 10 (cold or evil)

mp 131

Fort +17, Ref +19, Will +14

Defensive Abilities Self-resurrection; DR 15/evil; Immune Fire; SR 26, Resist Holy 10; Strong Ice Weakness Water

OFFENSE

Speed 30 ft., Fly 90 ft. (good)

Melee 2 Talons +24 (2d6+8/19-20 plus 1d6 fire) and Bite +24 (2d8+8 plus 1d6 fire)

Space 20 ft.; Reach 20 ft.

Special Abilities Death Force, Phoenix Tear

Special Attacks Flash, Healing Flame

Spells Known (FC CL 20th, concentration +26)

Constant — Detect Magic, See Invisibility

At will (DC 16) — Fire Orb,

1st (DC 17) — Cure, Fire, Light

2nd (DC 18) — Burning Arc, Cure II, Fire II, Grace, Light II

3rd (DC 19) — Cura, Cure III, Fira, Fire III, Light III, Lightra

4th (DC 20) — Blaze Spikes, Cure IV, Dispel, Fire IV, Holy, Light IV

5th (DC 21) — Bright, Burn, Curaga, Firaga, Lightaga

6th (DC 22) — Auto-Cure, Blaze Spikes II, Flare, Greater Dispel, Holy II, Radiance

7th (DC 23) — Bright II, Burn II

8th (DC 24) — Blaze Spikes III, Fire Storm, Flare II, Holy III, Radiance II

9th (DC 25) — Sainly Beam

STATISTICS

Str 27, Dex 25, Con 20, Int 23, Wis 22, Cha 22

Base Atk +20; CMB +32; CMD 50

Feats Blinding Critical, Combat Reflexes, Critical Focus, Dodge, Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Mobility, Quicken Spell-Like Ability (wall of fire)

Skills Acrobatics +30, Diplomacy +26, Fly +28, Intimidate +26, Knowledge (nature plus any one other) +26, Perception +37, Sense Motive +26; Racial Modifier +8 Perception

Languages Auran, Celestial, Common, Ignan

SPECIAL ABILITIES

Death Force (Su)

3/day, a phoenix spawn can make a creature within 30 ft. immune to Death spells and effects. A creature affected is immune to all Death spells and effects for 2d4 rounds. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

Flash (Su)

A phoenix spawn can cause itself to burst brightly, blinding those within a 30-ft.-radius. Creatures in the area of effect must make a Fortitude save (DC 26) or be inflicted with Blind status for 2d4 rounds. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Healing Flame (Su)

Once every 1d2 rounds as a standard action, the phoenix spawn manifests a scared flame beneath his foe up to 30 feet away, dealing 6d6 points of damage (half holy/fire) and heals himself for half the damage dealt. The target must make a successful Fortitude save (DC 26) to take half damage and Ruby does not gain any hit points. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Phoenix Tear (Su)

1/day, a phoenix spawn can cause a single tear to drop upon a fallen creature. A creature affected is raised from the dead and at full health. Blue mages may learn this ability as a 9th level spell (Knowledge: Arcana DC 33).

Self-Resurrection (Su)

A slain phoenix spawn remains dead for only 1d4 rounds unless its body is completely destroyed by an effect such as disintegrate. Otherwise, a fully healed phoenix spawn emerges from the remains 1d4 rounds after death, as if brought back to life via raise. The phoenix spawn gains 1 permanent negative level when this occurs, although most use restoraga to remove this negative level as soon as possible. A phoenix spawn can self-resurrect only once per year. If a phoenix spawn dies a second time before that year passes, its death is permanent. A phoenix spawn brought back to life by other means never gains negative levels as a result.

Shroud of Flame (Su)

A phoenix spawn can cause its feathers to burst into fire as a free action. As long as its feathers are burning, it inflicts an additional 1d6 points of fire damage with each natural attack, and any creature within reach (20 feet for most phoenixes) must make a DC 27 Reflex save each round to avoid taking 4d6 points of fire damage at the start of its turn. A creature that attacks the phoenix spawn with natural or non-reach melee weapons takes 1d6 points of fire damage (no save) with each successful hit. The save DC is Constitution-based.

Quacho Family

Quachacho (CR 2)

A penguin-type creature that specializes in ice magic.

XP 600

N Small Magical Beast ([Avian](#))

Init +0; Senses Low-light vision; Perception +10

DEFENSE

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

hp 34 [52] (4d10+12)

mp 5

Fort +7, Ref +4, Will +2

Immune Ice

Weakness Fire

OFFENSE

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

Melee Bite +5 (1d4+1)

Space 5 ft.; Reach 5 ft.

Special Attacks Chill

Spells Known (SC CL 4th; Concentration +5)

At will (DC 11) – Ice Orb

1st (DC 12) – Air Bubble, Blizzard, Cure

STATISTICS

Str 12, Dex 10, Con 16, Int 6, Wis 12, Cha 10

Base Atk +4; CMB +3; CMD 10

Feats Combat Casting, Skill Focus (Perception)

Skills Perception +10, Swim +11

SQ Hold Breath, Rage Bomber

Language Quacho

SPECIAL ABILITIES

Hold Breath (Ex)

A quachacho can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Rage Bomber (Ex)

There is a 25% chance a quachacho can counter a physical attack. The attacker must be adjacent to counter.

Toboggan (Ex)

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

Chill (Su)

Once every 1d4 rounds, a quachacho can imbue his bite to inflict additional 1d6 points of ice damage, and any creature that takes this additional ice damage must make a Fortitude save (DC 13) or be staggered for 1 round. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Quacho (CR 4)

A penguin-type creature that specializes in water magic.

XP 1,200

N Small Magical Beast ([Avian](#))

Init +1; Senses Low-light vision; Perception +12

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 dex, +4 natural, +1 size)

hp 59 (6d10+24)

mp 10

Fort +8, Ref +6, Will +4

Immune Water

Weakness Lightning

OFFENSE

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

Melee Bite +8 (1d6+1)

Space 5 ft.; Reach 5 ft.

Special Attacks Chill

Spells Known (SC CL 6th; Concentration +8)

At will (DC 12) – Aqua Orb

1st (DC 13) – Air Bubble, Cure, Water

2nd (DC 14) – Cure II, Grace, Water II

STATISTICS

Str 13, Dex 12, Con 18, Int 6, Wis 14, Cha 14

Base Atk +6; CMB +6 CMD 11

Feats Combat Casting, Improved Natural Attack(Bite), Skill Focus (Perception)

Skills Perception +12, Swim +13

SQ Hold Breath, Rage Bomber

Language Quacho

SPECIAL ABILITIES

Hold Breath (Ex)

A quacho can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Rage Bomber (Ex)

There is a 25% chance a quacho can counter a physical attack. The attacker must be adjacent to counter.

Toboggan (Ex)

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

Chill (Su)

A quacho can imbue his bite to inflict additional 1d6 points of ice damage, and any creature that takes this additional ice damage must make a Fortitude save (DC 13) or be staggered for 1 round. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Quacho Queen (CR 8)

A humanoid penguin that rules over all quacho and quachacho kind. She is a ruler who aspires to greatness.

XP 4,800

N Medium Monstrous Humanoid ([Avian](#))

Init +6; Senses Low-light vision; Perception +1

DEFENSE

AC 19, touch 12, flat-footed 14 (+2 dex, +3 armor, +2 deflection, +2 natural)

hp 101 (9d10+54)

mp 19

Fort +8, Ref +8, Will +10

Immune Water, Ice

Weakness Lightning

OFFENSE

Speed 30 ft., Swim 60 ft.

Melee Bite +12 (1d8+3), +2 Trident +12 (1d8+5)

Space 5 ft.; Reach 5 ft. (10 ft. with trident)

Special Attacks Chill, Sweet Breath

Spells Known (SC CL 9th; Concentration +13)

At will (DC 14) – Aqua Orb, Ice Orb

1st (DC 15) – Air Bubble, Blizzard (DC 16), Cure, Enblizzard/Enwater, Water

2nd (DC 16) – Blizzard II (DC 17), Cure II, Frost Fall (DC 17), Grace, Might, Silence, Temper, Water II

3rd (DC 17) – Blizzara (DC 18), Blizzard III (DC 18), Cura, Cure III, Enblizzard/Enwater II, Water III, Watera

STATISTICS

Str 16, Dex 14, Con 20, Int 10, Wis 18, Cha 18

Base Atk +9; CMB +12; CMD 24

Feats Combat Casting, Improved Initiative, Improved Natural Attack (Bite), Toughness, Skill Focus (Perception)

Skills Perception +16, Stealth +14, Spellcraft +12, Survival +16, Swim +14

SQ Hold Breath, Rage Bomber

Language Common, Quacho

Gear Trident +2, Bracers of Armor +3, Ring of Protection +2, Voidfrost Robe (Ice)

SPECIAL ABILITIES

Hold Breath (Ex)

A quacho queen can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Rage Bomber (Ex)

There is a 25% chance a quacho can counter a physical attack. The attacker must be adjacent to counter.

Chill (Su)

An quacho queen can imbue his bite to inflict additional 1d6 ice damage, and any creature that takes this additional ice damage must make a Fortitude save(DC 15) or be staggered for 1 round.

Sweet Breath (Su)

A quacho queen blows a sweet smelling breath in a 15 foot-radius cone. Creatures within the area of effect must make a Will save (DC 18) or be inflicted Sleep status 1d6+1 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Local DC 21).

Rabbit Family

Leaf Bunny (CR 1/4)

A wild rabbit that usually lives in the grass. A strict herbivore, it carries around grass wherever it goes. Despite being small for a monster it has powerful front teeth which it can use to cause great damage. As cute as they might appear, if one should come across one they should dispatch it as soon as possible. Given that they love munching on nutritious grass, it is common to find these leaf bunnies in areas with rich soil.

XP 100

N Tiny Animal

Init +3; Senses Low-light vision; Perception +1

DEFENSE

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

hp 3 [7] (1d8-1)

Fort +1, Ref +5, Will +1

Weakness Fire

OFFENSE

Speed 50 ft.

Melee Bite -2 (1d3-4)

Special Attacks Carrot

Space 2.5 ft.; Reach 0 ft.

STATISTICS

Str 3, Dex 16, Con 9, Int 2, Wis 12, Cha 5

Base Atk +0; CMB +1; CMD 7

Feats Run

Skills Acrobatics +3 (Jumping +11), Stealth +13; Racial Modifiers +8 Jumping;

SPECIAL ABILITIES

Carrot (Su)

Once every 1d4 turns and as a standard action, the leaf bunny pulls a carrot out and chews on it healing herself for 1d4+1 point of damage.

Familiar

The master of a leaf bunny familiar gains a +3 bonus on Acrobatics checks.

Pale Bunny (CR 1)

A species of rabbit that lives only in particular environments. Its lack of sunlight leads to their pale color and lower body temperature. They always carry edible plants for them to consume, but because they require only a minimal amount of nutrients, they often freeze their plants to retain its freshness. They may be docile, but they are very keen of enemies. If they enter a frenzied state, they will bite using their sharp front teeth, so one will need to be cautious around them.

XP 400

N Small Magical Beast

Init +3; Senses Low-light vision; Perception +2

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 dex, +2 natural, +1 size)

hp 16 [25] (2d10+5)

Fort +4, Ref +6, Will +2

Weakness Fire

OFFENSE

Speed 50 ft.

Melee Bite +4 (1d6+1)

Special Attacks Blood Drain, Carrot

STATISTICS

Str 12, Dex 17, Con 13, Int 3, Wis 14, Cha 5

Base Atk +2; CMB +1; CMD 14

Feats Run, Toughness*

*Bonus Feat

Skills Acrobatics +1 (Jumping +9), Stealth +14; Racial Modifiers +8 Jumping;

SQ Large Teeth

SPECIAL ABILITIES

Blood Drain (Su)

Once per day, a pale bunny can drain the blood from a target within 30 feet. The target must make a Fortitude save (DC 13) or take 1d8 points of shadow damage and the pale bunny is healed for that much. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Carrot (Su)

Once every 1d4 turns and as a standard action, the pale bunny pulls a carrot out and chews on it healing herself for 1d4+2 point of damage.

Large Teeth (Ex)

Pale bunny has slightly larger teeth for her size which increases her damage die by one size.

Desert Hare (CR 3)

A species of rabbit that lives only in desert environments. No one knows why they live out there in the middle of a desert but they always carry edible plants for them to consume. They may be docile, but they are very keen of enemies. Don't expect big rewards for butchering this sweet little bunny that attacks with sharp teeth!

XP 800

N Small Magical Beast

Init +8; Senses Low-light vision; Perception +3

DEFENSE

AC 18, touch 15, flat-footed 14 (+4 dex, +3 natural, +1 size)

hp 30 [48] (4d10+8)

mp 8

Fort +6, Ref +8, Will +4

Weakness Water

OFFENSE

Speed 50 ft.

Melee Bite +7 (1d6+2)

Special Attacks Carrot

Spells Known (FC CL 4th, Concentration +7)

1st (DC 14) – cure

2nd (DC 15) – cure II

STATISTICS

Str 14, Dex 18, Con 14, Int 3, Wis 16, Cha 5

Base Atk +4; CMB +5; CMD 19

Feats Improved Initiative, Run

Skills Acrobatics +4 (Jumping +12), Stealth +17; Racial Modifiers +8 Jumping;

SQ Large Teeth, Last Wish

SPECIAL ABILITIES

Carrot (Su)

Once every 1d4 turns and as a standard action, the desert hare pulls a carrot out and chews on it healing herself for 1d6+3 point of damage.

Large Teeth (Ex)

Desert hare has slightly larger teeth for her size which increases her damage die by one size.

Last Wish (Ex)

As a desert hare dies, she will cast cure or cure II (whichever is stronger) on whomever did the finishing blow (unconsciousness or death) onto her assuming she has MP and is not prevented to cast those following spells due to silence, stun, or any status effect preventing her from casting it.

Devil Bunny (CR 5)

A monster that has grown brutal due to the effects of its environment. Its well-developed teeth and claws are sharper and harder than many an ill-forged blade. It leaps up into the air using its powerful hind legs and uses these teeth to rip the throats from its victims. Many the adventurer has lost his this way. These creatures are so unnaturally violent that some wonder if the devil himself did not purposefully chose the most harmless looking animal imaginable and possess it to create this abomination.

XP 1,600

CN Small Magical Beast

Init +10; Senses Low-light vision; Perception +3

DEFENSE

AC 21, touch 16, flat-footed 13 (+6 dex, +4 natural, +1 size)

hp 59 [91] (7d10+21)

Fort +8, Ref +11, Will +5

DR 5/magic; Resist Dark 10;

Weakness Water

OFFENSE

Speed 50 ft.

Melee Bite +11 (1d8+4/19-20)

Special Attacks Bloody Claw, Carrot

STATISTICS

Str 16, Dex 22, Con 16, Int 3, Wis 16, Cha 8

Base Atk +7; CMB +9; CMD 25

Feats Improved Initiative, Power Attack, Run, Vital Attack

Skills Acrobatics +6 (Jumping +14), Stealth +19; Racial Modifiers +8 Jumping;

SQ Sharp Large Teeth

SPECIAL ABILITIES

Bloody Claw (Su)

3/day, a devil bunny forms a crimson claw draining the life force from their target with a melee touch attack (+11). If it hits, the target take 3d6 points of shadow damage and is healed for that much. The victim also takes 1 point of ability damage to a random stat (1d6): 1 for Strength, 2 for Dexterity, 3 for Constitution, 4 for Intelligence, 5 for Wisdom, or 6 for Charisma. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Carrot (Su)

Once every 1d4 turns and as a standard action, the devil bunny pulls a carrot out and chews on it healing herself for 1d8+3 point of damage.

Sharp Large Teeth (Ex)

Devil bunny has slightly larger teeth for her size which increases her damage die by two sizes and critical range increased to 19-20.

Vorpal Bunny (CR 15)

The legendary hare, very few have seen this rabbit and even fewer have ever survived from it. This rabbit can only be killed by one weapon but if your lucky you can make it unconscious for the time being assuming you live to tell the tale...

XP 51,200

CN Small Magical Beast ([Mini-Boss](#))

Init +14; Senses Low-light vision; Perception +6

DEFENSE

AC 34, touch 22, flat-footed 23 (+1 dodge, +10 dex, +12 natural, +1 size)

hp 210 [300] (20d10+100); Regeneration 20 (holy)

Fort +17, Ref +22, Will +12

DR 10/cold iron; Immune Charm, Confuse, Dark, Death, Disable, Doom, Gravity, Immobilize, Lvl Reductions, Petrify, Stat Reductions, Stop; Resist Lightning 15, Ice 15, Earth 15, Water 15, Fire 15, Wind 15;

Weakness Holy

OFFENSE

Speed 60 ft.

Melee Bite +28 (2d8+11/15-20)

Special Attacks Bloody Claw, Carrot, Death Claw, Throat-Rip

STATISTICS

Str 24, Dex 30, Con 20, Int 3, Wis 22, Cha 10

Base Atk +20; CMB +27; CMD 47

Feats Canny Tumble, Cleave, Circling Mongoose, Dodge, Improved Initiative, Mobility, Power Attack, Run, Spring Attack, Vital Attack

Skills Acrobatics +23 (Jumping +31), Stealth +36; Racial Modifiers +8 Jumping;

SQ Beyond Reasoning, Sacred Teeth

SPECIAL ABILITIES

Beyond Reasoning (Ex)

When a vorpal bunny hits below -1 health assuming this ever happens. The vorpal bunny is considered unconscious while recovering 20 health per round until back up to 1 health. The vorpal bunny can only be killed by the legendary holy hand grenade.

Bloody Claw (Su)

A vorpal bunny forms a crimson claw draining the life force from their target with a melee touch attack (+28). If it hits, the target take 3d6 points of shadow damage and is healed for that much. The victim also takes 1 point of ability damage to a random stat (1d6): 1 for Strength, 2 for Dexterity, 3 for Constitution, 4 for Intelligence, 5 for Wisdom, or 6 for Charisma. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Carrot (Su)

Once every 1d4 turns and as a standard action, the vorpal bunny pulls a carrot out and chews on it healing herself for 6d6+6 point of damage.

Death Claw (Su)

A vorpal bunny can wrap its paws around its target squeezing the life from them. The vorpal bunny must make a melee touch attack (+28), if it hits, 14d6 points of non-elemental damage and must make a Fortitude save (DC 22) or be inflicted with the Paralysis status for 1d4+1 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Sacred Teeth (Ex)

Vorpal bunny has teeth of the divine for her size which increases her damage die by four sizes, double strength damage bonus, ignores DR, and has her critical range increased to 15-20.

Throat-Rip (Ex)

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

Squid Family

Blood Sucker (CR 3)

This squid-like creature will use their tentacles to suck the life from their foes when low or use ink cloud to escape from their opponents. The blood sucker prefers to target female opponents.

XP 800

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

Init +5; Senses Low-light vision; Perception +7

DEFENSE

AC 13, touch 11, flat-footed 11 (+2 dex, +2 natural, -1 size)

hp 23 [33] (3d10+3), fast healing 5;

Fort +4, Ref +7, Will +2

Defensive Ability Ink Cloud (10-ft. Radius); **Resist** Water 10

Weakness Lightning

OFFENSE

Speed swim 60 ft., jet 250 ft.

Melee Bite +6 (1d6+1), 2 tentacles +4 (1d8+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

Special Attacks Blood Drain, Constrict (1d8+2 plus drain), Water Gun

STATISTICS

Str 19, Dex 15, Con 13, Int 2, Wis 12, Cha 2

Base Atk +3; CMB +8 (+12 grapple); CMD 20

Feats Improved Initiative, Lightning Reflexes, Multiattack*

* Bonus feat
Skills Perception +7, Swim +12

SPECIAL ABILITIES

Blood Drain (Su)

A blood sucker can drain the blood from a target within 30 feet. The target must make a Fortitude save (DC 12) or take 1d8 points of shadow damage and the squid is healed for that much. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Drain (Ex)

During a constriction, the blood sucker can heal half of the damage done from constrict.

Ink Cloud (Ex)

A blood sucker can emit a 10-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet (Ex)

A blood sucker can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Water Gun (Su)

A blood sucker can shoot water out of its mouth towards a single target with an water projectile. The blood sucker must make a ranged touch attack (+5), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 12) or be inflicted with the Drenched status effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Devourer (CR 6)

The devourer will drain the life from their prey and will consume them after. They tend to favor chocobos enough that they know their own technique!

XP 2,400

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

Init +7; Senses Low-light vision; Perception +11

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 dex, +5 natural, -1 size)

hp 58 (7d10+14), fast healing 7;

Fort +9, Ref +8, Will +3

Defensive Ability Ink Cloud (10-ft. Radius); **Resist** Water 15

Weakness Lightning

OFFENSE

Speed swim 60 ft., jet 250 ft.

Melee Bite +11 (1d8+5), 4 tentacles +9 (2d6+2 plus grab)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacles)

Special Attacks Choco Water, Constrict (2d6+2 plus drain), HP Absorb

STATISTICS

Str 21, Dex 16, Con 15, Int 2, Wis 12, Cha 2

Base Atk +7; CMB +13 (+17 grapple); CMD 26

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Lightning Reflexes, Multiattack*

Skills Perception +11, Swim +16

SPECIAL ABILITIES

Choco Water (Su)

A devourer can blast an opponent with pressured water within 30 ft. The devourer must make a ranged touch attack (+9), if it hits, the attack deals 3d6+5 water damage and inflicts the Drenched status effect for 1d4 rounds (Fortitude save DC 13 to negate). Blue mage may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Drain (Ex)

During a constriction, the devourer can heal half of the damage done from constrict.

HP Absorb (Su)

1/day, a devourer can absorb life from a single target from 30 ft. away that heals itself. This attack deals 5d6 points of non-elemental damage (Fortitude save DC 17 to negate) and is healed by that much. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Ink Cloud (Ex)

A devourer can emit a 10-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet (Ex)

A devourer can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Sea Devil (CR 10)

Immense in size, this great squid's tentacles writhe and flash with almost nauseating speed. The beast's eyes are as big as shields and stare at you with great hunger.

XP 9,600

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

Init +7; Senses Low-light vision; Perception +20

DEFENSE

AC 20, touch 11, flat-footed 17 (+3 dex, +9 natural, -2 size)

hp 117 (12d10+48), fast healing 10;

Fort +14, Ref +13, Will +5

Defensive Ability Ink Cloud (20-ft. Radius); **Immune** Water

Weakness Lightning

OFFENSE

Speed swim 60 ft., jet 250 ft.

Melee Bite +17 (2d6+7), 2 Arms +17 (1d6+7), 4 Tentacles +15 (3d6+3/19-20 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacles)
Special Attacks Constrict (3d6+3 plus drain), HP Absorb, Whirlpool

STATISTICS

Str 25, Dex 17, Con 19, Int 2, Wis 12, Cha 2
Base Atk +12; CMB +21 (+25 grapple); CMD 34
Feats Combat Reflexes, Great Fortitude, Improved Critical (Tectacle), Improved Initiative, Lightning Reflexes, Multiattack*, Skill Focus (Perception)
Skills Perception +20, Swim +21

SPECIAL ABILITIES

Drain (Ex)

During a constriction, the sea devil can heal half of the damage done from constrict.

HP Absorb (Su)

3/day, a sea devil can absorb life from a single target that heals itself. This attack deals 5d6 points of non-elemental damage (Fortitude save DC 19 to negate) and is healed by that much. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Ink Cloud (Ex)

A sea devil can emit a 20-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Jet (Ex)

A sea devil can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

Whirlpool (Su)

1/day, a sea devil awakens a pool of water that roots its target in place within 50 ft. Any creatures within 15 feet-radius of the target take 10d6 points of water damage and are inflicted with Immobilize status effect. All creatures within the area of effect must make a Will save (DC 20) to half the damage and negate the status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Toad Family

Toad (CR 1/8)

Toads are harmless, rough-skinned amphibians.
XP 50
N Diminutive Animal
Init +1; Senses Low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 15, flat-footed 14 (+1 dex, +4 size)
hp 2 (1d8-2)
Fort +0, Ref +3, Will +2

Defensive Abilities Poisonous Skin; Immune Poison, Frog
Weakness Ice

OFFENSE

Speed 5 ft., Swim 10 ft.
Melee Bite -1 (1d2-5 plus poison)
Space 1 ft.; Reach 0 ft.

STATISTICS

Str 1, Dex 12, Con 6, Int 1, Wis 15, Cha 4

Base Atk +0; **CMB** -3; **CMD** 2 (6 vs. trip)

Feats [Skill Focus](#) (Perception)

Skills Acrobatics +5 (+9 jump), Perception +5, Stealth +21, Swim +4; Racial Modifiers +4 Acrobatics (+8 jump), +4 Stealth, +8 Swim

SPECIAL ABILITIES

Familiar

The master of a toad familiar gains 3 hit points.

Poison (Ex)

Injury; save Fort DC 8; frequency 1/round for 6 rounds; effect 1 Con damage; cure 1 save.

Poisonous Skin (Ex)

A creature that strikes a toad with an unarmed strike or natural weapon exposes itself to the toad's poisonous skin. Skin – contact; save Fort DC 8; frequency 1/round for 4 rounds; effect 1 Wisdom damage; cure 1 save.

Gigantoad (CR 2)

Stubby warts dot the skin of this horse-sized brown toad. Its throat bulges and ripples as though about to croak.

XP 600

N Large Magical Beast

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

DEFENSE

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

hp 25 [39] (3d10+9)

Fort +6, Ref +6, Will +0

Defensive Abilities Poisonous Skin; Immune Poison, Frog

Weakness Ice

OFFENSE

Speed 30 ft., Swim 30 ft.

Melee Bite +6 (1d6+6 plus poison) or Tongue +6 touch (1d2+3 plus grab)

Space 10 ft.; Reach 10 ft. (20 ft. with tongue)

Special Attacks Frog Song, Pull (tongue, 10 feet), Swallow Whole (1d6+6 bludgeoning damage, AC 12, 2 hp)

STATISTICS

Str 19, Dex 13, Con 16, Int 1, Wis 8, Cha 6

Base Atk +3; CMB +8 (+12 grapple); CMD 19 (23 vs. trip)

Feats [Lightning Reflexes](#), [Skill Focus](#) (Perception)

Skills Acrobatics +5 (+9 jump), Perception +8, Stealth +5, Swim +12; Racial Modifiers +4 Acrobatics (+8 jump), +4 Stealth, +8 Swim

SPECIAL ABILITIES

Frog Song (Su)

1/day, a giantoad will croak multiple times as if it were making a song towards one single target within 30 feet. That target must make a Fortitude save (DC 10) to negate the effect or be inflicted with the Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Poison (Ex)

Injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Poisonous Skin (Ex)

A creature that strikes a giantoad with an unarmed strike or natural weapon exposes itself to the toad's poisonous skin. Skin – contact; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Wisdom damage; cure 1 save.

Poison Frog (CR 3)

This large toad is bright green and red, with electric-blue stripes on its hind legs.

XP 800

N Large Magical Beast

Init +2; Senses Low-light vision, scent; Perception +10

DEFENSE

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

hp 39 (4d10+16)

Fort +8, Ref +8, Will +1

Defensive Abilities Poisonous Skin; Immune Poison, Frog

Weakness Ice

OFFENSE

Speed 30 ft., Swim 30 ft.

Melee Bite +8 (1d6+7 plus poison) or Tongue +8 touch (1d2+3 plus poison and grab)

Space 10 ft.; Reach 10 ft. (20 ft. with tongue)

Special Attacks Frog Song, Pull (tongue, 10 feet), Swallow Whole (1d6+7 bludgeoning damage, AC 13, 3 hp)

STATISTICS

Str 21, Dex 15, Con 18, Int 1, Wis 10, Cha 6

Base Atk +4; CMB +10 (+14 grapple); CMD 22 (26 vs. trip)

Feats [Lightning Reflexes](#), [Skill Focus](#) (Perception)

Skills Acrobatics +7 (+11 jump), Perception +10, Stealth +6, Swim +14; Racial Modifiers +4 Acrobatics (+8 jump), +4 Stealth, +8 Swim

SPECIAL ABILITIES

Frog Song (Su)

1/day, a poison frog will croak multiple times as if it were making a song towards one single target within 30 feet. That target must make a Fortitude save (DC 14) to negate the effect or be inflicted with the Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Poison (Ex)

Injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Poisonous Skin (Ex)

A creature that strikes a poison frog with an unarmed strike or natural weapon exposes itself to the frog's poisonous skin. Skin – contact; save Fort DC 16; frequency 1/round for 4 rounds; effect 1d2 Wisdom damage; cure 1 save.

Elf Toad (CR 5)

This large toad is bright blue and white, with electric-red stripes on its hind legs.

XP 1,600

N Large Magical Beast

Init +6; Senses Low-light vision, scent; Perception +13

DEFENSE

AC 19, touch 11, flat-footed 15 (+2 dex, +8 natural, -1 size)

hp 63 (6d10+30)

Fort +10, Ref +9, Will +2

Defensive Abilities Poisonous Skin; Immune Poison, Frog

Weakness Ice

OFFENSE

Speed 30 ft., Swim 30 ft.

Melee Bite +11 (1d8+9 plus poison) or Tongue +11 touch (1d3+4 plus poison and grab)

Space 10 ft.; Reach 10 ft. (20 ft. with tongue)

Special Attacks Frog Song, Pull (tongue, 10 feet), Swallow Whole (1d8+9 bludgeoning damage, AC 14, 6 hp)

STATISTICS

Str 22, Dex 15, Con 20, Int 1, Wis 11, Cha 6

Base Atk +6; CMB +13(+17 grapple); CMD 25 (29 vs. trip)

Feats [Improved Initiative](#), [Lightning Reflexes](#), [Skill Focus](#) (Perception)

Skills Acrobatics +10 (+14 jump), Perception +13, Stealth +6, Swim +18; Racial Modifiers +4

Acrobatics (+8 jump), +4 Stealth, +8 Swim

SPECIAL ABILITIES

Frog Song (Su)

2/day, an elf toad will croak multiple times as if it were making a song towards one single target within 30 feet. That target must make a Fortitude save (DC 14) to negate the effect or be inflicted with the Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Poison (Ex)

Injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Poisonous Skin (Ex)

A creature that strikes an elf toad with an unarmed strike or natural weapon exposes itself to the toad's poisonous skin. Skin – contact; save Fort DC 18; frequency 1/round for 4 rounds; effect 1d2 Wisdom damage; cure 1 save.

Toxic Frog (CR 7)

This large frog is bright purple and white, with electric-red stripes on its hind legs. Beware of its poison which can turn anyone into a toad.

XP 3,200

N Large Magical Beast

Init +6; Senses Low-light vision, scent; Perception +16

DEFENSE

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

hp 84 (8d10+40)

Fort +11, Ref +10, Will +3

Defensive Abilities Poisonous Skin; Immune Poison, Frog

Weakness Ice

OFFENSE

Speed 30 ft., Swim 30 ft.

Melee Bite +13 (1d8+9 plus poison) or Tongue +13 touch (1d3+4 plus poison and grab)

Space 10 ft.; Reach 10 ft. (30 ft. with tongue).

Special Attacks Frog Song, Pull (tongue, 10 feet), Swallow Whole(1d8+9 bludgeoning damage, AC 15, 8 hp)

STATISTICS

Str 23, Dex 15, Con 21, Int 3, Wis 12, Cha 6

Base Atk +8; CMB +15 (+19 grapple); CMD 27 (31 vs. trip)

Feats [Improved Initiative](#), [Lightning Reflexes](#), [Power Attack](#), [Skill Focus](#) (Perception)

Skills Acrobatics +12 (+16 jump), Perception +16, Stealth +6, Swim +20; Racial Modifiers +4

Acrobatics(+8 jump), +4 Stealth, +8 Swim

SPECIAL ABILITIES

Frog Song (Su)

Once every 1d4 rounds, a toxic frog will croak multiple times as if it were making a song towards one single target within 30 feet. That target must make a Fortitude save (DC 15) to negate the effect or be inflicted with the Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Poison (Ex)

Injury; save Fort DC 19; frequency 1/round for 6 rounds; effect Frog status; cure 1 save.

Poisonous Skin (Ex)

A creature that strikes a toxic frog with an unarmed strike or natural weapon exposes itself to the toad's poisonous skin. Skin – contact; save Fort DC 19; frequency 1/round for 6 rounds; effect frog status; cure 1 save.

Leap Frog (CR 9)

This large frog is bright green and yellow, with electric-blue stripes on its hind legs. It has the ability to jump from high lengths upon its foes.

XP 6,400

N Large Magical Beast

Init +7; Senses Low-light vision, scent; Perception +18

DEFENSE

AC 24, touch 12, flat-footed 21 (+3 dex, +12 natural, -1 size)

hp 112 (10d10+60)

Fort +13, Ref +12, Will +4

Defensive Abilities Poisonous Skin; Immune Poison, Frog

Weakness Ice

OFFENSE

Speed 30 ft., Swim 30 ft.

Melee Bite +16 (2d6+10 plus poison) or Tongue +16 touch (1d3+5 plus poison and grab)

Space 10 ft.; Reach 10 ft. (20 ft. with tongue).

Special Attacks Frog Song, Leap, Pull (tongue, 10 feet), Swallow Whole (2d6+10 bludgeoning damage, AC 16, 11 hp)

STATISTICS

Str 24, Dex 16, Con 22, Int 3, Wis 13, Cha 6

Base Atk +10; CMB +18 (+22 grapple); CMD 31 (35 vs. trip)

Feats [Improved Initiative](#), [Improved Natural Attack](#) (Bite), [Lightning Reflexes](#), [Power Attack](#), [Skill Focus](#) (Perception)

Skills Acrobatics +15 (+19 jump), Perception +18, Stealth +7, Swim +23; Racial Modifiers +4

Acrobatics (+8 jump), +4 Stealth, +8 Swim

SPECIAL ABILITIES

Frog Song (Su)

Once every 1d4 rounds, a leap frog will croak multiple times as if it were making a song towards one single target within 30 feet. That target must make a Fortitude save (DC 15) to negate the effect or be inflicted with the Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Leap (Ex)

A leap frog ability to jump with his Acrobatics checks is treated as though he got a running start and has the Run feat, regardless of whether or not he gets a running start. A leap frog's maximum height is not affected by his size, allowing leaps higher than their own height. In addition, the leap frog may jump as part of a charge action. Whenever the leap frog jumps at least ten feet from his opponent (vertical or horizontal) and strikes his foe using his bite, the leap frog deals an additional +1d6 points of damage (maximum of 3d6). If the attack is also a critical hit, the extra damage is not also multiplied. For every 10 feet the leap frog jumps beyond the first 10 feet, the leap frog deals an extra 1d6 points of damage.

Poison (Ex)

Injury; save Fort DC 21; frequency 1/round for 6 rounds; effect Frog status; cure 1 save.

Poisonous Skin (Ex)

A creature that strikes a leap frog with an unarmed strike or natural weapon exposes itself to the toad's poisonous skin. Skin – contact; save Fort DC 21; frequency 1/round for 6 rounds; effect frog status; cure 1 save.

Archeotoad (CR 10)

This large toad is bright purple and yellow, with electric-green stripes on its hind legs. It has the ability to turn groups of foes into frogs.

XP 9,600

N Large Magical Beast

Init +7; Senses Low-light vision, scent; Perception +18

DEFENSE

AC 25, touch 12; flat-footed 21 (+3 dex, +13 natural, -1 size)

hp 123 (11d10+66)

Fort +13, Ref +12, Will +6

Defensive Abilities Poisonous Skin; Immune Poison, Frog

Weakness Ice

OFFENSE

Speed 30 ft., Swim 30 ft.

Melee Bite +17 (2d6+10 plus poison) or Tongue +17 touch (1d3+5 plus poison and grab)

Space 10 ft.; Reach 10 ft. (30 ft. with tongue).

Special Attacks Frog Song, Leap, Pond's Chorus, Pull (tongue, 10 feet), Swallow Whole (2d6+10 bludgeoning damage, AC 16, 12 hp)

STATISTICS

Str 25, Dex 16, Con 23, Int 4, Wis 16, Cha 16

Base Atk +11; CMB +19 (+23 grapple); CMD 32 (36 vs. trip)

Feats [Cleave](#), [Improved Initiative](#), [Improved Natural Attack](#) (Bite), [Lightning Reflexes](#), [Power Attack](#), [Skill Focus](#) (Perception)

Skills Acrobatics +16 (+20 jump), Perception +21, Stealth +7, Swim +24; Racial Modifiers +4 Acrobatics (+8 jump), +4 Stealth, +8 Swim

SPECIAL ABILITIES

Frog Song (Su)

Once every 1d3 rounds, an archeotoad will croak multiple times as if it were making a song towards one single target within 30 feet. That target must make a Fortitude save (DC 17) to negate the effect or be inflicted with the Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Leap (Ex)

An archeotoad ability to jump with his Acrobatics checks is treated as though he got a running start and has the Run feat, regardless of whether or not he gets a running start. An archeotoad's maximum height is not affected by his size, allowing leaps higher than their own height. In addition, the archeotoad may jump as part of a charge action. Whenever the archeotoad jumps at least ten feet from his opponent (vertical or horizontal) and strikes his foe using his bite, the archeotoad deals an additional +1d6 points of damage (maximum of 3d6). If the attack is also a critical hit, the extra damage is not also multiplied. For every 10 feet the archeotoad jumps beyond the first 10 feet, the archeotoad deals an extra 1d6 points of damage.

Poison (Ex)

Injury; save Fort DC 21; frequency 1/round for 6 rounds; effect Frog status; cure 1 save.

Poisonous Skin (Ex)

A creature that strikes an archeotoad with an unarmed strike or natural weapon exposes itself to the toad's poisonous skin. Skin – contact; save Fort DC 21; frequency 1/round for 6 rounds; effect Frog status; cure 1 save.

Pond's Chorus (Su)

1/day, an archeotoad will croak multiple times as if it were making a song towards affecting all those within 30 feet. That target must make a Fortitude save (DC 19) to negate the effect or be inflicted with the Frog status effect for 1d6 rounds. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Turtle Family

Turtle (CR 1/6)

Turtles are slow-moving reptiles with hard shells that they can retreat into when threatened.

XP 65

N Tiny Animal (Reptilian)

Init –2; **Senses** low-light vision; Perception +4

DEFENSE

AC 16, touch 10, flat-footed 16 (-2 Dex, +6 natural, +2 size)

hp 3 (1d8-1)

Fort +1, **Ref** +0, **Will** +1

Resist Earth 5

Weakness Ice

OFFENSE

Speed 5 ft.

Melee Bite -1 (1d3-4)

Space 2.5 ft.; **Reach** 0 ft.

STATISTICS

Str 3, **Dex** 6, **Con** 8, **Int** 2, **Wis** 12, **Cha** 3

Base Atk +0; **CMB** -4; **CMD** 2 (6 vs. trip)

Feats [Weapon Focus](#) (Bite)

Skills Acrobatics +2, Perception +4, Survival +4

SQ Shell Retreat

SPECIAL ABILITIES

Familiar

The master of a turtle familiar gains a +1 natural armor bonus to AC.

Shell Retreat (Ex)

As a move action, a turtle can completely withdraw into its shell, leaving him almost completely impervious to attack. When withdrawn he cannot move or attack as long as he remains in this state, a turtle gains a +2 bonus to his Armor Class and a +1 bonus on Reflex saves.

Great Tortoise (CR 5)

This lumbering tortoise is the size of a pony and its head features a powerful, razor-sharp beak.

XP 1,600

N Large Magical Beast ([Reptilian](#))

Init -2; Senses Darkvision 60 ft., low-light vision, scent; Perception +12

DEFENSE

AC 23, touch 7, flat-footed 23 (-2 dex, +16 natural, -1 size)

hp 57 [84] (6d10+24)

Fort +9, **Ref** +3, **Will** +2

Resist Earth 10

Weakness Ice

OFFENSE

Speed 20 ft.

Melee Bite +13 (2d6+10)

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

Special Attacks Breath Weapon (1d4+1 rounds, 30-ft. cone, DC 17, 4d6 water damage)

STATISTICS

Str 24, Dex 6, Con 18, Int 2, Wis 10, Cha 6
Base Atk +6; CMB +13 (+15 vs. bull rush); CMD 21 (23 vs. bull rush; 25 vs. trip)
Feats [Improved Bull Rush](#), [Power Attack](#), [Weapon Focus](#) (bite)
Skills Acrobatics +9, Climb +17, Perception +12, Survival +10
SQ Shell

SPECIAL ABILITIES

Shell (Su)

As a move action, a great tortoise can completely withdraw into its shell, leaving him almost completely impervious to attack. When withdrawn he cannot move or attack as long as he remains in this state, a great tortoise gains a +8 bonus to his Armor Class and a +4 bonus on Reflex saves.

Fell Tortoise (CR 8)

This lumbering purple tortoise hides in the depths of caves and comes out only during the night.
XP 4,800
N Large Magical Beast ([Reptilian](#))
Init -1; Senses Darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 26, touch 8, flat-footed 26 (-1 dex, +18 natural, -1 size)
hp 105 (10d10+50)
Fort +12, Ref +7, Will +3
Resist Earth 15, Shadow 5
Weakness Ice

OFFENSE

Speed 30 ft.
Melee Bite +18 (2d6+12)
Space 10 ft.; Reach 10 ft.
Special Attacks Breath Weapon (1d4+1 rounds, 40-ft. cone, DC 20, 6d6 earth damage)

STATISTICS

Str 26, Dex 8, Con 20, Int 2, Wis 11, Cha 6
Base Atk +10; CMB +18 (+20 vs. bull rush); CMD 27 (29 vs. bull rush; 31 vs. trip)
Feats [Awesome Blow](#), [Improved Bull Rush](#), [Power Attack](#), [Vital Strike](#), [Weapon Focus](#) (bite)
Skills Acrobatics +14, Climb +22, Perception +16, Survival +14
SQ Shell

SPECIAL ABILITIES

Shell (Su)

As a move action, a fell tortoise can completely withdraw into its shell, leaving him almost completely impervious to attack. When withdrawn he cannot move or attack as long as he remains in this state, a fell tortoise gains a +8 bonus to his Armor Class and a +4 bonus on Reflex saves.

Magma Tortoise (CR 11)

This lumbering molten rock tortoise breathes out fire and for some odd reason is not immune to fire?
XP 12,800

N Huge Magical Beast ([Fire](#), [Reptilian](#))

Init -1; Senses Darkvision 60 ft., low-light vision, scent; Perception +21

DEFENSE

AC 29, touch 7, flat-footed 29 (-1 dex, +22 natural, -2 size)

hp 156 (14d10+84)

Fort +15, Ref +8, Will +5

Immune Earth; Resist Fire 10

Weakness Ice

OFFENSE

Speed 40 ft.

Melee 2 Bites +23 (2d8+10)

Space 15 ft.; Reach 15 ft.

Special Attacks Breath Weapon (1d4+1 rounds, 50-ft. cone, DC 23, 8d6 fire damage)

STATISTICS

Str 30, Dex 8, Con 22, Int 2, Wis 12, Cha 6

Base Atk +14; CMB +24 (+26 vs. bull rush); CMD 33 (35 vs. bull rush; 37 vs. trip)

Feats [Awesome Blow](#), [Cleave](#), [Improved Bull Rush](#), [Improved Vital Strike](#), [Power Attack](#), [Vital Strike](#), [Weapon Focus](#) (bite)

Skills Acrobatics +18, Climb +28, Perception +21, Survival +19

SQ Shell

SPECIAL ABILITIES

Shell (Su)

As a move action, a magma tortoise can completely withdraw into its shell, leaving him almost completely impervious to attack. When withdrawn he cannot move or attack as long as he remains in this state, a magma tortoise gains a +8 bonus to his Armor Class and a +4 bonus on Reflex saves.

Adamantoise (CR 13)

A savage turtle with a metallic gray shell and a long rigid beak. His eyes and carapace crackle with a dim energy and his large hollow mouth seeps thick gray smoke.

XP 25,600

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

Init +0; Senses Darkvision 60 ft., low-light vision, scent; Perception +25

DEFENSE

AC 32, touch 8, flat-footed 32 (+24 natural, -2 size)

hp 252 (18d10+126)

Fort +18, Ref +11, Will +7

DR 10/adamantine; Immune Earth; Resist Water 10

OFFENSE

Speed 40 ft.

Melee 2 Bites +28 (3d6+11)

Space 15 ft.; Reach 15 ft.

Special **Abilities** Turtle Shell

Special Attacks Breath Weapon (1d4+1 rounds, 60-ft. cone, DC 26, 10d6 non-elemental damage), Earthquake

STATISTICS

Str 32, Dex 10, Con 24, Int 2, Wis 12, Cha 6

Base Atk +18; CMB +30 (+32 vs. bull rush); CMD 40 (42 vs. bull rush; 44 vs. trip)

Feats [Awesome Blow](#), [Cleave](#), [Great Cleave](#), [Greater Vital Strike](#), [Improved Bull Rush](#), [Improved Vital Strike](#), [Power Attack](#), [Vital Strike](#), [Weapon Focus](#) (bite)

Skills Acrobatics +23, Climb +33, Perception +25, Survival +23

SQ Adamantine Strike

SPECIAL ABILITIES

Adamantine Strike (Ex)

An adamantoise's bite attack is treated as an adamantine weapon for the purposes of damage reduction.

Earthquake (Ex)

As a full-round action, the adamantoise can leap into the air and crash to the ground, shaking the earth with his bulk; all creatures standing on the ground within 30 feet must make a Fortitude save (DC 26) or be stunned for 1d4 rounds.

Turtle Shell (Su)

2/day, when the adamantoise's HPs is under 50% (107 health), he may activate this ability to increase his defense and heal up at the cost of inactivity. The adamantoise receives Fast Healing 10, DR 15/-, +10 Armor Bonus, and all Elemental Resist 15 for up to 5 rounds but cannot perform any other actions. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

Unicorn Family

Mesmanir (CR 3)

This magnificent beast looks like a brown horse, but with jagged bones as extra armor, white tufts of fur, and an extremely long curved sickle-shaped horn on his brow.

XP 800

CG Large Magical Beast

Init +3; Senses Darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 dex, +5 natural, -1 size)

hp 34 [52] (4d10+12)

Fort +7, Ref +7, Will +5

DR 5/cold iron; Resist Holy 5

OFFENSE

Speed 60 ft.

Melee Gore +8 (2d6+4), 2 Hooves +5 (1d6+2); if horn is broken: Bite +7 (1d8+4), 2 Hooves +5 (1d6+2)

Range: Sickle-horn +7 (1d8+4/x4)

Space 10 ft.; Reach 10 ft.

Special Attacks Magic Fang, Powerful Charge (Gore, 3d6+8), Sickle-horn Throwing (30 ft.)

STATISTICS

Str 18, Dex 17, Con 16, Int 4, Wis 18, Cha 18

Base Atk +4; CMB +9; CMD 22 (26 vs trip)

Feats Multiattack, Weapon Focus (horn)

Skills Acrobatics +8, Climb +9, Perception +9, Stealth +4, Survival +9; Racial Modifier +3 Survival

SPECIAL ABILITIES

Magic Fang (Su)

2/day, a Mesmanir's enhances herself or an ally with magical strength within touch range. A mesmanir gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls for 4 minutes. The ability can affect a slam attack, fist, bite, or other natural weapon. The ability does not change an unarmed strike's damage from nonlethal damage to lethal damage. Blue mages can learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Sickle-Horn Throwing (Ex)

The mesmenir can throw his sickle-shaped horn at an arc towards his target up to 30 ft. This can hit all enemies that are within the throwing radius. These throws work like radius effects from the mesmenir and their target hitting all foes between them on the outside of the circle. The horn always magically reappears on his brow unless destroyed. The horn has a hardness of 5 and 12 hp.

Unicorn (CR 3)

This magnificent beast looks like a white horse, but with a single long ivory horn on her brow.

XP 800

CG Large Magical Beast

Init +3; Senses Darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

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

hp 36 (4d10+12)

Fort +7, Ref +7, Will +5

DR 5/cold iron; Resist Holy 5; Immune Charm, Compulsion, Poison

OFFENSE

Speed 60 ft.

Melee Gore +8 (2d6+4), 2 Hooves +5 (1d6+2)

Space 10 ft.; Reach 10 ft.

Special Attacks Magic Fang, Powerful Charge (Gore, 3d6+8)

STATISTICS

Str 18, Dex 17, Con 16, Int 4, Wis 18, Cha 18
Base Atk +4; CMB +9; CMD 22 (26 vs trip)
Feats Multiattack, Weapon Focus (horn)
Skills Acrobatics +8, Climb +9, Perception +9, Stealth +4, Survival +9; Racial Modifier +3 Survival
SQ Magical Strike

SPECIAL ABILITIES

Magic Fang (Su)

2/day, an unicorn's enhances herself or an ally with magical strength within touch range. An unicorn gives one natural weapon or unarmed strike of the subject a +1 enhancement bonus on attack and damage rolls for 4 minutes. The ability can affect a slam attack, fist, bite, or other natural weapon. The ability does not change an unarmed strike's damage from nonlethal damage to lethal damage. Blue mages can learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

Magical Strike (Ex)

A unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Magmanir (CR 5)

This magnificent beast looks like a black horse, but with jagged bones as extra armor, brown tufts of fur, and an extremely long curved sickle-shaped horn on his brow. The magmanir are slightly taller versions of the mesmenir.

XP 1,600

CG Large Magical Beast

Init +8; Senses Darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 18, touch 13, flat-footed 14 (+4 dex, +5 natural, -1 size)

hp 55 (6d10+18)

Fort +8, Ref +9, Will +6

DR 5/cold iron; Immune Compulsion; Resist Holy 5

OFFENSE

Speed 60 ft.

Melee Gore +12 (2d6+5), 2 Hooves +8 (1d6+2); if horn is broken: Bite +11 (1d8+5), 2 Hooves +8 (1d6+2)

Range: Sickle-horn +9 (1d8+5/x4)

Space 10 ft.; Reach 10 ft.

Special Attacks Greater Magic Fang, Powerful Charge (Gore, 3d6+10), Sickle-horn Throwing (30 ft.)

STATISTICS

Str 20, Dex 18, Con 16, Int 4, Wis 18, Cha 18

Base Atk +6; CMB +12; CMD 26 (30 vs trip)

Feats Improved Initiative, Multiattack, Weapon Focus (horn)

Skills Acrobatics +10, Climb +12, Perception +11, Stealth +6, Survival +11; Racial Modifier +3

Survival

SPECIAL ABILITIES

Greater Magic Fang (Su)

3/day, a magmanir's enhances herself or an ally with great magical strength within 40 feet. A magmanir gives one natural weapon or unarmed strike of the subject a +2 enhancement bonus on attack and damage rolls for 7 hours. The ability can affect a slam attack, fist, bite, or other natural weapon. This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic. Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level). Blue mages can learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Sickle-Horn Throwing (Ex)

The magmanir can throw his sickle-shaped horn at an arc towards his target up to 30 ft. This can hit all enemies that are within the throwing radius. These throws work like radius effects from the magmanir and their target hitting all foes between them on the outside of the circle. The horn always magically reappears on his brow unless destroyed. The horn has a hardness of 5 and 18 hp.

Nightmare (CR 5)

This eerie horse-like creature's skin is an inky blackness. Fire spurts from his hair and nostrils, his hooves spray sparks, and a single black horn on his forehead.

XP 1,600

CE Large Magical Beast

Init +8; Senses Darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 18, touch 13, flat-footed 14 (+4 dex, +5 natural, -1 size)

hp 55 (6d10+18)

Fort +8, Ref +9, Will +6

DR 5/cold iron; Resist Shadow 5; Immune Charm, Compulsion, Poison

OFFENSE

Speed 60 ft.

Melee Gore +12 (2d6+5), 2 Hooves +8 (1d6+2 plus 1d4 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks Greater Magic Fang, Powerful Charge (Gore, 3d6+10)

STATISTICS

Str 20, Dex 18, Con 16, Int 4, Wis 18, Cha 18

Base Atk +6; CMB +12; CMD 26 (30 vs trip)

Feats Improved Initiative, Multiattack, Weapon Focus (horn)

Skills Acrobatics +10, Climb +12, Perception +11, Stealth +6, Survival +11; Racial Modifier +3

Survival

SQ Magical Strike

SPECIAL ABILITIES

Greater Magic Fang (Su)

3/day, a nightmare's enhances herself or an ally with great magical strength within 40 feet. A nightmare gives one natural weapon or unarmed strike of the subject a +2 enhancement bonus on attack and damage rolls for 7 hours. The ability can affect a slam attack, fist, bite, or other natural weapon. This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic. Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level). Blue mages can learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Magical Strike (Ex)

A nightmare's gore attack is treated as a magic evil weapon for the purposes of damage reduction.

Spiracorn (CR 7)

This magnificent beast looks like a white horse, but with brown tufts of fur, and two spiraling horns on her brow.

XP 3,200

CG Large Magical Beast

Init +8; Senses Darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 22, touch 17, flat-footed 18 (+4 deflection, +4 dex, +5 natural, -1 size)

hp 78 (8d10+32)

Fort +10, Ref +10, Will +6

DR 10/cold iron; Resist Holy 10; Immune Charm, Compulsion, Poison

OFFENSE

Speed 60 ft.

Melee Gore +12 (2d6+5 plus 1d4 holy), 2 Hooves +8 (1d6+2 plus 1d4 holy)

Space 10 ft.; Reach 10 ft.

Special Attacks Greater Magic Fang, Powerful Charge (Gore, 3d6+10 plus 2d4 holy)

STATISTICS

Str 20, Dex 18, Con 18, Int 4, Wis 18, Cha 18

Base Atk +8; CMB +14; CMD 28 (32 vs trip)

Feats Blind-Fight, Improved Initiative, Multiattack, Weapon Focus (gore)

Skills Acrobatics +12, Climb +14, Perception +13, Stealth +8, Survival +13; Racial Modifier +3

Survival

SQ Magical Hide, Magical Strike

SPECIAL ABILITIES

Greater Magic Fang (Su)

Once every 1d4 rounds as a standard action, a spiracorn's enhances herself or an ally with great magical strength within 40 feet. A spiracorn gives one natural weapon or unarmed strike of the subject a +2 enhancement bonus on attack and damage rolls for 7 hours. The ability can affect a slam attack, fist, bite, or other natural weapon. This bonus does not allow a natural weapon or

unarmed strike to bypass damage reduction aside from magic. Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level). Blue mages can learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Hallowed Armor (Su)

1/day as a standard action, a spiracorn grants allies an sacred barrier for 8 rounds. All allies gain the effect of Radiant Spikes, as the white magic spell. The allies must be within 30 feet of spiracorn when it uses this ability to receive these bonuses. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Magical Hide (Ex)

A spiracorn adds her Charisma bonus as a deflection bonus to her Armor Class.

Magical Strike (Ex)

A spiracorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Duplicorn (CR 10)

This magnificent beast looks like a huge white horse, but with black tufts of fur, and two spiraling horns on her brow.

XP 9,600

CG Huge Magical Beast

Init +7; Senses Darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 23, touch 16, flat-footed 20 (+5 deflection, +3 dex, +7 natural, -2 size)

hp 126 (12d10+60)

Fort +13, Ref +11, Will +7

DR 10/cold iron; Immune Charm, Compulsion, Holy, Poison

OFFENSE

Speed 70 ft.

Melee Gore +12 (2d8+7 plus 1d6 holy), 2 Hooves +8 (1d8+3 plus 1d6 holy)

Space 15 ft.; Reach 15 ft.

Special Attacks Greater Magic Fang, Powerful Charge (Gore, 3d8+14 plus 2d6 holy)

STATISTICS

Str 24, Dex 16, Con 20, Int 4, Wis 18, Cha 20

Base Atk +12; CMB +21; CMD 34 (38 vs trip)

Feats Blind-Fight, Endurance, Improved Initiative, Multiattack, Run, Weapon Focus (gore)

Skills Acrobatics +15, Climb +20, Perception +18, Stealth +10, Survival +18; Racial Modifier +3

Survival

SQ Magical Hide, Magical Strike

SPECIAL ABILITIES

Greater Magic Fang (Su)

Once every 1d3 rounds as a standard action, a duplicorn's enhances herself or an ally with great magical strength within 40 feet. A duplicorn gives one natural weapon or unarmed strike of the

subject a +2 enhancement bonus on attack and damage rolls for 7 hours. The ability can affect a slam attack, fist, bite, or other natural weapon. This bonus does not allow a natural weapon or unarmed strike to bypass damage reduction aside from magic. Alternatively, you may imbue all of the creature's natural weapons with a +1 enhancement bonus (regardless of your caster level). Blue mages can learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Hallowed Armor (Su)

Once every 1d4 rounds as a standard action, a duplicorn grants allies an scared barrier for 12 rounds. All allies gain the effect of Radiant Spikes, as the white magic spell. The allies must be within 30 feet of duplicorn when it uses this ability to receive these bonuses. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Magical Hide (Ex)

A duplicorn adds her Charisma bonus as a deflection bonus to her Armor Class.

Magical Strike (Ex)

A duplicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

Viper Family

Snake (CR 1/2)

This creature looks like a snake with reddish-orange scales and stark white eyes without pupils.

XP 200

N Tiny Animal (Reptilian)

Init +3; Senses Low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 dex, +1 natural, +2 size)

hp 6 [10] (1d8+2)

Fort +1, Ref +5, Will +1

Resist Water 5

Weakness Ice

OFFENSE

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

Melee Bite +5 (1d4-2 plus poison)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks Critical Attack

STATISTICS

Str 6, Dex 17, Con 8, Int 1, Wis 13, Cha 2

Base Atk +0; CMB +1; CMD 8 (can't be tripped)

Feats Toughness*, Weapon Finesse

*Bonus Feat

Skills Acrobatics +13, Climb +11, Perception +9, Stealth +15, Swim +11; **Racial Modifiers** +4

Perception, +4 Stealth, +8 Acrobatics

SPECIAL ABILITIES

Critical Attack (Ex)

Once per day as a standard action, the snake 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.

Familiar

The master of a snake gains a +3 bonus on Bluff checks

Poison (Ex)

Bite – injury; save Fort DC 9; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Cobra (CR 1)

A common reptilian hunting along just about anywhere warm enough to sustain their cold blood. Many scientists believe that they are actually snakes that mutated to answer to a growth in predator competitiveness among the ancient deserts. Many desert dwellers nicknamed it “Asp” for the sound they make when they feel threatened.

XP 400

N Small Animal ([Reptilian](#))

Init +3; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 dex, +2 natural, +1 size)

hp 11 [19] (2d8+3)

Fort +3, **Ref** +7, **Will** +2

Resist Water 5

Weakness Ice

OFFENSE

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

Melee Bite +4 (1d6 plus poison)

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

Special Attacks Critical Hit

STATISTICS

Str 10, **Dex** 17, **Con** 10, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +1; **CMB** +2; **CMD** 14 (Cannot be tripped)

Feats Weapon Finesse, Toughness*

*Bonus Feat

Skills +10 Perception, +11 Stealth, +14 Acrobatics, +13 Swim, +12 Climb

Racial Modifier +4 Perception, +4 Stealth, +8 Acrobatics

SPECIAL ABILITIES

Critical Attack (Ex)

Once per day as a standard action, the cobra can inflict more pain than normal. If they succeed at hitting with its bite attack, the damage is 1d6 x 1.5 for total damage.

Poison (Ex)

Bite – injury; save Fort DC 10; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Albino Snake (CR 2)

This large snake has a thick, muscular body and dull gray scales decorated with dirty stripes.

XP 600

N Medium Magical Beast ([Reptilian](#))

Init +3; Senses Low-light vision, scent; Perception +11

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 dex, +3 natural)

hp 22 [36] (3d10+6)

Fort +4, Ref +6, Will +2

Resist Water 5

Weakness Ice

OFFENSE

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

Melee Bite +6 (1d6+2 plus poison and grab)

Special Attacks Blood Drain, Constrict (1d6+2), Critical Attack

STATISTICS

Str 14, Dex 17, Con 12, Int 1, Wis 13, Cha 2

Base Atk +3; CMB +5 (+9 grapple); CMD 18 (can't be tripped)

Feats Toughness, Weapon Finesse

Skills Acrobatics +15, Climb +13, Perception +11, Stealth +17, Swim +15; **Racial Modifiers** +4

Perception, +4 Stealth, +8 Acrobatics

SPECIAL ABILITIES

Blood Drain (Su)

2/day, an albino snake can drain the blood from a target within 30 feet. The target must make a Fortitude save (DC 12) or take 1d8 points of shadow damage and the snake is healed for that much. Blue mages may learn this ability as a 1st level spell (DC 17).

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the albino snake 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.

Poison (Ex)

Bite – injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Rough Viper (CR 3)

This large snake has a thick, muscular body and dull gray scales decorated with dirty stripes.

XP 800

N Medium Magical Beast (Reptilian)

Init +3; Senses Low-light vision, scent; Perception +12

DEFENSE

AC 18, touch 13, flat-footed 15 (+3 dex, +5 natural)

hp 34 (4d10+12)

Fort +6, Ref +7, Will +2

Resist Water 10

Weakness Ice

OFFENSE

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

Melee Bite +8 (1d6+4 plus poison and grab)

Special Attacks Constrict (1d6+4), Critical Attack, Leech

STATISTICS

Str 16, Dex 17, Con 14, Int 1, Wis 13, Cha 2

Base Atk +4; CMB +7 (+11 grapple); CMD 20 (can't be tripped)

Feats Toughness, Weapon Focus (Bite)

Skills Acrobatics +16, Climb +15, Perception +12, Stealth +18, Swim +17; **Racial Modifiers** +4

Perception, +4 Stealth, +8 Acrobatics

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d4 rounds as a standard action, the rough viper can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 1d6+4 x 1.5 for total damage.

Leech (Su)

1/day, a rough viper can leech the blood from a target within 30 feet. The target must make a Fortitude save (DC 13) or take 2d6 points of shadow damage and the rough viper is healed for that much. Blue mages may learn this ability as a 2nd level spell (DC 19).

Poison (Ex)

Bite – injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d3 Con damage; cure 1 save.

Sea Snake (CR 5)

This great, writhing aquatic beast is pale blue with bright yellow stripes, and possesses a flipper-like tail to aid it as it swims.

XP 1,600

N Large Magical Beast (Reptilian)

Init +7; Senses Low-light vision, scent; Perception +13

DEFENSE

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

hp 60 (6d10+30)

Fort +9, Ref +8, Will +4

Resist Water 10
Weakness Ice

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.
Melee Bite +11 (2d6+7 plus poison and grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks Constrict (2d6+7), Leech

STATISTICS

Str 20, Dex 16, Con 18, Int 1, Wis 15, Cha 2
Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 25 (can't be tripped)
Feats Improved Initiative, Toughness, Weapon Focus (Bite)
Skills Acrobatics +17, Climb +15, Perception +13, Stealth +17, Swim +17; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d3 rounds as a standard action, the sea snake can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 2d6+7 x 1.5 for total damage.

Leech (Su)

3/day, a sea snake can leech the blood from a target within 30 feet. The target must make a Fortitude save (DC 14) or take 2d6 points of shadow damage and the rough viper is healed for that much. Blue mages may learn this ability as a 2nd level spell (DC 19).

Poison (Ex)

Bite – injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d3 Con damage; cure 1 save.

Rattlesnake (CR 6)

An enormous coil of muscle and scales is pale purple with bright blue stripes, and possesses a foot long rattle which twitches ominously at the tip.

XP 2,400

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

Init +6; Senses Low-light vision, scent; Perception +16

DEFENSE

AC 23, touch 11, flat-footed 20 (+2 dex, +1 dodge, +12 natural, -2 size)
hp 89 (8d10+48)
Fort +11, Ref +8, Will +5
Immune poison; Resist Water 15
Weakness Ice

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.
Melee Bite +15 (3d6+12 plus poison and grab)

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

Special Attacks Constrict (3d6+12), Critical Attack, Leech

STATISTICS

Str 26, Dex 14, Con 20, Int 1, Wis 16, Cha 2

Base Atk +8; **CMB** +18 (+22 grapple); **CMD** 30 (can't be tripped)

Feats Dodge, Improved Initiative, Toughness, Weapon Focus (Bite)

Skills Acrobatics +18, Climb +20, Perception +16, Stealth +14, Swim +22; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

SPECIAL ABILITIES

Critical Attack (Ex)

Once every 1d3 rounds as a standard action, the rattlesnake can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 3d6+12 x 1.5 for total damage.

Leech (Su)

A rattlesnake can leech the blood from a target within 30 feet. The target must make a Fortitude save (DC 15) or take 2d6 points of shadow damage and the rough viper is healed for that much. Blue mages may learn this ability as a 2nd level spell (DC 19).

Poison (Ex)

Bite – injury; save Fort DC 19; frequency 1/round for 6 rounds; effect Sap status effect and 1d3 Con damage; cure 1 save.

Sand Viper (CR 10)

An enormous coil of muscle and scales, this giant snake flicks its arm-length tongue in the air as it scans the desert area for prey.

XP 9,600

N Gargantuan Magical Beast (Reptilian)

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

DEFENSE

AC 25, touch 9, flat-footed 22 (+2 dex, +1 dodge, +16 natural, -4 size)

hp 142 (12d10+84)

Fort +14, **Ref** +10, **Will** +7

Immune poison; **Resist** Water 15, Fire 10

Weakness Ice

OFFENSE

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

Melee Bite +22 (4d6+19/19-20 plus poison and grab)

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

Special Attacks Constrict (4d6+19), Critical Attack, Eruption, HP Absorb

STATISTICS

Str 36, Dex 14, Con 23, Int 1, Wis 16, Cha 2

Base Atk +12; **CMB** +29 (+33 grapple); **CMD** 42 (can't be tripped)

Feats Dodge, Improved Critical (Bite), Improved Initiative, Power Attack, Toughness, Weapon Focus (Bite)

Skills Acrobatics +22, Climb +29, Perception +20, Stealth +14; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

SPECIAL ABILITIES

Critical Attack (Ex)

As a standard action, the sand viper can inflict more pain than normal. If they succeed at hitting with their bite attack, the damage is 4d6+19 x 1.5 for total damage.

Eruption (Su)

1/day, a sand viper can cause the ground to erupt in a 20-ft.-radius diameter within 60 feet. Creatures within the area of effect take 15d6 fire damage and are knocked prone. A successful Reflex save DC 19 reduces the damage by half and are not knocked prone. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

HP Absorb (Su)

3/day, a sand viper can absorb life from a single target that heals itself. This attack deals 5d6 points of non-elemental damage (Fortitude save DC 18 to negate) and is healed by that much. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

Poison (Ex)

Bite – injury; save Fort DC 22; frequency 1/round for 6 rounds; effect Sap status effect and 1d4 Con damage; cure 1 save.

Vulture Family

Vulture (CR 1)

A large grey bird with claws and a beak of sickly purple. It is reviled for its habit of feasting on the dead, and the sight of it flying over head, its tail whipping behind it, is considered a bad omen. It has a shrill, piercing cry and excellent vision, which it uses when it wheels and darts about in agile flight, quickly spinning into deadly dives. It also has the unpleasant habit of carrying prey high into the sky then dropping it so that, upon hitting the ground, it will be left in convenient bite-sized pieces. It seems no wonder at all that it gets so little love from humans.

XP 400

N Small Animal ([Avian](#))

Init +1; Senses Low-light vision, scent; Perception +10

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 dex, +1 natural, +1 size)

hp 14 [21] (2d8+5)

Fort +7, Ref +4, Will +2; +4 vs. disease

Weakness Wind

OFFENSE

Speed 10 ft., fly 50 ft. (average)
Melee Bite +3 (1d6+1)
Special Attacks Blinder, Crunch

STATISTICS

Str 12, Dex 13, Con 14, Int 2, Wis 14, Cha 7
Base Atk +1; CMB +1; CMD 12
Feats Great Fortitude, Toughness*
*Bonus Feat
Skills Fly +7, Perception +10; Racial Modifiers Perception +8;

SPECIAL ABILITIES

Blinder (Ex)

Once every 1d4 turns, a vulture can make an attempt to blind an opponent with their bite, if he hits, their target must make a Fortitude save (DC 13) or be blind for 1d2 rounds.

Crunch (Ex)

Once every 1d4 rounds as a swift action, the vulture 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.

Lenergia (CR 2)

A bird with green wings and a long tail. With its sharp talons and beak, it is known as quite the airborne hunter. Although monsters usually avoid larger objects out of fear, the lenergia is an exception. It has no qualms about approaching even the largest of ships and airships. Therefore, when traveling through airspaces, airships commonly carry raw meat to use as lenergia feed for their encounters.

XP 600

N Medium Magical Beast ([Avian](#))

Init +2; Senses Low-light vision, scent; Perception +12

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 dex, +3 natural)
hp 17 [26] (2d10+6)
Fort +8, Ref +5, Will +3; +4 vs. disease
Weakness Wind

OFFENSE

Speed 10 ft., fly 50 ft. (average)
Melee Bite +4 (1d8+2), 2 Claws +4 (1d3+2)
Special Attacks Blinder, Engulfing Winds

STATISTICS

Str 14, Dex 14, Con 16, Int 2, Wis 16, Cha 7
Base Atk +2; CMB +4; CMD 26

Feats Great Fortitude

Skills Fly +6, Perception +12; Racial Modifiers Perception +8;

SPECIAL ABILITIES

Blinder (Ex)

Once every 1d4 turns, a lenergia can make an attempt to blind an opponent with their bite, if he hits, their target must make a Fortitude save (DC 14) or be blind for 1d4 rounds.

Engulfing Winds (Ex)

1/day, a lenergia can launch a gust of wind that engulfs their enemy within 30 feet for 4d4 points of wind damage and is inflicted with the Squalled status for 1d4 rounds. The target of this ability must make a Fortitude save (DC 14) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Nature DC 17).

Bennu (CR 3)

A giant bird with wings so red they appear to be on fire. Known for living incredibly long, it is worshipped by some as a holy beast. There are many ancient cave drawings depicting a red bird as the symbol of immortality which many have thought to be the bennu. However, recent research has shown this to be a completely different bird. Even so, there are still many people who believe it to be the bennu, and there are still even places where sacrificial ceremonies are held in its honor.

XP 800

N Medium Magical Beast ([Avian](#), [Fire](#))

Init +6; Senses Low-light vision, scent; Perception +13

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 dex, +5 natural)

hp 25 [39] (3d10+9)

Fort +8, Ref +5, Will +4; +4 vs. disease

Resist Fire 5; Strong Ice

Weakness Water

OFFENSE

Speed 10 ft., fly 50 ft. (average)

Melee Bite +5 (1d8+2 plus burn), 2 Claws +5 (1d3+2 plus burn)

Special Attacks Blinder, Burn (1d4 fire damage, DC 14), Fireflash

STATISTICS

Str 14, Dex 15, Con 16, Int 2, Wis 16, Cha 7

Base Atk +3; CMB +5; CMD 17

Feats Great Fortitude, Improved Initiative

Skills Fly +7, Perception +13; Racial Modifiers Perception +8;

SPECIAL ABILITIES

Blinder (Ex)

Once every 1d2 turns, a bennu can make an attempt to blind an opponent with their bite, if he hits, their target must make a Fortitude save (DC 14) or be blind for 1d4 rounds.

Burn (Ex)

A bennu deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save. Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

Fireflash (Su)

Once every 1d4+1 rounds, a bennu can burst a single enemy into flames within 30 feet for 4d6 points of fire damage and is inflicted with the Blind status effect for 1d4 rounds unless they make a Fortitude save (DC 15). Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Simurgh (CR 3)

A giant bird with blue wings, sharp talons, and a long tail. According to ancient records, it states that the simurgh cared for young children who were abandoned by their parents and left deep within the mountains, and because of this, they were revered as being sacred bird epitomizing compassion. but in recent years, there have been reports of simurghs attacking humans, leading to the loss of this once held veneration of them.

XP 800

N Medium Magical Beast ([Avian](#), [Water](#))

Init +6; Senses Low-light vision, scent; Perception +13

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 dex, +5 natural)

hp 27 (3d10+9)

Fort +8, Ref +5, Will +4; +4 vs. disease

Resist Water 5; Strong Fire

Weakness Lightning

OFFENSE

Speed 10 ft., fly 50 ft. (average), swim 60 ft.

Melee Bite +6 (1d8+3 plus drench), 2 Claws +6 (1d3+3 plus drench)

Special Attacks Acid Droplet, Blinder, Drench (1d6 water damage, DC 14)

STATISTICS

Str 16, Dex 15, Con 16, Int 2, Wis 16, Cha 7

Base Atk +3; CMB +6; CMD 18

Feats Great Fortitude, Improved Initiative

Skills Fly +7, Perception +13, Swim +8; Racial Modifiers Perception +8;

SPECIAL ABILITIES

Acid Droplet (Su)

3/day, a simurgh can drench a single enemy with acid water within 30 feet for 4d6 points of water damage and is inflicted with the Poison status effect for 1d4 rounds unless they make a Fortitude

save (DC 15) to negate the status effect. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Blinder (Ex)

Once every 2 turns, a simurgh can make an attempt to blind an opponent with their bite, if he hits, their target must make a Fortitude save (DC 14) or be blind for 1d4 rounds.

Drench (Ex)

A simurgh deals water damage in addition to damage dealt on a successful hit in melee. Those affected by the drench ability must also succeed on a Reflex save or have the drench status effect. The simurgh's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of one size smaller than it and smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals creature's HD).

Rokh (CR 4)

A huge bird of purple plumage, with sharp talons and a long tail. Once it has targeted a victim, it plummets out of the sky and strikes where its prey is weakest, using its vicious talons. It wraps its prize up within its tail feathers to carry it back to its nest. Its strength in flight is formidable; some even claim to have seen it carry off full-grown men. There was a time when this creature was so rarely seen that it was thought to be a myth, but the species has been growing steadily in number and specimens have even been spotted around human settlements in recent years.

XP 1,200

N Large Magical Beast ([Avian](#), [Holy](#), [Shadow](#))

Init +3; Senses Low-light vision, scent; Perception +15

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 dex, +6 natural, -1 size)

hp 52 (5d10+20)

Fort +10, Ref +7, Will +4; +4 vs. disease

Resist Holy 5, Shadow 5

Weakness Wind

OFFENSE

Speed 10 ft., fly 50 ft. (average)

Melee Bite +10 (2d6+5), 2 Claws +9 (1d6+5)

Special Attacks Black Cloud, Blinder, Light Rays

STATISTICS

Str 20, Dex 16, Con 18, Int 2, Wis 16, Cha 7

Base Atk +5; CMB +11; CMD 24

Feats Great Fortitude, Power Attack, Weapon Focus (Bite)

Skills Fly +7, Perception +15; Racial Modifiers Perception +8;

SPECIAL ABILITIES

Black Cloud (Su)

1/day, a rokh can cause a black cloud of dark energy to erupt amongst its enemies within 60 feet. An rokh deals 5d4 points of shadow damage in a 15-ft.-radius spread. Those in the area of effect, in

addition to the damage, must make a Fortitude save (DC 16) or be inflicted with the Blind status effect for 1d6 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Blinder (Ex)

A rokh can make an attempt to blind an opponent with their bite, if he hits, their target must make a Fortitude save (DC 16) or be blind for 1d4 rounds.

Light Rays (Su)

1/day, a rokh fires 3 beams of holy energy at its foes, up to 30 feet away. Each ray requires a ranged touch attack to hit and deals 2d6 points of holy damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

Zuu Family

Zuu Hatchling (CR 1/3)

This little, ugly, black bird resembles tiny vultures with over-developed muscles. They are avian whose beak has regressed, turning into jagged teeth like those of a tyrant wyrm.

XP 135

N Tiny Animal ([Avian](#))

Init +3; Senses Low-light vision; Perception +9

DEFENSE

AC 15, touch 15; flat-footed 12 (+2 size, +3 Dex)

hp 5 [8] (1d8)

Fort +4, Ref +5, Will +2

OFFENSE

Speed 10 ft., Fly 40 ft. (average)

Melee Bite +0 (1d6-2)

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

STATISTICS

Str 6, Dex 17, Con 11, Int 2, Wis 14, Cha 7

Base Atk +0; CMB +1; CMD 9

Feats Great Fortitude

Skills Fly +11, Perception +9; Racial Modifier +8 Perception

SPECIAL ABILITIES

Familiar

The master of a zuu hatchling gains a +3 bonus on Perception checks.

Zuu (CR 4)

These creatures are large, ugly, black birds. They resemble vultures with over-developed muscles. They are avian whose beak has regressed, turning into jagged teeth like those of a tyrant wyrm.

XP 1,200

NE Large Magical Beast ([Avian](#))

Init +2; Senses Darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

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

hp 52 (5d10+20)

Fort +10, Ref +6, Will +3, +4 vs disease

Immune Sleep

OFFENSE

Speed 10 ft., fly 50 ft. (average)

Melee Bite +11 (2d6+9 plus disease)

Space 10 ft.; Reach 5 ft.

Special Attacks Helldive, Wing Cutter

STATISTICS

Str 22, Dex 15, Con 18, Int 2, Wis 15, Cha 7

Base Atk +5; CMB +12; CMD 24

Feats Great Fortitude, Toughness, Weapon Focus (Bite)

Skills Fly +7, Perception +10; Racial Modifier +4 Perception;

SQ Diseased

SPECIAL ABILITIES

Diseased (Ex)

Due to their filthy eating habits and constant exposure to decaying flesh, zuus are harbingers of disease much more so than the standard zuu. Any creature bitten by a zuu has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, a victim can no longer be infected by this particular zuu, though attacks by different zuus are resolved normally and may result in multiple illnesses. While zuu aren't immune to all disease, they do gain a +4 racial bonus on all saving throws against such ailments.

Helldive (Ex)

Once per round, when at least 30 feet in the air, a zuu can dive at an opponent for massive damage. This attack grants a +2 circumstance bonus to this Attack roll. If this attack hits, it deals double Bite damage and the target must make a Fortitude save (DC 14) or be stunned for 1 round.

Wingcutter (Su)

3/day, a zuu can cause the wind to slice the air in front of it in a 30-ft.-cone. Creatures within the area of effect take 4d6 points of wind damage, a Reflex save (DC 14) for half damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

Rukh (CR 7)

A gargantuan bird of prey related to the zu, referred to in legends as the bringer of storms for its great wings, which were thought to summon disasters. In the days when knowledge about the natural world was scarce, people lived in fear of plagues and natural disasters. Seeking to put form

to and allay their fears, they often blamed even these occurrences on the evil doings of monsters like this.

XP 3,200

NE Large Magical Beast ([Avian](#))

Init +3; Senses Darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

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

hp 84 (8d10+40)

Fort +12, Ref +9, Will +5; +4 vs disease

Immune Sleep

OFFENSE

Speed 10 ft., fly 50 ft. (average)

Melee 2 Bites +15 (2d6+9 plus disease and 1d6 bleed)

Space 10 ft.; Reach 5 ft.

Special Attacks Breath Wing, Helldive

STATISTICS

Str 24, Dex 17, Con 19, Int 2, Wis 16, Cha 7

Base Atk +8; CMB +16; CMD 29

Feats Great Fortitude, Skill Focus (Perception), Power Attack, Toughness, Weapon Focus (Bite)

Skills Fly +11, Perception +17; Racial Modifier +4 Perception

SQ Diseased

SPECIAL ABILITIES

Breath Wing (Su)

5/day, a rukh can use its wings to cause a breath-like attack to slice the air in front of it in a 30-ft.-cone. Creatures within the area of effect take 8d6 points of wind damage, Reflex save (DC 17) for half damage. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Diseased (Ex)

Due to their filthy eating habits and constant exposure to decaying flesh, rukh are harbingers of disease much more so than the standard zuu. Any creature bitten by a rukh has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, a victim can no longer be infected by this particular rukh, though attacks by different rukhs are resolved normally and may result in multiple illnesses. While rukh aren't immune to all disease, they do gain a +4 racial bonus on all saving throws against such ailments.

Helldive (Ex)

Once per round, when at least 30 feet in the air, a rukh can dive at an opponent for massive damage. This attack grants a +2 circumstance bonus to this Attack roll. If this attack hits, it deals double Bite damage and the target must make a Fortitude save (DC 17) or be stunned for 1 round.

Tot Aegis (CR 11)

A giant, red-feathered bird classified as being in the same family as the zu given its physical similarities. Tot aegises, along with other similar birds, are said to have survived since ancient times,

and sharp teeth, which birds nowadays have evolved not to have, are considered proof of that. Their large bodies and fierce strength have seen them rise to the top of the food cycle, proving there has never been a need for them to evolve any further in order to survive.

XP 12,800

NE Huge Magical Beast ([Avian](#))

Init +4; Senses Darkvision 60 ft., low-light vision, scent; Perception +25

DEFENSE

AC 21, touch 12, flat-footed 17 (+4 dex, +9 natural, -2 size)

hp 168 (15d10+90)

Fort +17, Ref +13, Will +10; +4 vs. Disease

Immune Sleep and Zombie

OFFENSE

Speed 20 ft., Fly 60 ft. (average)

Melee 2 Bites +22 (2d8+7 plus disease and 1d8 bleed)

Space 15 ft.; Reach 10 ft.

Special Attacks Breath Wing, Helldive, Zombie Breath

STATISTICS

Str 26, Dex 18, Con 22, Int 2, Wis 16, Cha 7

Base Atk +15; CMB +25; CMD 37

Feats Great Fortitude, Improved Natural Attack (Bite), Iron Will, Skill Focus (Perception), Power Attack, Toughness, Weapon Focus (Bite)

Skills Fly +18, Perception +25; Racial Modifier +4 Perception

SQ Diseased

SPECIAL ABILITIES

Breath Wing (Su)

5/day, a tot aevis can use its wings to cause a breath-like attack to slice the air in front of it in a 30-ft.-cone. Creatures within the area of effect take 8d6 points of wind damage, Reflex save (DC 17) for half damage. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

Diseased (Ex)

Due to their filthy eating habits and constant exposure to decaying flesh, tot aevis are harbingers of disease much more so than the standard tot aevis. Any creature bitten by a tot aevis has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease. Once this check is made, a victim can no longer be infected by this particular tot aevis, though attacks by different tot aevis are resolved normally and may result in multiple illnesses. While tot aevis aren't immune to all disease, they do gain a +4 racial bonus on all saving throws against such ailments.

Helldive (Ex)

Once per round, when at least 30 feet in the air, a tot aevis can dive at an opponent for massive damage. This attack grants a +2 circumstance bonus to this Attack roll. If this attack hits, it deals double Bite damage and the target must make a Fortitude save (DC 20) or be stunned for 1 round.

Zombie Breath (Su)

A tot aevis can breathe out a nasty foul breath in a 30-ft.-cone. Creatures within the area of effect must make a Fortitude save (DC 20) or be inflicted with Zombie. Blue mages may learn this ability as a 7th level spell (Knowledge: Arcana DC 29).