

Aussie Critters

for Pathfinder Roleplaying Game



Aussie Critters

Within this tome there are 20 Creatures based on Australian animals that can be used in your role-playing games-fantasy campaigns.

- Tiny and Small versions can be used as Familiars. Grant one +2 to a Saves category or +3 to a Skill that is appropriate for that creature.
- Medium versions can be mounts for Small characters.
- Large and Huge versions can be mounts for Medium characters.
- None of these creatures have Spell Resistance or Languages.

Animal Companions & Familiars

10 Ways to make animal companions and familiars more interesting in your games -

1. Familiar attracts Aberrations, but acts as an anti toxin if the character is within 20ft.
2. The character has a recurring dream that the animal is always present in.
3. Ask the player to describe an event when the animal saved their lives as part of their background.
4. Familiar is sensitive to time & space magic, so they can sense if someone teleports, comes through a portal or uses haste/slow.
5. One enemy has crossed paths with the animal before and will run away from it.
6. Familiar was once a person and can give hints towards a goal to cure it, or prevent it happening to the player.
7. Animal is part of a group of critters who know about a creature invasion and are trying to warn mortals.
8. The characters magic works better when the animal is within 20ft
9. On full moon/lunar conjunctions the character and animal switch minds
10. Lycanthropes consider the animal the sacred one, bringer of change (good and bad interpretations)

Bearded Dragons (Lizard)

Spiky lizard with prominent broad head and long claws. Necks can be inflated to scare predators.



	Bearded Dragon - Tiny	Bearded Dragon - Dire
Type	Reptile	Reptile
Size	Tiny 18" (50cm)	Medium 4ft 8" (140cm)
Hit Dice / AC	1 / 12	2 / 14
Speed	Walk 20, Climb 20	Walk 30, Climb 30
Attack (Damage)	+2 (D4) Bite	+4 (D8+2) Bite/Claws
Resistances	Resist Fire 10	Resist Fire 20
Senses	Tremorsense	Tremorsense
Skills	Climb +2 Perception +1 Stealth +3 Survival +1 Swim +2	Climb +4 Perception +1 Stealth +3 Survival +1 Swim +4
Terrain / Active	Desert, Hills, Plains / Day	Desert, Hills, Plains / Day
Notes	Omnivores	Omnivores
Stats	Str 10 (-) Dex 12 (+1) Con 12 (+1) Int 3 (-4) Wis 8 (-1) Chr 5 (-3)	Str 14 (+2) Dex 12 (+1) Con 12 (+1) Int 3 (-4) Wis 8 (-1) Chr 5 (-3)
Saves	Fort +1 Ref +3 Will -1	Fort +3 Ref +6 Will +1

Carpet Python

Long snake with brown and yellow Zig zag pattern on its scales.



	Carpet Python - Large	Carpet Python - Dire
Type	Reptile	Reptile
Size	Large 9ft 8" (3m)	Gargantuan 40ft (12m)
Hit Dice / AC	3 / 13	9 / 15
Speed	Walk 20, Climb 20	Walk 40, Climb 40
Attack (Damage)	+3 (D8+2 Bite)	+6 (D12+2 Bite)
Resistances	-	Resist Bludgeoning 10
Senses	Tremorsense	Tremorsense
Skills	Climb +4 Perception +3 Stealth +5 Survival +1 Swim +4	Climb +6 Perception +3 Stealth +5 Survival +1 Swim +6
Terrain / Active	Forest, Hills, Jungle/ Night	Forest, Hills, Jungle / Night
Notes	Carnivore	Carnivore
Special	If bite hits, strangle D6/rd, Str DC 14 to break free	If bite hits, strangle D8/rd, Str DC 18 to break free
Stats	Str 14 (+2) Dex 16 (+3) Con 10 (-) Int 2 (-4) Wis 8 (-1) Chr 4 (-3)	Str 18 (+4) Dex 16 (+3) Con 12 (+1) Int 2 (-4) Wis 8 (-1) Chr 4 (-3)
Saves	Fort +2 Ref +3 Will -1	Fort +6 Ref +5 Will +1

Cassowary

Energetic Black feathered flightless bird with long legs, and a blue or brown head crest.



	Cassowary - Medium	Cassowary - Dire
Type	Bird (Flightless)	Bird (Flightless)
Size	Medium 5ft 10" (1.8m)	Huge 10ft 4" (3.2m)
Hit Dice / AC	2 / 13	5 / 15
Speed	Walk 30, Swim 20	Walk 40, Swim 30
Attack (Damage)	+2 (D6+1 Bite/Claws)	+4 (D10+3 Bite/Claws)
Resistances	-	-
Senses	-	-
Skills	Climb +3 Perception +1 Stealth +3 Survival +3 Swim +3	Climb +5 Perception +2 Stealth +3 Survival +3 Swim +5
Terrain / Active	Forest, Hills, Jungle / Day	Forest, Hills, Jungle / Day
Notes	Omnivore	Omnivore
Special	Immune to Fear	Immune to Fear
Stats	Str 12 (+1) Dex 12 (+1) Con 10 (-) Int 3 (-4) Wis 8 (-1) Chr 4 (-3)	Str 16 (+3) Dex 12 (+1) Con 12 (+1) Int 5 (-3) Wis 10 (-) Chr 6 (-2)
Saves	Fort +2 Ref +1 Will -1	Fort +6 Ref +3 Will +2

Dingo

Orange and white short furred canine with large eyes.



	Dingo - Medium	Dingo – Dire
Type	Mammal-Canine	Mammal-Canine
Size	Medium 4ft 5" (1.4m)	Huge 13ft (4.2m)
Hit Dice / AC	2 / 14	6 / 16
Speed	Walk 30	Walk 40
Attack (Damage)	+3 (D6 Bite)	+5 (D12+2 Bite)
Resistances	Resist Fire 10	Resist Fire 20
Senses	Darkvision 60ft, Scent	Darkvision 120ft, Scent
Skills	Climb +2 Perception +4 Stealth +3 Survival +2 Swim +2	Climb +4 Perception +4 Stealth +3 Survival +2 Swim +4
Terrain / Active	Desert, Hills, Plains / Night	Desert, Hills, Plains / Night
Notes	Omnivore	Omnivore
Special	Pack animals, Group 2D6	Pack animals, Group 2D6
Stats	Str 10 (-) Dex 12 (+1) Con 14 (+2) Int 4 (-3) Wis 10 (-) Chr 6 (-2)	Str 14 (+2) Dex 12 (+1) Con 18 (+4) Int 6 (-2) Wis 10 (-) Chr 6 (-2)
Saves	Fort +4 Ref +1 Will -	Fort +9 Ref +3 Will +2

Echidna

Long nosed insectivore with many pale spikes on its sides and back.



	Echidna - Small	Echidna – Dire
Type	Monotreme (Mammal)	Monotreme (Mammal)
Size	Small 1ft 3" (40cm)	Large 6ft 5" (2m)
Hit Dice / AC	2 / 15	4 / 17
Speed	Walk 20, Climb 20, Swim 20	Walk 30, Climb 30, Swim 30
Attack (Damage)	+1 (D4 Claws)	+3 (D8+2 Claws)
Resistances	-	Resist Slashing
Senses	Darkvision 60ft, Scent.	Darkvision 60ft, Scent.
Skills	Climb +1 Perception +2 Stealth +3 Survival +2 Swim +1	Climb +4 Perception +3 Stealth +3 Survival +3 Swim +6
Terrain / Active	Forest, Hills, Plains / Any	Forest, Hills, Plains / Any
Notes	Carnivore-Insects.	Carnivore-Insects.
Special	Very determined	Very determined
Stats	Str 4 (-3) Dex 12 (+1) Con 14 (+2) Int 6 (-2) Wis 6 (-2) Chr 4 (-3)	Str 14 (+2) Dex 12 (+1) Con 14 (+2) Int 8 (-1) Wis 8 (-1) Chr 6 (-2)
Saves	Fort +4 Ref +1 Will -2	Fort +7 Ref +3 Will +1

Emu

Brown and black feathered flightless bird, long legs and large beak.



	Emu - Medium	Emu - Dire
Type	Bird – Flightless	Bird – Flightless
Size	Medium 5ft 10" (1.8m)	Huge 11ft 8" (3.6m)
Hit Dice / AC	2 / 13	6 / 15
Speed	Walk 30	Walk 50
Attack (Damage)	+2 (D8 Beak/Claws)	+4 (D12+4 Beak/Claws)
Resistances	Resist Fire 5	Resist Fire 15
Senses	Lowlight Vision 60ft	Lowlight Vision 120ft
Skills	Climb +4 Perception +2 Stealth +3 Survival +2 Swim +4	Climb +6 Perception +3 Stealth +3 Survival +3 Swim +6
Terrain / Active	Desert, Hills, Plains / Day	Desert, Hills, Plains / Day
Notes	Omnivore	Omnivore
Special	Scared by sonic damage	Scared by sonic damage
Stats	Str 14 (+2) Dex 12 (+1) Con 12 (+1) Int 3 (-4) Wis 10 (-) Chr 6 (- 2)	Str 18 (+4) Dex 12 (+1) Con 14 (+2) Int 5 (-3) Wis 12 (+1) Chr 8 (-1)
Saves	Fort +3 Ref +1 Will -	Fort +7 Ref +3 Will +3

Fruitbats

Black winged bat with orange patches of fur and large eyes.



	Fruitbat - Small	Fruitbat – Dire
Type	Bat, mammal	Bat, mammal
Size	Small wingspan 2ft (60cm)	Large 12ft (3.6m)
Hit Dice / AC	1 / 13	3 / 15
Speed	Walk 10, Fly 30	Walk 20, Fly 50
Attack (Damage)	+1 (D4 Bite)	+3 (D8+2 Bite)
Resistances	-	-
Senses	Darkvision (Sonar)	Darkvision (Sonar)
Skills	Climb +1 Fly +7 Perception +4 Stealth +5 Survival +2	Climb +4 Fly +8 Perception +4 Stealth +6 Survival +2
Terrain / Active	Hills, Jungle, Swamp / Night	Hills, Jungle, Swamp / Night
Notes	Omnivore	Omnivore
Special	Colony 8D12 Fruitbats	Colony 4D8 Fruitbats
Stats	Str 4 (-3) Dex 16 (+3) Con 10 (-) Int 4 (-3) Wis 10 (-) Chr 8 (-1)	Str 14 (+2) Dex 18 (+4) Con 12 (+1) Int 4 (-3) Wis 10 (-) Chr 8 (-1)
Saves	Fort - Ref +5 Will -	Fort +3 Ref +9 Will +2

Green Tree Frog

A nimble, tree climbing amphibious frog.



	Green Tree Frog - Small	Green Tree Frog - Dire
Type	Amphibian	Amphibian
Size	Tiny 4" (10cm)	Medium 5ft (1.6m)
Hit Dice / AC	1 / 12	2 / 14
Speed	Walk 10, Climb 20, Swim 20	Walk 20, Climb 40, Swim 40
Attack (Damage)	+1 (D4) Bite	+3 (D8+1 Bite)
Resistances	-	Resist Acid
Senses	Darkvision 60ft	Darkvision 120ft
Skills	Climb +4 Perception +3 Stealth +4 Survival +3 Swim +4	Climb +9 Perception +6 Stealth +4 Survival +6 Swim +9
Terrain / Active	Forest, Jungle, Swamp / Night	Forest, Jungle, Swamp / Night
Notes	Omnivore	Omnivore
Special	Survive underwater for 3 hours	Survive underwater for 6 hours
Stats	Str 2 (-4) Dex 14 (+2) Con 8 (-1) Int 3 (-4) Wis 5 (-3) Chr 5 (-3)	Str 12 (+1) Dex 14 (+2) Con 10 (-) Int 3 (-4) Wis 5 (-3) Chr 5 (-3)
Saves	Fort -1 Ref +4 Will -3	Fort +2 Ref +7 Will -1

Kangaroo

Grey or red furred marsupial with small forelimbs & long tail, found bounding across the plains.



	Kangaroo - Medium	Kangaroo - Dire
Type	Marsupial	Marsupial
Size	Medium 6ft 8" (2m)	Huge 20ft (6m)
Hit Dice / AC	2 / 14	6 / 16
Speed	Walk 30	Walk 50
Attack (Damage)	+2 (D6 Bite)	+5 (D10+3 Bite)
Resistances	Resist Fire 5	Resist Fire 15
Senses	Darkvision 60ft, Scent.	Darkvision 120ft, Scent.
Skills	Climb +2 Perception +1 Stealth +4 Survival +3 Swim +1	Climb +6 Perception +1 Stealth +4 Survival +3 Swim +7
Terrain / Active	Desert, Hills, Plains / Night	Desert, Hills, Plains / Night
Notes	Herbivore.	Herbivore.
Special	If bite hits, Rear Claw attack D6	If bite hits, Rear Claw attack D10
Stats	Str 8 (-1) Dex 14 (+2) Con 12 (+1) Int 5 (-3) Wis 5 (-3) Chr 4 (-3)	Str 16 (+3) Dex 14 (+2) Con 14 (+2) Int 5 (-3) Wis 5 (-3) Chr 4 (-3)
Saves	Fort +3 Ref +2 Will -3	Fort +7 Ref +4 Will -1

Koala

Fuzzy grey furred quadruped climbs trees and eats eucalyptus leaves.



	Koala	Koala – Dire
Type	Marsupial	Marsupial
Size	Small 2ft (60cm)	Large 8ft (2.4m)
Hit Dice / AC	2 / 12	4 / 14
Speed	Walk 10, Climb 20	Walk 20, Climb 40
Attack (Damage)	+1 (D6 Claws)	+3 (D12+3 Claws)
Resistances	-	Resist Piercing
Senses	Darkvision 60ft	Darkvision 120ft
Skills	Climb +5 Perception – Stealth +2 Survival +3 Swim +1	Climb +9 Perception +1 Stealth +3 Survival +4 Swim +5
Terrain / Active	Forest / Night	Forest / Night
Notes	Herbivore.	Herbivore.
Special	Lazy – easy to drive off	Lazy – easy to drive off
Stats	Str 8 (-1) Dex 13 (+1) Con 11 (-) Int 5 (-3) Wis 4 (-3) Chr 5 (-3)	Str 16 (+3) Dex 15 (+2) Con 13 (+1) Int 5 (-3) Wis 6 (-2) Chr 7 (-2)
Saves	Fort +2 Ref +1 Will -3	Fort +6 Ref +4 Will -

Kookaburra

White feathered bird with a sharp beak and distinctive cackle laugh.



	Kookaburra	Kookaburra - Dire
Type	Bird	Bird
Size	Small 1ft (35cm)	Large 9ft (2.8m)
Hit Dice / AC	1 / 13	3 / 15
Speed	Fly 30	Fly 50
Attack (Damage)	+2 (D6 Bite)	+4 (D10+1 Bite/Claws)
Resistances	-	-
Senses	Lowlight Vision 60ft	Lowlight Vision 120ft
Skills	Climb - Fly +6 Perception +3 Stealth +4 Survival +3	Climb +5 Fly +6 Perception +3 Stealth +4 Survival +3
Terrain / Active	Forest, Hills / Day	Forest, Hills / Day
Notes	Omnivore	Omnivore
Special	Laugh warns other creatures of dangers	Laugh warns other creatures of dangers
Stats	Str 3 (-4) Dex 15 (+2) Con 8 (-1) Int 3 (-4) Wis 5 (-3) Chr 10 (-)	Str 13 (+1) Dex 15 (+2) Con 10 (-) Int 5 (-3) Wis 5 (-3) Chr 12 (+1)
Saves	Fort -1 Ref +4 Will -3	Fort +2 Ref +7 Will -1

Leaf Insect

Six limbed insect that resembles twigs and leaves.



	Leaf Insect	Leaf Insect - Dire
Type	Insect	Insect
Size	Tiny 5" (12cm)	Medium 5ft (1.6m)
Hit Dice / AC	1 / 12	3 / 14
Speed	Walk 10, Climb 10	Walk 20, Climb 20
Attack (Damage)	+1 (D4 Claws)	+3 (D8+1 Claws)
Resistances	-	-
Senses	Lowlight Vision 60ft	Lowlight Vision 120ft
Skills	Climb +4 Perception +1 Stealth +4 Survival +3	Climb +9 Perception +1 Stealth +5 Survival +3
Terrain / Active	Forest, Jungle, Swamp / Any	Forest, Jungle, Swamp / Any
Notes	Herbivore	Herbivore
Special	Groups 2D12	Groups 2D6
Stats	Str 2 (-4) Dex 14 (+2) Con 10 (-) Int 3 (-4) Wis 5 (-3) Chr 3 (-4)	Str 12 (+1) Dex 16 (+3) Con 10 (-) Int 5 (-3) Wis 5 (-3) Chr 5 (-3)
Saves	Fort - Ref +2 Will -1	Fort +2 Ref +5 Will +2

Rainbow Lorikeet

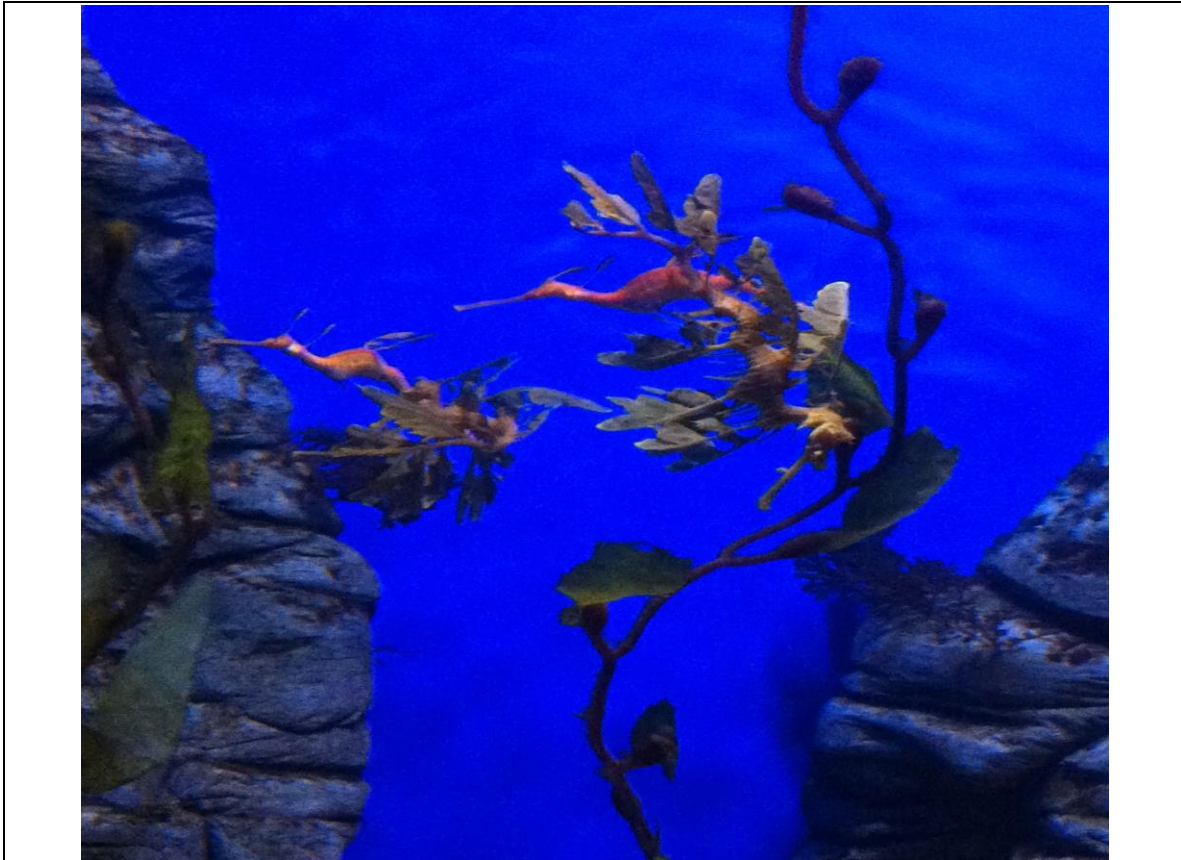
Green feathered bird with blue and red feathers on the head and wings.



	Rainbow Lorikeet	Rainbow Lorikeet - Dire
Type	Bird, Parrot family	Bird, Parrot family
Size	Small wingspan 2ft (60cm)	Large wingspan 12ft (3.6m)
Hit Dice / AC	1 / 13	3 / 15
Speed	Fly 20	Fly 40
Attack (Damage)	+1 (D4 Bite)	+3 (D8+1 Bite/Claws)
Resistances	-	-
Senses	Lowlight Vision 60ft	Lowlight Vision 120ft
Skills	Climb - Fly +6 Perception +1 Stealth +4 Survival +1	Climb +5 Fly +6 Perception +1 Stealth +4 Survival +1
Terrain / Active	Forest, Hills, Jungle / Day	Forest, Hills, Jungle / Day
Notes	Omnivore.	Omnivore.
Special	Flocks of D100	Flocks of 3D12
Stats	Str 3 (-4) Dex 14 (+2) Con 7 (-2) Int 5 (-3) Wis 5 (-3) Chr 8 (-1)	Str 13 (+1) Dex 14 (+2) Con 9 (-1) Int 5 (-3) Wis 5 (-3) Chr 10 (-)
Saves	Fort -2 Ref +4 Will -3	Fort +1 Ref +7 Will -1

Sea Dragon

Elegant sea creature, that resembles aquatic plants.



	Sea Dragon	Sea Dragon – Dire
Type	Sea Dragon, Sea Horse family	Sea Dragon, Sea Horse family
Size	Small 7" (20cm)	Large 6ft 6" (2m)
Hit Dice / AC	1 / 12	4 / 14
Speed	Swim 20	Swim 40
Attack (Damage)	+1 (D4 Entangle)	+4 (2D6 Entangle)
Resistances	-	-
Senses	Lowlight Vision 60ft	Lowlight Vision 120ft
Skills	Perception +3 Stealth +5 Survival +3 Swim +4	Perception +3 Stealth +5 Survival +3 Swim +9
Terrain / Active	Underwater-Shallow	Underwater-Shallow
Notes	Herbivore	Herbivore
Stats	Str 3 (-4) Dex 12 (+1) Con 9 (-1) Int 7 (-2) Wis 9 (-1) Chr 7 (-2)	Str 12 (+1) Dex 14 (+2) Con 9 (-1) Int 7 (-2) Wis 9 (-1) Chr 7 (-2)
Saves	Fort +1 Ref +1 Will -1	Fort +4 Ref +4 Will +1

Shark Bullheaded

Broad headed small shark with mottled brown and grey skin.



	Shark, Bullheaded	Shark, Bullheaded - Dire
Type	Shark, Fish	Shark, Fish
Size	Medium 5ft (1.5m)	Huge 27ft (8.5m)
Hit Dice / AC	2 / 14	6 / 16
Speed	Swim 30	Swim 60
Attack (Damage)	+3 (D6+2 Bite)	+5 (D12+5 Bite)
Resistances	-	-
Senses	Darkvision 120ft, Scent.	Darkvision 360ft, Scent.
Skills	Perception +4 Stealth +5 Survival +4 Swim +10	Perception +4 Stealth +5 Survival +4 Swim +15
Terrain / Active	Underwater / Any	Underwater / Any
Notes	Carnivore	Carnivore
Special	Wounded foes grant an extra attack at full AB for the shark	Wounded foes grant an extra attack at full AB for the shark
Stats	Str 14 (+2) Dex 12 (+1) Con 14 (+2) Int 2 (-4) Wis 10 (-) Chr 4 (-3)	Str 20 (+5) Dex 12 (+1) Con 18 (+4) Int 2 (-4) Wis 10 (-) Chr 4 (-3)
Saves	Fort +4 Ref +1 Will -	Fort +9 Ref +3 Will +2

Stingray Fiddler

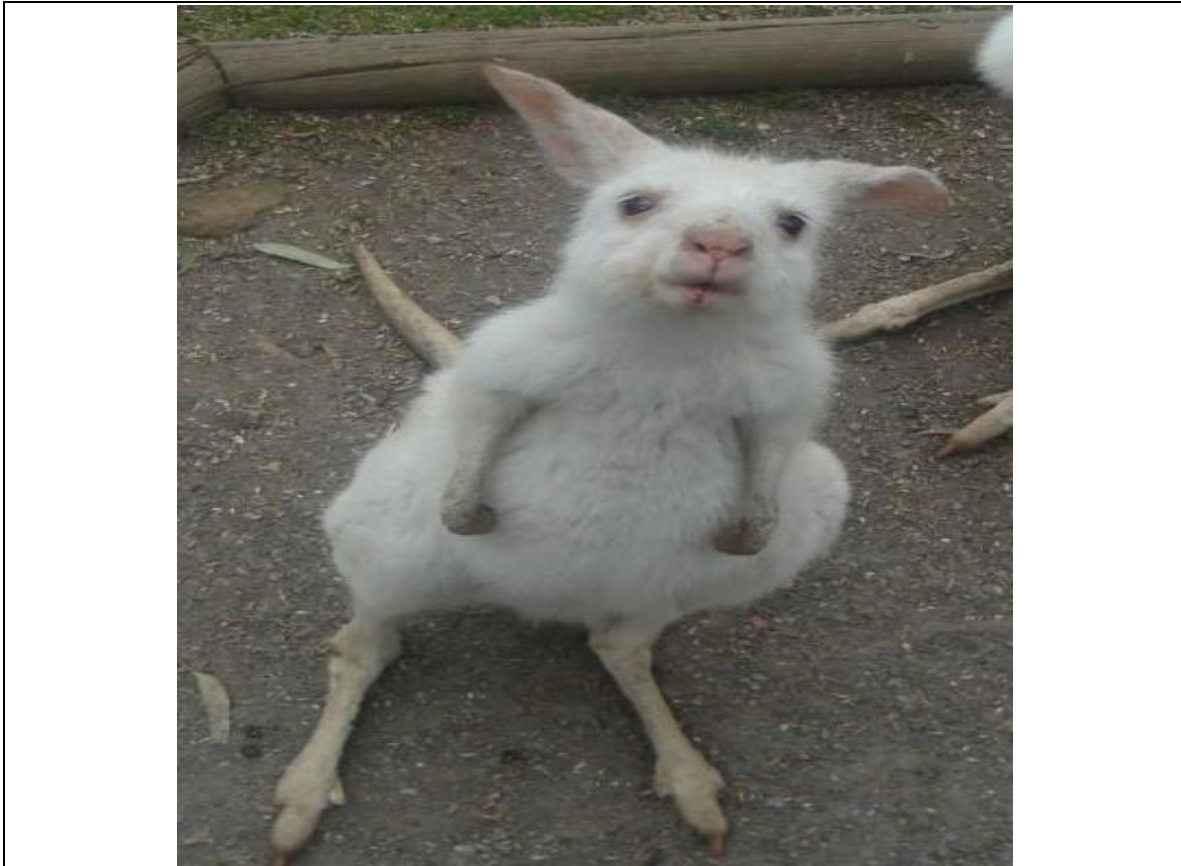
Mottled brown and black, shallows dwelling stingray.



	Stingray-Fiddler	Stingray-Fiddler - Dire
Type	Stingray	Stingray
Size	Small 3ft (90cm)	Large 12ft (3.6m)
Hit Dice / AC	2 / 12	5 / 14
Speed	Swim 30	Swim 50
Attack (Damage)	+2 (D4 Sting)	+4 (D8 Sting)
Resistances	-	Resist Slashing
Senses	Darkvision 120ft, Scent.	Darkvision 360ft, Scent.
Skills	Perception +1 Stealth +4 Survival +2 Swim +5	Perception +1 Stealth +5 Survival +2 Swim +10
Terrain / Active	Underwater-Shallow / Any	Underwater-Shallow / Any
Notes	Carnivore	Carnivore
Special	Sting Con DC 14 or Poisoned Condition for D6 hours	Sting Con DC 18 or Poisoned Condition for D6 hours
Stats	Str 4 (-3) Dex 14 (+2) Con 8 (-1) Int 6 (-2) Wis 5 (-3) Chr 5 (-3)	Str 14 (+2) Dex 16 (+3) Con 10 (-) Int 6 (-2) Wis 5 (-3) Chr 7 (-2)
Saves	Fort -1 Ref +4 Will -3	Fort +2 Ref +8 Will -1

Tamar Wallaby

White furred marsupial with small forelimbs and long tail.



	Tammar Wallaby	Tammar - Dire
Type	Marsupial	Marsupial
Size	Small 2ft (60cm)	Large 8ft (2.4m)
Hit Dice / AC	2 / 13	5 / 15
Speed	Walk 20	Walk 40
Attack (Damage)	+1 (D6 Bite)	+3 (D8+1 Bite)
Resistances	-	-
Senses	Lowlight Vision 60ft, Scent	Lowlight Vision 120ft, Scent
Skills	Climb - Perception +2 Stealth +4 Survival +2 Swim -	Climb +3 Perception +2 Stealth +5 Survival +2 Swim +3
Terrain / Active	Desert, Hills, Plains / Day	Desert, Hills, Plains / Day
Notes	Herbivore	Herbivore
Special	If bite hits, Rear Claw attack D6	If bite hits, Rear Claw attack D8
Stats	Str 6 (-2) Dex 14 (+2) Con 12 (+1) Int 6 (-2) Wis 6 (-2) Chr 5 (-3)	Str 12 (+1) Dex 16 (+3) Con 14 (+2) Int 6 (-2) Wis 6 (-2) Chr 5 (-3)
Saves	Fort +1 Ref +4 Will -2	Fort +4 Ref +8 Will -

Tasmanian Devil

Black furred quadruped scavenger whose ears flush red as warning to predators.



	Tasmanian Devil	Tasmanian Devil - Dire
Type	Marsupial	Marsupial
Size	Small 2ft (60cm)	Large 8ft (2.4m)
Hit Dice / AC	2 / 13	4 / 15
Speed	Walk 20, Burrow 10	Walk 30, Burrow 20
Attack (Damage)	+2 (D6 Bite)	+5 (D8+3 Bite/Claws)
Resistances	Resist Cold 10	Resist Cold 20
Senses	Darkvision 60ft, Scent	Darkvision 120ft, Scent
Skills	Climb - Perception +3 Stealth +3 Survival +5 Swim -	Climb +5 Perception +3 Stealth +3 Survival +3 Swim +5
Terrain / Active	Forest, Hills / Twilight	Forest, Hills / Twilight
Notes	Omnivore	Omnivore
Special	Avoids loud noises, skittish	Avoids loud noises, skittish
Stats	Str 6 (-2) Dex 12 (+1) Con 14 (+2) Int 6 (-2) Wis 12 (+1) Chr 6 (-2)	Str 16 (+3) Dex 12 (+1) Con 14 (+2) Int 6 (-2) Wis 12 (+1) Chr 6 (-2)
Saves	Fort +4 Ref +1 Will +1	Fort +7 Ref +3 Will +3

Wedge Tail Eagle

Brown and black feathered eagle with wide wedge shaped tail and huge wingspan.



	Wedge Tail Eagle	Wedge Tail Eagle - Dire
Type	Bird	Bird
Size	Medium wingspan 9ft (2.7m)	Huge wingspan 30ft (9m)
Hit Dice / AC	2 / 14	6 / 16
Speed	Walk 10, Fly 40	Walk 20, Fly 60
Attack (Damage)	+4 (D6 Bite/Claws)	+6 (D10+1 Bite/Claws)
Resistances	-	-
Senses	Lowlight Vision 60ft	Lowlight Vision 60ft
Skills	Climb +1 Fly +6 Perception +5 Stealth +4 Survival +3	Climb +3 Fly +7 Perception +5 Stealth +5 Survival +3
Terrain / Active	Desert, Hills, Plains/ Day	Desert, Hills, Plains/ Day
Notes	Carnivore	Carnivore
Special	Vicious if provoked	Vicious if provoked
Stats	Str 8 (-1) Dex 14 (+2) Con 10 (-) Int 3 (-4) Wis 12 (+1) Chr 6 (-2)	Str 12 (+1) Dex 16 (+3) Con 12 (+1) Int 5 (-3) Wis 12 (+1) Chr 6 (-2)
Saves	Fort - Ref +4 Will +1	Fort +2 Ref +8 Will +3

Wombat

A stocky, furry burrowing creature with a large head and small eyes.



	Wombat	Wombat - Dire
Type	Marsupial	Marsupial
Size	Small 3ft 3" (1m)	Large ft (2.7m)
Hit Dice / AC	2 / 13	4 / 15
Speed	Walk 20, Burrow 10	Walk 30, Burrow 20
Attack (Damage)	+2 (D6 Bite)	+6 (D8+5 Bite)
Resistances	Resist Cold 10	Resist Bludgeoning & Cold 10
Senses	Darkvision 60ft, Scent	Darkvision 120ft, Scent
Skills	Climb +1 Perception Stealth Survival Swim +1	Climb +7 Perception Stealth Survival Swim +7
Terrain / Active	Forest, Hills, Plains / Night	Forest, Hills, Plains / Night
Notes	Herbivore	Herbivore
Special	Can be lured away with fruit	Can be lured away with fruit
Stats	Str 8 (-1) Dex 10 (-) Con 16 (+3) Int 5 (-3) Wis 11 (-) Chr 5 (-3)	Str 20 (+5) Dex 10 (-) Con 16 (+3) Int 5 (-3) Wis 11 (-) Chr 5 (-3)
Saves	Fort +5 Ref - Will -	Fort +8 Ref +2 Will +2

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