



MONSTER GUIDE WEB SUPPLEMENT

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To cows and chickens, because I eat them.

– Luke Johnson



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chapter one: animals

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This chapter provides statistics and basic information for many common animals. These creatures generally operate on instinct, driven by simple needs such as food and reproduction. Most animals, even predators, do not attack humanoids unless they or their young are threatened or they are suffering from starvation.

Animals are not capable of detailed reasoning, although with the Handle Animal skill a character can tame an animal and teach it to perform certain tricks.

Some herbivorous animals do not normally use their natural weapons to attack. As such, their natural weapons are treated as secondary attacks. The animal's attack and damage entries note this fact, with an explanatory footnote.

Animal Traits: An animal possesses the following traits (unless otherwise noted in a creature's entry).

- **Intellect** score of 1 or 2 (no creature with an Intellect score of 3 or higher can be an animal).
- **Low-light vision.**
- **Area:** Animals are found in the indicated environment anywhere in Azeroth.
- **Alignment:** Always neutral. Animals are not governed by a human sense of morality.
- **Treasure:** None. Animals never possess treasure.
- **Level Adjustment:** Animals are not suitable for player characters.

APE

Large Animal

Hit Dice: 4d8+8+3 (29 hp)
Initiative: +2
Speed: 30 ft. (6 squares), climb 30 ft.
Armor Class: 14 (-1 size, +2 Agy, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple: +3/+12
Attack: Claws +7 melee (1d6+5)
Full Attack: 2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +6, Will +2

Abilities: Str 21, Agy 15, Sta 14, Int 2, Spt 12, Cha 7
Skills: Climb +14, Listen +6, Spot +6
Feats: Skilled (Listen and Spot), Toughness
Environment: Warm forests
Organization: Solitary, pair, or company (3–5)
Challenge Rating: 2
Advancement: 5–8 HD (Large)

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.

Combat

Apes tear prey apart with their mighty claws.

BADGER

Small Animal

Hit Dice: 1d8+2 (6 hp)
Initiative: +3
Speed: 30 ft. (6 squares), burrow 10 ft.
Armor Class: 15 (+1 size, +3 Agy, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple: +0/-5
Attack: Claw +4 melee (1d2-1)
Full Attack: 2 claws +4 melee (1d2-1) and bite -1 melee (1d3-1)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, rage, scent
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 8, Agy 17, Sta 15, Int 2, Spt 12, Cha 6
Skills: Escape Artist +7, Listen +3, Spot +3

Feats: Track[®], Weapon Finesse
Environment: Warm forests
Organization: Solitary, pair, or cete (3–5)
Challenge Rating: 1/2
Advancement: 2 HD (Small)

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.

Combat

Badgers attack with their sharp claws and teeth.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Stamina, and -2 to Armor Class. The creature cannot end its rage voluntarily.

When raging, a badger has the following statistics: 8 hp; AC 13, touch 12, flat-footed 10; Atk 2 claws +6 melee (1d2+1) and bite +1 melee (1d3+1); Fort +6; Str 12, Sta 19.
Skills: A badger has a +4 racial bonus on Escape Artist checks.

BEAR

Black Bear

Medium Animal

Hit Dice: 3d8+6 (19 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 13 (+1 Agy, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple: +2/+6
Attack: Claw +6 melee (1d4+4)
Full Attack: 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 19, Agy 13, Sta 15, Int 2, Spt 12, Cha 6
Skills: Climb +4, Listen +4, Spot +4, Swim +8
Feats: Endurance, Run
Environment: Temperate forests
Organization: Solitary or pair
Challenge Rating: 2
Advancement: 4–5 HD (Medium)

Grizzly Bear

Large Animal

Hit Dice: 6d8+24 (51 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 15 (–1 size, +1 Agy, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple: +4/+16
Attack: Claw +11 melee (1d8+8)
Full Attack: 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Low-light vision, scent
Saves: Fort +9, Ref +6, Will +3
Abilities: Str 27, Agy 13, Sta 19, Int 2, Spt 12, Cha 6
Skills: Listen +4, Spot +7, Swim +12
Feats: Endurance, Run, Track
Environment: Cold forests
Organization: Solitary or pair
Challenge Rating: 4
Advancement: 7–10 HD (Large)

Polar Bear

Large Animal

Hit Dice: 8d8+32 (68 hp)
Initiative: +1
Speed: 40 ft. (8 squares), swim 30 ft.
Armor Class: 15 (–1 size, +1 Agy, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple: +6/+18
Attack: Claw +13 melee (1d8+8)
Full Attack: 2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab
Special Qualities: Low-light vision, scent
Saves: Fort +10, Ref +7, Will +3
Abilities: Str 27, Agy 13, Sta 19, Int 2, Spt 12, Cha 6
Skills: Listen +5, Spot +7, Stealth +2 (–2 to hide*), Swim +16
Feats: Endurance, Run, Track
Environment: Cold plains
Organization: Solitary or pair
Challenge Rating: 4
Advancement: 9–12 HD (Large)

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply.

Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

Combat

Black bears rip prey with their claws and teeth.

Skills: A black bear has a +4 racial bonus on Swim checks.

Grizzly Bear

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The grizzly bear's statistics can be used for almost any big bear, including other brown bears.

Combat

A grizzly bear attacks mainly by tearing at opponents with its claws.

Improved Grab (Ex): To use this ability, a grizzly bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: A grizzly bear has a +4 racial bonus on Swim checks.

Polar Bear

These long, lean carnivores are slightly taller than grizzly bears.

Combat

Polar bears fight just as grizzly bears do.

Improved Grab (Ex): To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: *A polar bear's white coat bestows a +12 racial bonus on Stealth checks to hide checks in snowy areas.

BISON

Large Animal	
Hit Dice:	5d8+15 (37 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	13 (–1 size, +4 natural), touch 9, flat-footed 13
Base Attack/Grapple:	+3/+13
Attack:	Gore +8 melee (1d8+9)
Full Attack:	Gore +8 melee (1d8+9)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Stampede
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +4, Will +1
Abilities:	Str 22, Agy 10, Sta 16, Int 2, Spt 11, Cha 4
Skills:	Listen +7, Spot +5
Feats:	Endurance, Skilled (Listen and Spot)
Environment:	Temperate plains

Organization:	Solitary or herd (6–30)
Challenge Rating:	2
Advancement:	6–7 HD (Large)

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.

Combat

Stampede (Ex): A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of Large size or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd (Reflex DC 18 half). The save DC is Strength-based.

BOAR

Boar

Medium Animal	Medium Animal
Hit Dice:	3d8+9+3 (25 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+2/+4
Attack:	Gore +4 melee (1d8+3)
Full Attack:	Gore +4 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +3, Will +2
Abilities:	Str 15, Agy 10, Sta 17, Int 2, Spt 13, Cha 4
Skills:	Listen +7, Spot +5
Feats:	Skilled (Listen and Spot), Toughness
Environment:	Temperate forests
Organization:	Solitary or herd (5–8)
Challenge Rating:	2
Advancement:	4–5 HD (Large)

Battleboar

6d8+18+3 (48 hp)	
Initiative:	+0
Speed:	30 ft. (6 squares) (chain barding); base 30 ft.
Armor Class:	20 (+6 natural, +4 light chain barding), touch 10, flat-footed 20
Base Attack/Grapple:	+4/+7
Attack:	Gore +7 melee (1d10+4)
Full Attack:	Gore +7 melee (1d10+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Ferocity
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +5, Will +3
Abilities:	Str 16, Agy 10, Sta 17, Int 2, Spt 13, Cha 4
Skills:	Listen +8, Spot +7
Feats:	Furious Charge, Skilled (Listen and Spot), Toughness
Environment:	Temperate forests
Organization:	Solitary, band (2–5 battleboars and 1–4 quillboar), or raiding party (5–9 battleboars, 2–8 quillboar, and one 6th-level quillboar leader)
Challenge Rating:	3
Advancement:	7–9 HD (Large)

Though not carnivores, these wild swine are bad-tempered; they usually charge anyone who disturbs them. A

boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

Combat

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Battleboar

Kalimdor's quilboar specially train battleboars, which bear sharp metal caps on their tusks that increase their deadliness.

BUZZARD

Buzzard

Small Animal

Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	13 (+1 size, +1 Agy, +1 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+0/-3
Attack:	Bite +2 melee (1d6+1)
Full Attack:	Bite +2 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +3, Ref +3, Will +1
Abilities:	Str 12, Agy 13, Sta 12, Int 2, Spt 12, Cha 5
Skills:	Listen +5, Spot +5
Feats:	Skilled (Listen and Spot)
Environment:	Temperate and warm plains
Organization:	Solitary or pair
Challenge Rating:	1/2
Advancement:	2-4 HD (Small)

Giant Buzzard

Medium Animal

Hit Dice:	5d8+10+3 (35 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	15 (+1 Agy, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+3/+6
Attack:	Bite +6 melee (1d8+4)
Full Attack:	Bite +6 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +6, Ref +5, Will +2
Abilities:	Str 16, Agy 12, Sta 14, Int 2, Spt 12, Cha 5
Skills:	Listen +7, Spot +7
Feats:	Skilled (Listen and Spot), Toughness
Environment:	Temperate and warm plains
Organization:	Solitary or pair
Challenge Rating:	2
Advancement:	6-8 HD (Medium)

Buzzards are scavengers along savannahs and other arid environments. These statistics also represent vultures and other carrion birds.

Combat

Buzzards flap toward their prey and strike with their beaks.

Giant Buzzard

These larger carrion birds are common throughout Azeroth's plains.

CAT

Tiny Animal

Hit Dice:	1/2 d8 (2 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	14 (+2 size, +2 Agy), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Claw +4 melee (1d2-4)
Full Attack:	2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—

Special Qualities:

Low-light vision, scent

Saves:

Fort +2, Ref +4, Will +1

Abilities:

Str 3, Agy 15, Sta 10, Int 2, Spt 12, Cha 7

Skills:

Balance +10, Climb +6, Jump +10, Listen +3, Spot +3, Stealth +6 (+14 to hide*)

Feats:

Weapon Finesse

Environment:

Temperate plains

Organization:

Domesticated or solitary

Challenge Rating:

1/4

Advancement:

—

The statistics presented here describe a common housecat.

Combat

Cats prefer to sneak up on their prey.

Skills: Cats have a +4 racial bonus on Climb and Stealth checks and a +8 racial bonus on Jump checks.

Cats have a +8 racial bonus on Balance checks. They use their Agility modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth, the Stealth bonus to hide rises to +8.

CHEETAH**Medium Animal**

Hit Dice:	3d8+6 (19 hp)
Initiative:	+4
Speed:	50 ft. (10 squares)
Armor Class:	15 (+4 Agy, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+2/+5
Attack:	Bite +6 melee
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d2+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent, sprint
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Agy 19, Sta 15, Int 2, Spt 12, Cha 6
Skills:	Listen +6, Spot +6, Stealth +6
Feats:	Skilled (Listen and Spot), Weapon Finesse

Environment:	Warm plains
Organization:	Solitary, pair, or family (3–5)
Challenge Rating:	2
Advancement:	4–5 HD (Medium)

Cheetahs are swift feline predators of the plains. A cheetah is 3 to 5 feet long and weighs 110 to 130 pounds.

Combat

Cheetahs make sudden sprints to bring down prey.

Trip (Ex): A cheetah that hits with a claw or bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cheetah.

Sprint (Ex): Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

CROCODILE**Crocodile****Medium Animal**

Hit Dice:	3d8+9 (22 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	15 (+1 Agy, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+2/+6
Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Full Attack:	Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, hold breath
Saves:	Fort +6, Ref +4, Will +2
Abilities:	Str 19, Agy 12, Sta 17, Int 1, Spt 12, Cha 2
Skills:	Listen +4, Spot +4, Stealth +7*, Swim +12
Feats:	Skill Focus (Stealth), Skilled (Listen and Spot)
Environment:	Warm marshes
Organization:	Solitary or colony (6–11)
Challenge Rating:	2
Advancement:	4–5 HD (Medium)

Giant Crocodile**Huge Animal**

Hit Dice:	7d8+28 (59 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (–2 size, +1 Agy, +7 natural), touch 9, flat-footed 15 +5/+21
Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Full Attack:	Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, hold breath
Saves:	Fort +9, Ref +6, Will +3
Abilities:	Str 27, Agy 12, Sta 19, Int 1, Spt 12, Cha 2
Skills:	Listen +5, Spot +5, Stealth +4* (–4 to hide), Swim +16
Feats:	Endurance, Skill Focus (Stealth), Skilled (Listen and Spot)
Environment:	Warm marshes
Organization:	Solitary or colony (6–11)
Challenge Rating:	4
Advancement:	8–14 HD (Huge)

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach.

Combat

Improved Grab (Ex): To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath (Ex): A crocodile can hold its breath for a number of rounds equal to 4 x its Stamina score before it risks drowning.

Skills: *A crocodile gains a +4 racial bonus on Stealth checks to hide when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on Stealth checks to hide.

Giant Crocodile

These huge creatures usually live in salt water and can be more than 20 feet long.

Giant crocodiles fight and behave like their smaller cousins.

CROCOLISK

Medium Animal

Hit Dice:	4d8+16 (34 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), swim 40 ft.
Armor Class:	15 (+5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+3/+8
Attack:	Bite +8 melee (1d8+7)
Full Attack:	Bite +8 melee (1d8+7)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, lacerate
Special Qualities:	Low-light vision, hold breath
Saves:	Fort +8, Ref +4, Will +2
Abilities:	Str 21, Agy 11, Sta 18, Int 1, Spt 12, Cha 2
Skills:	Listen +4, Spot +4, Stealth +8*, Swim +13
Feats:	Skill Focus (Stealth), Skilled (Listen and Spot)
Environment:	Warm marshes
Organization:	Solitary or colony (6–11)
Challenge Rating:	3
Alignment:	Always neutral
Advancement:	5–7 HD (Medium); 8–12 HD (Large)

The lizard-like creature is massive in length and covered in thick, rough scales that run from the end of its tail to the tip of its maw. Mottled green in color with yellowish fangs, the beast is supported by six squat legs with webbed feet, each of which ends in short, black claws.

Description

Crocolisks are powerful amphibious predators common in most regions, attacking unwary adventurers sailing their waterways. They exist naturally in both fresh and saltwater environments, preferring to remain close to land. However, seafarers occasionally report

sighting giant crocolisks out in the ocean, miles from dry land.

Crocolisks spend most of their time submerged, but are equally at home on land and often climb onto shore to sun themselves or to roll in warm mud. They are strong swimmers, able to surge forward with bursts of speed that often catch prey by surprise. They prefer to feed on defenseless prey, such as small, aquatic creatures or larger land creatures that flounder across bodies of water. However, crocolisks never hesitate to defend their territory aggressively from trespassers.

Combat

A crocolisk usually lies in wait, submerged near the edge of a body of water with only its eyes and nostrils showing. When it spots prey within 60 feet, it charges to the attack. It uses its lacerate ability until the victim bleeds to death, then drags the corpse back to its watery home.

Improved Grab (Ex): To use this ability, a crocolisk must hit with its bite attack. If it wins the grapple check, the crocolisk uses its lacerate ability.

Lacerate (Ex): When a crocolisk succeeds at a grapple check, in addition to dealing bite damage, it lacerates its foe, dealing 1 point of Stamina damage to the target due to blood loss. Creatures immune to critical hits are immune to this effect.

Hold Breath (Ex): A crocolisk can hold its breath for a number of rounds equal to 4 times its Stamina score before it risks drowning.

Skills: *Crocolisks gain a +4 racial bonus on Stealth checks made while they are in the water. Further, a crocolisk can lie in the water with only its eyes and nostrils showing, gaining a +10 circumstance bonus on Stealth checks to hide as long as it remains motionless.

DOG

Small Animal	
Hit Dice:	1d8+2 (6 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (+1 size, +3 Agy, +1 natural), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-3
Attack:	Bite +2 melee (1d4+1)
Full Attack:	Bite +2 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +5, Will +1
Abilities:	Str 13, Agy 17, Sta 15, Int 2, Spt 12, Cha 6
Skills:	Jump +7, Listen +5, Spot +5, Survival +1*

Feats:	Skilled (Listen and Spot), Track ^B
Environment:	Temperate plains
Organization:	Solitary or pack (5–12)
Challenge Rating:	1/3
Advancement:	—

The statistics presented here describe a fairly small dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as coyotes, jackals, and wild dogs.

Combat

Dogs generally hunt in packs, chasing and exhausting prey until they can drag it down.

Skills: Dogs have a +4 racial bonus on Jump checks. *Dogs have a +4 racial bonus on Survival checks when tracking by scent.

EAGLE

Small Animal	
Hit Dice:	1d8+1 (5 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	14 (+1 size, +2 Agy, +1 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+0/-4
Attack:	Talons +3 melee (1d4)
Full Attack:	2 talons +3 melee (1d4) and bite -2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 10, Agy 15, Sta 12, Int 2, Spt 14, Cha 6
Skills:	Listen +2, Spot +14

Feats:	Weapon Finesse
Environment:	Temperate mountains
Organization:	Solitary or pair
Challenge Rating:	1/2
Advancement:	2–3 HD (Medium)

These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots.

A typical eagle is about 3 feet long and has a wingspan of about 7 feet. The statistics presented here can describe any similar-sized, diurnal bird of prey.

Combat

Eagles dive at prey, raking with their powerful talons. Skills: Eagles have a +8 racial bonus on Spot checks.

FRENZY

Tiny Animal (Aquatic)	
Hit Dice:	1d8 (4 hp)
Initiative:	+4
Speed:	Swim 30 ft. (6 squares)
Armor Class:	17 (+2 size, +4 Agy, +1 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+0/-11

Attack:	Bite +6 melee (1d3-3)
Full Attack:	Bite +6 melee (1d3-3)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Blindsense, keen scent
Saves:	Fort +2, Ref +6, Will +1
Abilities:	Str 5, Agy 19, Sta 11, Int 1, Spt 12, Cha 2

Skills: Listen +3, Spot +3, Swim +5
Feats: Weapon Finesse
Environment: Any aquatic
Organization: Solitary, pair, or school (3–18)
Challenge Rating: 1/4
Advancement: 2–3 HD (Tiny)

Frenzies are voracious, toothy fish.

Combat

Frenzies attack any prey with ravenous hunger.

Blindsense (Ex): A frenzy can locate creatures underwater within a 30-foot radius. This ability works only when the frenzy is underwater.

Keen Scent (Ex): A frenzy can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

GIRAFFE

Large Animal
Hit Dice: 8d8+8+3 (47 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 17 (–1 size, +2 Agy, +6 natural), touch 12, flat-footed 15
Base Attack/Grapple: +6/+11
Attack: Hoof* +1 melee (1d6)
Full Attack: 2 hooves* +1 melee (1d6)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +3, Ref +6, Will +1
Abilities: Str 12, Agy 14, Sta 13, Int 2, Spt 12, Cha 6

Skills: Listen +9, Spot +8
Feats: Skilled (Listen and Spot), Toughness
Environment: Warm plains
Organization: Solitary, pair, or herd (3–8)
Challenge Rating: 2
Advancement: 9–11 HD (Large)

Giraffes are graceful herbivores with long necks. They eat the leaves from the tops of trees.

Combat

Giraffes are docile herbivores, but defend themselves with their hooves if attacked. However, the hoof attack is treated as a secondary attack and adds only half the giraffe's Strength bonus to damage. (These secondary attacks are noted with an asterisk in the Attack and Full Attack entries.)

HORSE

Light Horse

Large Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +1
Speed: 60 ft. (12 squares)
Armor Class: 13 (–1 size, +1 Agy, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple: +2/+8
Attack: Hoof* –2 melee (1d4+1)
Full Attack: 2 hooves* –2 melee (1d4+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 14, Agy 13, Sta 15, Int 2, Spt 12, Cha 6
Skills: Listen +4, Spot +4
Feats: Endurance, Run
Environment: Temperate plains
Organization: Domesticated or herd (6–30)
Challenge Rating: 1
Advancement: —

Heavy Horse

Large Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +1
Speed: 50 ft. (10 squares)
Armor Class: 13 (–1 size, +1 Agy, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple: +2/+6
Attack: Hoof* –1 melee (1d6+1)
Full Attack: 2 hooves* –1 melee (1d6+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 16, Agy 13, Sta 15, Int 2, Spt 12, Cha 6
Skills: Listen +4, Spot +4
Feats: Endurance, Run
Environment: Temperate plains
Organization: Domesticated
Challenge Rating: 1
Advancement: —

Light Warhorse

Large Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +1
Speed: 60 ft. (12 squares)
Armor Class: 14 (–1 size, +1 Agy, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple: +2/+9
Attack: Hoof +4 melee (1d4+3)
Full Attack: 2 hooves +4 melee (1d4+3) and bite –1 melee (1d3+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +6, Ref +4, Will +2
Abilities: Str 16, Agy 13, Sta 17, Int 2, Spt 13, Cha 6
Skills: Listen +4, Spot +4
Feats: Endurance, Run
Environment: Temperate plains
Organization: Domesticated
Challenge Rating: 1
Advancement: —

Horses are widely domesticated for riding and as beasts of burden.

The statistics for a heavy warhorse appear in the **Alliance Player's Guide**.

Combat

A horse not trained for war does not normally use its hooves to attack. Its hoof attack is treated as a secondary attack and adds only half the horse's Strength bonus to damage. (These secondary attacks are noted with an asterisk in the Attack and Full Attack entries for the heavy horse and the light horse.)

Light Horse

The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians, as well as wild horses. These animals are usually ready for useful work by age two. A light horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a light horse is up to 150 pounds; a medium load, 151–300 pounds; and a heavy load, 301–450 pounds. A light horse can drag 2,250 pounds.

Heavy Horse

The statistics presented here describe large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A heavy horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a heavy horse is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds. A heavy horse can drag 3,000 pounds.

Light Warhorse

These animals are similar to light horses, but are trained and bred for strength and aggression. They usually are not ready for warfare before age three.

A light warhorse can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Carrying Capacity: A light load for a light warhorse is up to 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A light warhorse can drag 3,450 pounds.

HYENA

Medium Animal

Hit Dice:	2d8+4 (13 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Agy, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+1/+3
Attack:	Bite +3 melee (1d6+3)
Full Attack:	Bite +3 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 14, Agy 15, Sta 15, Int 2, Spt 13, Cha 6
Skills:	Listen +6, Spot +4, Stealth +3*
Feats:	Skilled (Listen and Spot)
Environment:	Warm deserts
Organization:	Solitary, pair, or pack (7–16)

Challenge Rating:

1

Advancement:

3 HD (Medium); 4–5 HD (Large)

Hyenas are pack hunters infamous for their cunning and their unnerving vocalizations. The statistics presented here are for a striped hyena, which is about 3 feet long and weighs about 120 pounds.

Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip (Ex): A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the hyena.

Skills: *Hyenas have a +4 racial bonus on Stealth checks to hide in areas of tall grass or heavy undergrowth.

LION

Large Animal	
Hit Dice:	5d8+10 (32 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	15 (-1 size, +3 Agy, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+12
Attack:	Claw +7 melee (1d4+5)
Full Attack:	2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d4+2
Special Qualities:	Low-light vision, scent
Saves:	Fort +6, Ref +7, Will +2
Abilities:	Str 21, Agy 17, Sta 15, Int 2, Spt 12, Cha 6
Skills:	Balance +7, Listen +5, Spot +5, Stealth +11 (+7 to hide*)
Feats:	Run, Skilled (Listen and Spot)
Environment:	Warm plains

Organization:	Solitary, pair, or pride (6–10)
Challenge Rating:	3
Advancement:	6–8 HD (Large)

The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

Combat

Improved Grab (Ex): To use this ability, a lion must hit with its bite attack. If it wins the grapple check, it establishes a hold and can rake.

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

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Skills: Lions have a +4 racial bonus on Balance and Stealth checks. *In areas of tall grass or heavy undergrowth, the Stealth bonus to hide improves to +12.

LIZARD

Common Lizard

	Tiny Animal
Hit Dice:	1/2 d8 (2 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	14 (+2 size, +2 Agy), touch 14, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Bite +4 melee (1d4-4)
Full Attack:	Bite +4 melee (1d4-4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Agy 15, Sta 10, Int 1, Spt 12, Cha 2
Skills:	Balance +10, Climb +12, Listen +3, Spot +3, Stealth +2 (+10 to hide)
Feats:	Weapon Finesse
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	1/6
Advancement:	—

The statistics presented here for the common lizard describe small, non-venomous lizards of perhaps a foot or two in length, such as an iguana.

Monitor Lizard

	Medium Animal
Hit Dice:	3d8+9 (22 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), swim 30 ft.
Armor Class:	15 (+2 Agy, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+5
Attack:	Bite +5 melee (1d8+4)
Full Attack:	Bite +5 melee (1d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +8, Ref +5, Will +2
Abilities:	Str 17, Agy 15, Sta 17, Int 1, Spt 12, Cha 2
Skills:	Climb +7, Listen +4, Spot +4, Stealth +6*, Swim +11
Feats:	Great Fortitude, Skilled (Listen and Spot)
Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4–5 HD (Medium)

Combat

Lizards prefer flight to combat, but they can bite painfully if there is no other option.

Skills: Lizards have a +8 racial bonus on Balance checks. Lizards use their Agility modifier instead of their Strength modifier for Climb checks.

Monitor Lizard

This category includes fairly large, carnivorous lizards from 3 to 5 feet long.

Combat

Monitor lizards can be aggressive, using their powerful jaws to tear at prey or enemies.

Skills: Monitor lizards have a +4 racial bonus on Stealth checks. *In forested or overgrown areas, the Stealth bonus to hide bonus improves to +8.

MAMMOTH

Mammoth

Huge Animal

Hit Dice:	9d8+36 (76 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	16 (-2 size, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+6/+22
Attack:	Gore +12 melee (2d8+8)
Full Attack:	Slam +12 melee (2d6+8) and 2 stamps +7 melee (2d6+4); or gore +12 melee (2d8+8)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Trample 2d6+12 (DC 22)
Special Qualities:	Low-light vision, resistance to cold 5, scent
Saves:	Fort +12, Ref +6, Will +6
Abilities:	Str 26, Agy 10, Sta 23, Int 2, Spt 13, Cha 7
Skills:	Listen +9, Spot +9
Feats:	Endurance, Iron Will, Skilled (Listen and Spot)
Environment:	Cold plains
Organization:	Solitary, pair, or herd (3–6)
Challenge Rating:	6
Advancement:	10–17 HD (Huge)

Mammoths are shaggy beasts that resemble elephants. They live in Northrend and are capable of dealing frightening damage. In addition to their long tusks, a horny protrusion of bone juts from their foreheads, and another protrudes from their backs.

Combat

Mammoths charge large foes.

Icetusk Mammoth

Icetusk mammoths are large and aggressive, and intelligent creatures avoid them.

Icetusk Mammoth

Huge Animal

Hit Dice:	17d8+119 (195 hp)
Initiative:	+0
Speed:	40 ft. (8 squares)
Armor Class:	16 (-2 size, +8 natural), touch 8, flat-footed 16
Base Attack/Grapple:	+12/+29
Attack:	Gore +19 melee (2d8+9)
Full Attack:	Slam +19 melee (2d6+9) and 2 stamps +14 melee (2d6+4); or gore +19 melee (2d8+9)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Trample 2d6+14 (DC 27)
Special Qualities:	Low-light vision, resistance to cold 5, scent
Saves:	Fort +17, Ref +10, Will +8
Abilities:	Str 28, Agy 10, Sta 24, Int 2, Spt 13, Cha 7
Skills:	Listen +13, Spot +13
Feats:	Cleave, Endurance, Iron Will, Power Attack, Skilled (Listen and Spot)
Environment:	Cold plains
Organization:	Solitary
Challenge Rating:	9
Advancement:	—

MOUNTAIN LION

Medium Animal

Hit Dice:	3d8+6 (19 hp)
Initiative:	+4
Speed:	40 ft (8 squares), climb 20 ft.
Armor Class:	15 (+4 Agy, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+2/+5
Attack:	Bite +6 melee (1d6+3)
Full Attack:	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d3+1
Special Qualities:	Low-light vision, scent
Saves:	Fort +5, Ref +7, Will +2
Abilities:	Str 16, Agy 19, Sta 15, Int 2, Spt 12, Cha 6
Skills:	Balance +12, Climb +11, Jump +11, Listen +6, Spot +6, Stealth +8*
Feats:	Skilled (Listen and Spot), Weapon Finesse
Environment:	Warm mountains and plains
Organization:	Solitary or pair
Challenge Rating:	2

Advancement:

4–5 HD (Medium)

These cats are about 4 feet long and weigh about 120 pounds. They usually hunt at night. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and leopards.

Combat

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

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

Rake (Ex): Attack bonus +6 melee, damage 1d3+1.

Skills: Mountain lions have a +8 racial bonus on Jump checks and a +4 racial bonus on Stealth checks. Mountain lions have a +8 racial bonus on Balance checks. *In areas of tall grass or heavy undergrowth, the Stealth bonus to hide improves to +8.

OCTOPUS

Small Animal (Aquatic)

Hit Dice:	2d8 (9 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	16 (+1 size, +3 Agy, +2 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1/+2
Attack:	Arms +5 melee (0)
Full Attack:	Arms +5 melee (0) and bite +0 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, ink cloud, jet
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 12, Agy 17, Sta 11, Int 2, Spt 12, Cha 3
Skills:	Escape Artist +13, Listen +2, Spot +5, Stealth +7 (+11 hiding)*, Swim +9
Feats:	Weapon Finesse
Environment:	Warm aquatic
Organization:	Solitary
Challenge Rating:	1
Advancement:	3–6 HD (Medium)

These bottom-dwelling sea creatures are dangerous only to their prey. If disturbed, they usually try to escape.

Combat

Improved Grab (Ex): To use this ability, an octopus must hit an opponent of any size with its arms attack. If it wins the grapple check, it establishes a hold and automatically deals bite damage.

Ink Cloud (Ex): An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: An octopus can change colors, giving it a +4 racial bonus on Stealth checks to hide. An octopus also can squeeze and contort its body, giving it a +10 racial bonus on Escape Artist checks.

OWL

Common Owl

Tiny Animal

Hit Dice:	1d8 (4 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	17 (+2 size, +3 Agy, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+0/−11
Attack:	Talons +5 melee (1d4−3)
Full Attack:	Talons +5 melee (1d4−3)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 4, Agy 17, Sta 10, Int 2, Spt 14, Cha 4
Skills:	Listen +12, Spot +4*, Stealth +11 (+17 sneaking)*
Feats:	Weapon Finesse
Environment:	Cold and temperate forests and mountains
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	2 HD (Small)

Giant Owl

Medium Animal

Hit Dice:	6d8+6 (33 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	15 (+2 Agy, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+4/+5
Attack:	Bite +5 melee (1d6+1)
Full Attack:	Bite +5 melee (1d6+1) and 2 talons +0 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +6, Ref +7, Will +4
Abilities:	Str 12, Agy 15, Sta 12, Int 2, Spt 14, Cha 4
Skills:	Listen +18, Spot +9*, Stealth +7 (+21 sneaking)*
Feats:	Skill Focus (Stealth), Skilled (Listen and Spot)
Environment:	Cold and temperate forests and mountains
Organization:	Solitary
Challenge Rating:	2
Advancement:	7–9 HD (Medium)

The statistics presented here for the common owl describe nocturnal birds of prey from 1 to 2 feet long, with wingspans up to 6 feet. They combine both talons into a single attack.

Combat

Owls swoop quietly down onto prey, attacking with their powerful talons.

Skills: Owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Stealth checks to move

silently. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

Giant Owl

These large owls are from 4–5 feet long with wingspans up to 12 feet. They are common in Northern Kalimdor. They are aggressive only if disturbed.

Skills: Giant owls have a +8 racial bonus on Listen checks and a +14 racial bonus on Stealth checks to move silently. *They have a +8 racial bonus on Spot checks in areas of shadowy illumination.

PONY

Medium Animal

Hit Dice:	2d8+2 (11 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	13 (+1 Agy, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+1/+2
Attack:	Hoof* −3 melee (1d3)
Full Attack:	2 hooves* −3 melee (1d3)
Space/Reach:	5 ft./5 ft.

Special Attacks:

Special Qualities:	Low-light vision, scent
Saves:	Fort +4, Ref +4, Will +0
Abilities:	Str 13, Agy 13, Sta 12, Int 2, Spt 11, Cha 4
Skills:	Listen +5, Spot +5
Feats:	Endurance
Environment:	Temperate plains
Organization:	Solitary
Challenge Rating:	1/4
Advancement:	—

The statistics presented here describe a small horse, under 5 feet tall at the shoulder. Ponies are otherwise similar to light horses and cannot fight while carrying a rider.

Combat

A pony not trained for war does not normally use its hooves to attack but rather to run. Its hoof attack

is treated as a secondary attack and adds only half the pony's Strength bonus to damage. (These secondary attacks are noted with an asterisk in the Attack and Full Attack entries.)

Carrying Capacity: A light load for a pony is up to 75 pounds; a medium load, 76–150 pounds; and a heavy load, 151–225 pounds. A pony can drag 1,125 pounds.

RAT

Tiny Animal

Hit Dice: 1/4 d8 (1 hp)
Initiative: +2
Speed: 15 ft. (3 squares), climb 15 ft., swim 15 ft.
Armor Class: 14 (+2 size, +2 Agy), touch 14, flat-footed 12
Base Attack/Grapple: +0/–12
Attack: Bite +4 melee (1d3–4)
Full Attack: Bite +4 melee (1d3–4)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Low-light vision, scent
Saves: Fort +2, Ref +4, Will +1

Abilities:

Str 2, Agy 15, Sta 10, Int 2, Spt 12, Cha 2
Skills: Balance +10, Climb +12, Stealth +6 (+14 hiding), Swim +10
Feats: Weapon Finesse
Environment: Any
Organization: Plague (10–100)
Challenge Rating: 1/8
Advancement: —

These omnivorous rodents thrive almost anywhere.

Combat

Rats usually run away. They bite only as a last resort. Skills: Rats have a +4 racial bonus on Stealth checks, and a +8 racial bonus on Balance and Swim checks.

RAVEN

Tiny Animal

Hit Dice: 1/4 d8 (1 hp)
Initiative: +2
Speed: 10 ft. (2 squares), fly 40 ft. (average)
Armor Class: 14 (+2 size, +2 Agy), touch 14, flat-footed 12
Base Attack/Grapple: +0/–13
Attack: Claws +4 melee (1d2–5)
Full Attack: Claws +4 melee (1d2–5)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Low-light vision

Saves:

Fort +2, Ref +4, Will +2
Abilities: Str 1, Agy 15, Sta 10, Int 2, Spt 14, Cha 6
Skills: Listen +3, Spot +5
Feats: Weapon Finesse
Environment: Temperate forests
Organization: Solitary
Challenge Rating: 1/6
Advancement: —

These glossy black birds are about 2 feet long and have wingspans of about 4 feet. They combine both claws into a single attack. The statistics presented here can describe most non-predatory birds of similar size.

RHINOCEROS

Large Animal	
Hit Dice:	8d8+40 (76 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (–1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple:	+6/+18
Attack:	Gore +13 melee (2d6+12)
Full Attack:	Gore +13 melee (2d6+12)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Powerful charge 4d6+24
Special Qualities:	Low-light vision
Saves:	Fort +11, Ref +6, Will +3
Abilities:	Str 26, Agy 10, Sta 21, Int 2, Spt 13, Cha 2
Skills:	Listen +14, Spot +3
Feats:	Endurance, Improved Natural Attack* (gore), Skilled (Listen and Spot)
Environment:	Warm plains

Organization:	Solitary, pair, or herd (3–12)
Challenge Rating:	4
Advancement:	9–12 HD (Large); 13–24 HD (Huge)

* This feat appears in Chapter 6: Monsters as Characters.

The rhinoceros is infamous for its bad temper and willingness to charge intruders.

The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 6,000 pounds. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).

Combat

When it is harassed or annoyed, a rhinoceros lowers its head and charges.

Powerful Charge (Ex): A rhinoceros deals 4d6+24 points of damage when it makes a charge.

SEA TURTLE

Medium Animal (Aquatic)	
Hit Dice:	6d8+24 (51 hp)
Initiative:	–1
Speed:	20 ft. (4 squares), swim 20 ft.
Armor Class:	21 (–1 Agy, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+4/+9
Attack:	Bite +9 melee (2d6+7)
Full Attack:	Bite +9 melee (2d6+7)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, amphibious, spiked shell
Saves:	Fort +9, Ref +4, Will +3
Abilities:	Str 20, Agy 8, Sta 19, Int 2, Spt 13, Cha 6
Skills:	Listen +8, Spot +7, Swim +13
Feats:	Craggy Exterior*, Endurance, Skilled (Listen and Spot)

Environment:	Warm aquatic
Organization:	Solitary or pair
Challenge Rating:	4
Advancement:	7–9 HD (Medium); 10–12 HD (Large)

* This feat appears in the **Alliance Player's Guide**.

Sea turtles are aggressive animals with thick, heavily spiked shells and sharp teeth. Some reports say that naga train these creatures and use them in war.

Combat

Sea turtles trundle along the ground on elephantine legs and attack smaller creatures — or creatures of the same size, if prey is scarce.

Spiked Shell (Ex): Any creature striking a sea turtle with natural or hand-held weapons takes 1d8 points of piercing and slashing damage from the turtle's barbs. However, weapons with exceptional reach, such as longswords, do not endanger their users in this way.

SHARK

	Medium Shark	Large Shark	Huge Shark
	Medium Animal (Aquatic)	Large Animal (Aquatic)	Huge Animal (Aquatic)
Hit Dice:	3d8+3 (16 hp)	7d8+7 (38 hp)	10d8+20 (65 hp)
Initiative:	+2	+6	+6
Speed:	Swim 60 ft. (12 squares)	Swim 60 ft. (12 squares)	Swim 60 ft. (12 squares)
Armor Class:	15 (+2 Agy, +3 natural), touch 12, flat-footed 13	15 (–1 size, +2 Agy, +4 natural), touch 11, flat-footed 13	15 (–2 size, +2 Agy, +5 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+2/+3	+5/+12	+7/+20
Attack:	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
Full Attack:	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	—	—	—
Special Qualities:	Blindsense, keen scent	Blindsense, keen scent	Blindsense, keen scent
Saves:	Fort +4, Ref +5, Will +2	Fort +8, Ref +7, Will +3	Fort +11, Ref +9, Will +4
Abilities:	Str 13, Agy 15, Sta 13, Int 1, Spt 12, Cha 2	Str 17, Agy 15, Sta 13, Int 1, Spt 12, Cha 2	Str 21, Agy 15, Sta 15, Int 1, Spt 12, Cha 2
Skills:	Listen +6, Spot +6, Swim +9	Listen +8, Spot +7, Swim +11	Listen +10, Spot +10, Swim +13
Feats:	Skilled (Listen and Spot), Weapon Finesse	Great Fortitude, Improved Initiative, Skilled (Listen and Spot) (Listen and Spot)	Great Fortitude, Improved Initiative, Iron Will, Skilled
Environment:	Cold aquatic	Cold aquatic	Cold aquatic
Organization:	Solitary, pair, school (3–5), or pack (6–11)	Solitary, pair, school (3–5), or pack (6–11)	Solitary, pair, school (3–5), or pack (6–11)
Challenge Rating:	1	2	4
Advancement:	4–6 HD (Medium)	8–9 HD (Large)	11–17 HD (Huge)

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

Combat

Sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

SHEEP

Medium Animal		Skills:	Listen +3, Spot +2
Hit Dice:	2d8+6+3 (18 hp)	Feats:	Toughness
Initiative:	+0	Environment:	Warm plains
Speed:	40 ft. (8 squares)	Organization:	Flock (4–40)
Armor Class:	13 (+3 natural), touch 10, flat-footed 13	Challenge Rating:	1/3
Base Attack/Grapple:	+1/+2	Advancement:	—
Attack:	Bite* –3 melee (1d3)		
Full Attack:	Bite* –3 melee (1d3)		
Space/Reach:	5 ft./5 ft.		
Special Attacks:	—		
Special Qualities:	Low-light vision		
Saves:	Fort +6, Ref +3, Will +0		
Abilities:	Str 12, Agy 10, Sta 16, Int 1, Spt 10, Cha 4		

Sheep are docile herbivores. Both black and white varieties exist, and they are prized for their wool. Some mages are infamous for polymorphing their opponents into sheep.

Combat

Sheep flee rather than attack. Rumors of them exploding spontaneously are unsubstantiated.

A sheep's bite attack is treated as a secondary attack (These secondary attacks are noted with an asterisk in and adds only half the sheep's Strength bonus to damage. the Attack and Full Attack entries.)

SNAKE

Constrictor

Medium Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +3
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class: 15 (+3 Agy, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +2/+5 +0/−11
Attack: Bite +5 melee (1d3+4)
Full Attack: Bite +5 melee (1d3+4)
Space/Reach: 5 ft./5 ft. 2-1/2 ft./0 ft.
Special Attacks: Constrict 1d3+4, improved grab
Special Qualities: Scent Scent
Saves: Fort +4, Ref +6, Will +2
Abilities: Str 17, Agy 17, Sta 13, Int 1, Spt 12, Cha 2
Skills: Balance +11, Climb +14, Listen +7, Spot +7, Stealth +6 (+10 hiding) Swim +11
Feats: Skilled (Listen and Spot), Toughness
Environment: Warm forests
Organization: Solitary
Challenge Rating: 2
Advancement: 4–5 HD (Medium); 6–10 HD (Large)

Tiny Viper

Tiny Animal
Hit Dice: 1/4 d8 (1 hp)
Initiative: +3
Speed: 15 ft. (3 squares), climb 15 ft., swim 15 ft.
Armor Class: 17 (+2 size, +3 Agy, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple: +0/−6
Attack: Bite +5 melee (1 plus poison)
Full Attack: Bite +5 melee (1 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison (DC 10)
Special Qualities: Scent
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 4, Agy 17, Sta 11, Int 1, Spt 12, Cha 2
Skills: Balance +11, Climb +11, Listen +6, Spot +6, Stealth +3 (+15 hiding), Swim +5
Feats: Weapon Finesse
Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 1/3
Advancement: —

Small Viper

Small Animal
Hit Dice: 1d8 (4 hp)
Initiative: +3
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class: 17 (+1 size, +3 Agy, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple: +2/+5 +0/−11
Attack: Bite +4 melee (1d2−2 plus poison)
Full Attack: Bite +4 melee (1d2−2 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison (DC 10)
Special Qualities: Scent
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 6, Agy 17, Sta 11, Int 1, Spt 12, Cha 2
Skills: Balance +11, Climb +11, Listen +7, Spot +7, Stealth +3 (+11 hiding), Swim +6
Feats: Weapon Finesse
Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 1/2
Advancement: —

Medium Viper

Medium Animal
Hit Dice: 2d8 (9 hp) 3d8 (13 hp)
Initiative: +3
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class: 16 (+3 Agy, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple: +1/+0 +2/+6
Attack: Bite +4 melee (1d4−1 plus poison)
Full Attack: Bite +4 melee (1d4−1 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Poison (DC 11)
Special Qualities: Scent
Saves: Fort +3, Ref +6, Will +1
Abilities: Str 8, Agy 17, Sta 11, Int 1, Spt 12, Cha 2
Skills: Balance +11, Climb +11, Listen +5, Spot +5, Stealth +8 (+12 hiding), Swim +7
Feats: Weapon Finesse
Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 1
Advancement: —

Large Viper

Large Animal
Hit Dice: 6d8+6 (33 hp)
Initiative: +7
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class: 15 (−1 size, +3 Agy, +3 natural), touch 12, flat-footed 12
Base Attack/Grapple: +4/+15
Attack: Bite +4 melee (1d4 plus poison)
Full Attack: Bite +4 melee (1d4 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison (DC 11)
Special Qualities: Scent
Saves: Fort +3, Ref +6, Will +2
Abilities: Str 10, Agy 17, Sta 11, Int 1, Spt 12, Cha 2
Skills: Balance +11, Climb +11, Listen +5, Spot +6, Stealth +8, Swim +8
Feats: Improved Initiative, Weapon Finesse
Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 2
Advancement: —

Huge Viper

Huge Animal
Hit Dice: 12d8+6 (66 hp)
Initiative: +6
Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Armor Class: 15 (−2 size, +2 Agy, +5 natural), touch 10, flat-footed 15
Base Attack/Grapple: +6/+15
Attack: Bite +6 melee (1d6+4 plus poison)
Full Attack: Bite +6 melee (1d6+4 plus poison)
Space/Reach: 15 ft./10 ft.
Special Attacks: Poison (DC 14)
Special Qualities: Scent
Saves: Fort +6, Ref +7, Will +3
Abilities: Str 16, Agy 15, Sta 13, Int 1, Spt 12, Cha 2
Skills: Balance +10, Climb +11, Listen +7, Spot +7, Stealth +7 (+3 hiding), Swim +11
Feats: Improved Initiative, Run, Weapon Focus (bite)
Environment: Temperate marshes
Organization: Solitary
Challenge Rating: 3
Advancement: 7–18 HD (Huge)

Snakes are usually not aggressive, fleeing when confronted.

Skills: Snakes have a +4 racial bonus on Listen and Spot, on Stealth checks to hide, and a +8 racial bonus

on Balance checks. Snakes use either their Strength modifier or Agility modifier for Climb checks, whichever is higher.

Constrictor Snake

Constrictor snakes hunt for food, but do not attempt to make a meal out of any creature that seems too large to constrict.

Combat

Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. If it wins the grapple check, it establishes a hold and can constrict.

Viper

These creatures range widely in size. They are not particularly aggressive, but often lash out with a bite attack before attempting to retreat.

Combat

Vipers rely on their venomous bite to kill prey and defend themselves.

Poison (Ex): A viper has a poisonous bite that deals initial and secondary damage of 1d6 Sta. The save DC varies by the snake's size, as shown on the table below. The save DCs are Stamina-based.

Size	Fort DC
Tiny	10
Small	10
Medium	11
Large	11
Huge	14

SPIDER CRAB

Medium Animal (Aquatic)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), swim 20 ft.
Armor Class:	17 (+1 Agy, +6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+2/+4
Attack:	Claw +5 melee (1d8+2)
Full Attack:	Claw +5 melee (1d8+2) and claw +5 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, rend 1d8+3
Special Qualities:	Low-light vision
Saves:	Fort +5, Ref +4, Will +1
Abilities:	Str 15, Agy 12, Sta 15, Int 1, Spt 11, Cha 10
Skills:	Listen +3, Spot +3
Feats:	Run, Weapon Focus (claw)
Environment:	Warm seashores
Area:	Kalimdor
Organization:	Solitary or colony (2–5 plus 1 leader of 7+ HD)
Challenge Rating:	2
Treasure:	None

Alignment:	Always neutral
Advancement:	4–7 HD (Medium); 8–15 HD (Large); 16–19 HD (Huge)
Level Adjustment:	—

This large crab stands 3 feet tall on its six thick, spiderlike legs. It has a brightly colored shell, and its left claw significantly larger than its right.

Description

Lurking on seashores across Kalimdor, spider crabs are giant, aggressive predators.

Combat

Spider crabs are apt to attack anything that enters their territory, whether or not they can eat it. Spider crabs often seem to cluster together in colonies. The largest spider crabs — sometimes called limbrippers or, for the really big ones, behemoths — lead the way.

Improved Grab (Ex): To use this ability, a spider crab must hit a creature at least one size smaller than itself with its main claw attack.

Rend (Ex): If a spider crab hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals additional damage equal to the damage dealt by the creature's larger claw plus 1-1/2 times its Strength bonus.

SQUID

Squid

Medium Animal (Aquatic)

Hit Dice:	3d8 (13 hp)
Initiative:	+3
Speed:	Swim 60 ft. (12 squares)
Armor Class:	16 (+3 Agy, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+2/+8*
Attack:	Arms +4 melee (0)
Full Attack:	Arms +4 melee (0) and bite -1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Low-light vision, ink cloud, jet
Saves:	Fort +3, Ref +6, Will +2
Abilities:	Str 14, Agy 17, Sta 11, Int 1, Spt 12, Cha 2
Skills:	Listen +7, Spot +7, Swim +10
Feats:	Endurance, Skilled (Listen and Spot)
Environment:	Temperate aquatic
Organization:	Solitary or school (6-11)
Challenge Rating:	1
Advancement:	4-6 HD (Medium); 7-11 HD (Large)

† This feat appears in **Lands of Mystery**.

These free-swimming mollusks are fairly aggressive. They are more feared than sharks in some locales.

Combat

Improved Grab (Ex): To use this ability, a squid must hit an opponent of any size with its arms attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals bite damage. *A squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A squid can jet backward once per round as a full-round action, at a speed of 240 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Giant Squid

These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet.

Combat

Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.

Giant Squid

Huge Animal (Aquatic)

Hit Dice:	12d8+12+6 (72 hp)
Initiative:	+3
Speed:	Swim 80 ft. (16 squares)
Armor Class:	17 (-2 size, +3 Agy, +6 natural), touch 11, flat-footed 14 +9/+29*
Attack:	Tentacle +15 melee (1d6+8)
Full Attack:	10 tentacles +15 melee (1d6+8) and bite +10 melee (2d8+4)
Space/Reach:	15 ft./15 ft. (30 ft. with tentacle)
Special Attacks:	Constrict 1d6+8, improved grab
Special Qualities:	Low-light vision, ink cloud, jet, tentacles
Saves:	Fort +9, Ref +11, Will +5
Abilities:	Str 26, Agy 17, Sta 13, Int 1, Spt 12, Cha 2
Skills:	Listen +10, Spot +11, Swim +16
Feats:	Diehard†, Endurance, Skilled (Listen and Spot), Toughness (x2)
Environment:	Temperate aquatic
Organization:	Solitary
Challenge Rating:	9
Advancement:	13-18 HD (Huge); 19-36 HD (Gargantuan)

Improved Grab (Ex): To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. *A giant squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Tentacles (Ex): An opponent can attack a giant squid's tentacles with a sunder attempt as if they were weapons. A giant squid's tentacles have 10 hit points each. If a giant squid is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a giant squid's tentacles deals 5 points of damage to the creature. A giant squid usually withdraws from combat if it loses five tentacles. The creature regrows severed limbs in 1d10+10 days.

STAG

Large Animal	
Hit Dice:	4d8+12 (30 hp)
Initiative:	+1
Speed:	50 ft. (10 squares)
Armor Class:	13 (–1 size, +1 Agy, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+3/+13
Attack:	Gore +8 melee (1d8+6)
Full Attack:	Gore +8 melee (1d8+6) and 2 hooves +3 melee (1d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Powerful charge 2d8+6
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 22, Agy 13, Sta 17, Int 2, Spt 13, Cha 6
Skills:	Listen +6, Spot +6
Feats:	Run, Skilled (Listen and Spot)
Environment:	Cold and temperate forests, hills, and mountains

Organization:	Solitary bull, bachelor group (2–8 males), or herd (2–8 males, 6–24 females, and 6–24 young)
Challenge Rating:	2
Advancement:	5–7 HD (Large)

Stags are common in forested areas throughout Azeroth. They are targets for humanoid hunters and natural predators like wolves, but their mighty antlers and ferocity make them difficult prey.

The statistics presented here also apply to similar creatures such as elk and moose.

Powerful Charge (Ex): A stag deals 2d8+6 points of damage when it makes a charge.

Combat

Stags avoid conflict, but can be aggressive in larger groups or when startled. They are particularly aggressive during mating season in the fall, and only at this time are they commonly found with females.

STORM CROW

Small Animal	
Hit Dice:	1d8+1 (5 hp)
Initiative:	+3
Speed:	10 ft. (2 squares), fly 60 ft. (average)
Armor Class:	13 (+3 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+0/–5
Attack:	Bite +4 melee (1d4–1)
Full Attack:	Bite +4 melee (1d4–1) and claws –1 melee (1d3–1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +3, Ref +5, Will +1
Abilities:	Str 8, Agy 17, Sta 12, Int 2, Spt 12, Cha 6
Skills:	Listen +3, Spot +11
Feats:	Weapon Finesse
Environment:	Temperate forests
Organization:	Solitary, pair, or murder (3–22)
Challenge Rating:	1/2
Advancement:	2–3 HD (Small)

Storm crows resemble ravens but are far larger, averaging 3 to 4 feet in height, though their frames remain slight. Their habits are much like that of their lesser brethren, but their size and speed earns them special regard. Superstitions say that seeing a solitary storm crow flying across the sky above the horizon means that a great storm is on its way.

Storm crows are most famous for the fact that druids can take their shape.

Combat

Like other crows, storm crows feed on carrion, fruit, and the occasional insect; they rarely attack large, live prey. If they do, several storm crows fly around a target, pecking and clawing before wheeling away. They are not brave, so any serious injury to a fellow crow causes them to break off.

Skills: A storm crow has a +8 racial bonus on Spot checks.

Storm Crow Animal Companions

Add storm crow to the list of animal companions druids can take at 1st level.

TALLSTRIDER

Medium Animal	
Hit Dice:	5d8+10 (32 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	14 (+2 Agy, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+3/+5
Attack:	Bite +5 melee (1d6+2)
Full Attack:	Bite +5 melee (1d6+2) and 2 claws +0 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision
Saves:	Fort +6, Ref +6, Will +2
Abilities:	Str 14, Agy 14, Sta 14, Int 2, Spt 12, Cha 7
Skills:	Listen +5, Spot +5
Feats:	Endurance, Run
Environment:	Temperate and warm forests and plains
Organization:	Solitary, pair, or flock (3–8)

Challenge Rating:	2
Advancement:	6–8 HD (Medium); 9–17 HD (Large)

Tallstriders are large, flightless birds of prey that look to kill anything they can outrun or overpower. They resemble 6-foot tall ostriches with strong, thick necks and heavy, sharp beaks. Tallstriders are common in Mulgore, the Barrens, and Durotar. Young heroes in these regions hunt these beasts in tests of honor and valor.

Tales tell of heroes who attempt to tame tallstriders as mounts or beasts of burden, but these tales are typically humorous ones.

Combat

Tallstriders are tenacious pack hunters. A tallstrider's main mode of attack is with its beak and talons. Tallstriders attempt to isolate single members of a pack of prey and run them down. When facing stronger prey, they harry a single victim if possible until, after hours of running, the quarry is most likely exhausted and weak.

TIGER

Large Animal	
Hit Dice:	6d8+18 (45 hp)
Initiative:	+2
Speed:	40 ft. (8 squares)
Armor Class:	14 (–1 size, +2 Agy, +3 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+14
Attack:	Claw +9 melee (1d8+6)
Full Attack:	2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Improved grab, pounce, rake 1d8+3
Special Qualities:	Low-light vision, scent
Saves:	Fort +8, Ref +7, Will +3
Abilities:	Str 23, Agy 15, Sta 17, Int 2, Spt 12, Cha 6
Skills:	Balance +6, Listen +3, Spot +3, Stealth +10 (+6 hiding)*, Swim +11
Feats:	Improved Natural Attack† (bite), Improved Natural Attack† (claw), Skilled (Listen and Spot)

Environment:	Warm forests
Organization:	Solitary
Challenge Rating:	4
Advancement:	7–12 HD (Large); 13–18 HD (Huge)

† This feat appears in Chapter 6: Monsters as Characters.

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They typically weigh from 400 to 600 pounds.

Combat

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

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

Rake (Ex): Attack bonus +9 melee, damage 1d8+3.

Skills: Tigers have a +4 racial bonus on Balance and Stealth checks. *In areas of tall grass or heavy undergrowth, the Stealth bonus to hide improves to +8.

TOAD

Diminutive Animal

Hit Dice:	1/4 d8 (1 hp)
Initiative:	+1
Speed:	5 ft. (1 square)
Armor Class:	15 (+4 size, +1 Agy), touch 15, flat-footed 14
Base Attack/Grapple:	+0/−17
Attack:	—
Full Attack:	—
Space/Reach:	1 ft./0 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, amphibious

Saves:	Fort +2, Ref +3, Will +2
Abilities:	Str 1, Agy 12, Sta 11, Int 1, Spt 14, Cha 4
Skills:	Listen +4, Spot +4, Stealth +1 (+21 to hide)
Feats:	Skilled (Listen and Spot)
Environment:	Temperate marshes
Organization:	Swarm (10–100)
Challenge Rating:	1/10
Advancement:	—

These diminutive amphibians are innocuous and beneficial, since they eat insects.

Skills: A toad's coloration gives it a +4 racial bonus on Stealth checks to hide.

WEASEL

Tiny Animal

Hit Dice:	1/2 d8 (2 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	14 (+2 size, +2 Agy), touch 14, flat-footed 12
Base Attack/Grapple:	+0/−12
Attack:	Bite +4 melee (1d3–4)
Full Attack:	Bite +4 melee (1d3–4)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Attach
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +4, Will +1
Abilities:	Str 3, Agy 15, Sta 10, Int 2, Spt 12, Cha 5
Skills:	Balance +10, Climb +10, Spot +3, Stealth +10
Feats:	Weapon Finesse
Environment:	Temperate hills
Organization:	Solitary

Challenge Rating:	1/4
Advancement:	—

These little mammals are aggressive predators but usually confine themselves to smaller prey. The statistics presented here also apply to ferrets and similar mustelids.

Combat

Attach (Ex): If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel loses its Agility bonus to Armor Class (and thus has an AC of 12). An attached weasel can be struck with a weapon or grappled itself. To remove an attached weasel through grappling, the opponent must achieve a pin against the creature.

Skills: Weasels have a +4 racial bonus on Stealth checks to move silently and a +8 racial bonus on Balance checks. They use their Agility modifier for Climb checks.

WHALE

	Baleen Whale	Cachalot Whale	Orca Whale
	Gargantuan Animal	Gargantuan Animal	Huge Animal
Hit Dice:	12d8+78 (132 hp)	12d8+87 (141 hp)	9d8+48 (88 hp)
Initiative:	+1	+1	+2
Speed:	Swim 40 ft. (8 squares)	Swim 40 ft. (8 squares)	Swim 50 ft. (10 squares)
Armor Class:	16 (-4 size, +1 Agy, +9 natural), touch 7, flat-footed 15	16 (-4 size, +1 Agy, +9 natural), touch 7, flat-footed 15	16 (-2 size, +2 Agy, +6 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+9/+33	+9/+33	+6/+11
Attack:	Tail slap +17 melee (1d8+18)	Bite +17 melee (4d6+12)	Bite +12 melee (2d6+12)
Full Attack:	Tail slap +17 melee (1d8+18)	Bite +17 melee (4d6+12) and tail slap +12 melee (1d8+6)	Bite +12 melee (2d6+12)
Space/Reach:	20 ft./15 ft.	20 ft./15 ft.	15 ft./10 ft.
Special Attacks:	—	—	—
Special Qualities:	Blindsight 120 ft., low-light vision, hold breath	Blindsight 120 ft., low-light vision, hold breath	Blindsight 120 ft., low-light vision, hold breath
Saves:	Fort +14, Ref +9, Will +5	Fort +15, Ref +9, Will +6	Fort +11, Ref +8, Will +5
Abilities:	Str 35, Agy 13, Sta 22, Int 2, Spt 12, Cha 6	Str 35, Agy 13, Sta 24, Int 2, Spt 14, Cha 6	Str 27, Agy 15, Sta 21, Int 2, Spt 14, Cha 6
Skills:	Listen +15*, Spot +14*, Swim +20	Listen +15*, Spot +14*, Swim +20	Listen +14*, Spot +14*, Swim +16
Feats:	Diehard†, Endurance, Skilled (Listen and Spot), Toughness (x2)	Diehard†, Endurance, Improved Natural Attack‡ (bite), Skilled (Listen and Spot), Toughness	Endurance, Run, Skilled (Listen and Spot), Toughness
Environment:	Warm aquatic	Temperate aquatic	Cold aquatic
Organization:	Solitary	Solitary or pod (6–11)	Solitary or pod (6–11)
Challenge Rating:	6	7	5
Advancement:	13–18 HD (Gargantuan); 19–36 HD (Colossal)	13–18 HD (Gargantuan); 19–36 HD (Colossal)	10–13 HD (Huge); 14–27 HD (Gargantuan)

† This feat appears in **Lands of Mystery**.

‡ This feat appears in Chapter 6: Monsters as Characters.

Some varieties of these seagoing mammals are among the largest animals known. Relatively small whales (such as the orca presented here) can be vicious predators, attacking virtually anything they detect.

Blindsight (Ex): Whales can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the whale to rely on its vision, which is approximately as good as a human’s.

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

Skills: *A whale has a +4 racial bonus on Spot and Listen checks. It loses these bonuses if its blindsight is negated.

Baleen Whale

The statistics here describe a plankton-feeding whale between 30 and 60 feet long, such as gray, humpback, and right whales. These massive creatures are surprisingly gentle. If harassed or provoked, they are as likely to flee as they are to retaliate.

Cachalot Whale

Also known as sperm whales, these creatures can be up to 60 feet long. They prey on giant squids.

Orca Whale

These ferocious creatures, also called killer whales, are about 30 feet long. They eat fish, squid, seals, and other whales.

WIND SERPENT

Medium Animal

Hit Dice:	3d8+3 (16 hp)
Initiative:	+5
Speed:	20 ft. (4 squares), climb 20 ft., fly 60 ft. (good), swim 40 ft.
Armor Class:	17 (+5 Agy, +2 natural), touch 15, flat-footed 12
Base Attack/Grapple:	+2/+2
Attack:	Bite +7 melee (1d4 plus poison)
Full Attack:	Bite +7 melee (1d4 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison (DC 12)
Special Qualities:	Scent
Saves:	Fort +4, Ref +8, Will +3
Abilities:	Str 10, Agy 21, Sta 13, Int 1, Spt 14, Cha 2
Skills:	Balance +13, Climb +13, Listen +8, Spot +11, Stealth +12, Swim +8
Feats:	Skilled (Listen and Spot), Weapon Finesse
Environment:	Temperate forest
Organization:	Solitary
Challenge Rating:	2
Advancement:	4–5 HD (Medium); 6–10 HD (Large)

Wind serpents are, simply put, flying constrictor snakes. These serpents are sometimes found in the Barrens, and they are often revered by local tribes of savage races such as quilboar, who see wind serpents as spirits of the sky.

Wind serpents are simple beasts that reach sizes of 4 to 6 feet in length and can weigh up to 50 pounds. While green is the most common color, their scales can range in any hue from dark brown to a faint orange color. Their plumage often matches their scales, but with red or yellow tips.

Most wind serpents subsist on a diet of rabbits and rodents, but they will eat things as large as small wild pigs or young sheep. While not aggressive, wind serpents

are territorial, tending to attack anything that comes near their nests, built high in trees.

Combat

Wind serpents are ambush predators, crawling among tree branches or flying silently out from a dark nook. They attack with lightning speed, swiftly poisoning their prey to death.

Poison (Ex): Bite, Fortitude DC 12; 1d6 Sta/1d6 Sta. The save DC is Stamina-based.

Skills: Wind serpents have a +4 racial bonus on Listen, Spot, and Stealth checks and a +8 racial bonus on Balance checks. They may use either their Strength modifier or their Agility modifier for Climb checks, whichever is higher.

Variant Wind Serpents

Wind serpents vary drastically across species. There are simply more kinds of wind serpents than would be prudent to include in this manual. For instance, some are constrictors rather than vipers: Replace their poison ability with improved grab and constrict (1d4 + 1-1/2 Str), and change both Strength and Agility scores to 17. Constricting wind serpents have the same CR as venomous wind serpents.

Other wind serpents are in truth magical beasts instead of animals, and have an astonishing variety of magical abilities. Magical wind serpents tend to be slightly larger and tougher, often having more Hit Dice and possibly higher ability scores than normal wind serpents.

The cloud serpent (see Chapter 1: The Dangers of Being a Hero) represents one such magical variety of wind serpent, in this case one having the ability to breathe lightning.

WOLVERINE

Medium Animal

Hit Dice:	3d8+12+3 (28 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), burrow 10 ft., climb 10 ft.
Armor Class:	14 (+2 Agy, +2 natural), touch 12, flat-footed 12
Base Attack/Grapple:	+2/+4
Attack:	Claw +4 melee (1d4+2)
Full Attack:	2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rage
Special Qualities:	Low-light vision, scent
Saves:	Fort +7, Ref +5, Will +2
Abilities:	Str 14, Agy 15, Sta 19, Int 2, Spt 12, Cha 10
Skills:	Climb +10, Listen +6, Spot +6
Feats:	Skilled (Listen and Spot), Toughness, Track ⁸

Environment:	Cold forests
Organization:	Solitary
Challenge Rating:	2
Advancement:	4-5 HD (Large)

These creatures are similar to badgers, but they are bigger, stronger, and even more ferocious.

Combat

Rage (Ex): A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to Strength, +4 to Stamina, and -2 to Armor Class. The creature cannot end its rage voluntarily.

When raging, a wolverine has the following statistics: 34 hp; AC 12, touch 10, flat-footed 10; Atk 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2); Fort +9; Str 18, Sta 23.

These creatures operate on instinct, driven by simple needs such as food and reproduction. Except where noted, vermin attack only when hungry or threatened.

Vermin Traits: Vermin possess the following traits (unless otherwise noted in a creature's entry).

- **Mindless:** No Intellect score, and immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- **Darkvision** out to 60 feet.
- **Area:** Vermin are found in the indicated environment anywhere in Azeroth.
- **Alignment:** Always neutral. Vermin are not governed by a human sense of morality.
- **Treasure:** Vermin generally possess no treasure. For those that do, this treasure consists of possessions formerly owned by a creature that the monster has killed.
- **Level Adjustment:** Vermin are not suitable for player characters.

CARRION BEETLE

Small Vermin

Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+0/−4
Attack:	Bite +1 melee (1d4)
Full Attack:	Bite +1 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +0, Will +0
Abilities:	Str 11, Agy 10, Sta 11, Int −, Spt 10, Cha 6
Skills:	Climb +4, Listen +4, Spot +4
Feats:	—
Environment:	Temperate and warm land and underground
Organization:	Cluster (2–5) or swarm (6–11)
Challenge Rating:	1/3
Advancement:	2–3 HD (Small)

These insects make their homes near rich sources of carrion, thriving especially near graveyards. They feed only on the flesh of the dead.

Carrion beetles bury the body of a slain victim and leave it for several days before returning to feed. Several more days may pass for a fully-grown carrion beetle to consume a corpse completely, and nothing remains when it's done.

A carrion beetle sometimes lays eggs within a buried corpse. The larvae hatch and eat their way out of the body and then consume whatever remains. They then eat each other until only the strongest carrion beetle remains. The winner burrows its way to the surface and begins its own endless quest for dead flesh.

Combat

Carrion beetles attack in a simple, mindless assault, whether alone or in a swarm.

Skills: A carrion beetle has a +4 racial bonus on Climb, Listen, and Spot checks.

GIANT SCARAB

Medium Vermin

Hit Dice:	18d8+36 (117 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	22 (+12 natural), touch 10, flat-footed 22
Base Attack/Grapple:	+13/+18
Attack:	Bite +18 melee (2d6+7)
Full Attack:	Bite +18 melee (2d6+7)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Disease (DC 21), disease cloud
Special Qualities:	Darkvision 60 ft., vermin traits
Saves:	Fort +13, Ref +6, Will +6
Abilities:	Str 20, Agy 11, Sta 15, Int −, Spt 10, Cha 4
Skills:	—
Feats:	—

Environment:	Warm land and underground
Organization:	Solitary, pair, cluster (3–5), or swarm (6–11)
Challenge Rating:	8
Advancement:	19–22 HD (Medium); 23–26 HD (Large)

These enormous beetles carry foul disease. The trolls of Zul'Farrak consider them sacred.

Combat

A giant scarab attacks prey mindlessly, releasing a disease cloud as it closes.

Disease (Ex): Chokemist—bite, Fortitude DC 21, incubation period immediate, damage 1d3 Agy and 1d3 Sta. The save DC is Stamina-based.

Disease Cloud (Ex): Once every 1d4 rounds as a free action, a giant scarab can release a cloud of diseased air that extends outward from the beetle in a 15-foot-radius spread. Creatures within the cloud are subject to chokemist disease, as above.

MONSTROUS SCORPION

Tiny Monstrous Scorpion

Tiny Vermin

Hit Dice: 1/2 d8+2 (4 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 14 (+2 size, +2 natural), touch 12, flat-footed 14
Base Attack/Grapple: +0/-8
Attack: Claw +2 melee (1d2-4)
Full Attack: 2 claws +2 melee (1d2-4) and sting -3 melee (1d2-4 plus poison)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Constrict 1d2-4, improved grab, poison (DC 12)
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves: Fort +4, Ref +0, Will +0
Abilities: Str 3, Agy 10, Sta 14, Int —, Spt 10, Cha 2
Skills: Climb +0, Spot +4, Stealth +0 (+12 hiding)
Feats: Weapon FinesseB
Environment: Warm deserts
Organization: Colony (8-16)
Challenge Rating: 1/4
Alignment: Always neutral
Advancement: —

Small Monstrous Scorpion

Small Vermin

Hit Dice: 1d8+2 (6 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 14 (+1 size, +3 natural), touch 11, flat-footed 14
Base Attack/Grapple: +0/-4
Attack: Claw +1 melee (1d3-1)
Full Attack: 2 claws +1 melee (1d3-1) and sting -4 melee (1d3-1 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict 1d3-1, improved grab, poison (DC 12)
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves: Fort +4, Ref +0, Will +0
Abilities: Str 9, Agy 10, Sta 14, Int —, Spt 10, Cha 2
Skills: Climb +3, Spot +4, Stealth +0 (+8 hiding)
Feats: Weapon FinesseB
Environment: Warm deserts
Organization: Colony (2-5) or swarm (6-11)
Challenge Rating: 1/2
Alignment: Always neutral
Advancement: —

Medium Monstrous Scorpion

Medium Vermin

Hit Dice: 2d8+4 (13 hp)
Initiative: +0
Speed: 40 ft. (8 squares)
Armor Class: 14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple: +1/+2
Attack: Claw +2 melee (1d4+1)
Full Attack: 2 claws +2 melee (1d4+1) and sting -3 melee (1d4 plus poison)
Space/Reach: 5 ft./5 ft.
Special Attacks: Constrict 1d4+1, improved grab, poison (DC 13)
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves: Fort +5, Ref +0, Will +0
Abilities: Str 13, Agy 10, Sta 14, Int —, Spt 10, Cha 2
Skills: Climb +5, Spot +4, Stealth +0 (+4 hiding)
Feats: —
Environment: Warm deserts
Organization: Solitary or colony (2-5)
Challenge Rating: 1
Alignment: Always neutral
Advancement: 3-4 HD (Medium)

Large Monstrous Scorpion

Large Vermin

Hit Dice: 5d8+10 (32 hp)
Initiative: +0
Speed: 50 ft. (10 squares)
Armor Class: 16 (-1 size, +7 natural), touch 9, flat-footed 16
Base Attack/Grapple: +3/+11
Attack: Claw +6 melee (1d6+4)
Full Attack: 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Constrict 1d6+4, improved grab, poison (DC 14)
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves: Fort +6, Ref +1, Will +1
Abilities: Str 19, Agy 10, Sta 14, Int —, Spt 10, Cha 2
Skills: Climb +8, Spot +4, Stealth +0
Feats: —
Environment: Warm deserts
Organization: Solitary or colony (2-5)
Challenge Rating: 3
Treasure: 1/10 coins; 50% goods; 50% items
Advancement: 6-9 HD (Large)

Huge Monstrous Scorpion

Huge Vermin

Hit Dice: 10d8+30 (75 hp)
Initiative: +0
Speed: 50 ft. (10 squares)
Armor Class: 20 (-2 size, +12 natural), touch 8, flat-footed 20
Base Attack/Grapple: +7/+21
Attack: Claw +11 melee (1d8+6)
Full Attack: 2 claws +11 melee (1d8+6) and sting +6 melee (2d4+3 plus poison)
Space/Reach: 15 ft./10 ft.
Special Attacks: Constrict 1d8+6, improved grab, poison (DC 18)
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves: Fort +10, Ref +3, Will +3
Abilities: Str 23, Agy 10, Sta 16, Int —, Spt 10, Cha 2
Skills: Climb +10, Spot +4, Stealth +0 (-4 hiding)
Feats: —
Environment: Warm deserts
Organization: Solitary or colony (2-5)
Challenge Rating: 7
Treasure: 1/10 coins; 50% goods; 50% items
Advancement: 11-19 HD (Huge)

Gargantuan Monstrous Scorpion

Gargantuan Vermin

Hit Dice: 20d8+60 (150 hp)
 Initiative: +0
 Speed: 50 ft. (10 squares)
 Armor Class: 24 (–4 size, +18 natural), touch 6, flat-footed 24
 Base Attack/Grapple: +15/+37
 Attack: Claw +21 melee (2d6+10)
 Full Attack: 2 claws +21 melee (2d6+10) and sting +16 melee (2d6+5 plus poison)
 Space/Reach: 20 ft./15 ft.
 Special Attacks: Constrict 2d6+10, improved grab, poison (DC 23)
 Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
 Saves: Fort +15, Ref +6, Will +6
 Abilities: Str 31, Agy 10, Sta 16, Int —, Spt 10, Cha 2
 Skills: Climb +14, Spot +4, Stealth +0 (–8 hiding)
 Feats: —
 Environment: Warm deserts
 Organization: Solitary
 Challenge Rating: 10
 Treasure: 1/10 coins; 50% goods; 50% items
 Advancement: 21–39 HD (Gargantuan)

Colossal Monstrous Scorpion

Colossal Vermin

Hit Dice: 40d8+120 (300 hp)
 Initiative: –1
 Speed: 50 ft. (10 squares)
 Armor Class: 26 (–8 size, –1 Agy, +25 natural), touch 1, flat-footed 26
 Base Attack/Grapple: +30/+58
 Attack: Claw +34 melee (2d8+12)
 Full Attack: 2 claws +34 melee (2d8+12) and sting +29 melee (2d8+6 plus poison)
 Space/Reach: 40 ft./30 ft.
 Special Attacks: Constrict 2d8+12, improved grab, poison (DC 33)
 Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
 Saves: Fort +25, Ref +12, Will +13
 Abilities: Str 35, Agy 8, Sta 16, Int —, Spt 10, Cha 2
 Skills: Climb +16, Spot +4, Stealth +0 (–12 hiding)
 Feats: —
 Environment: Warm deserts
 Organization: Solitary
 Challenge Rating: 12
 Treasure: 1/10 coins; 50% goods; 50% items
 Advancement: 41–60 HD (Colossal)

Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

Constrict (Ex): A monstrous scorpion deals automatic claw damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Agility modifier for grapple checks, whichever is better.

Poison (Ex): A monstrous scorpion has a poisonous sting, with details that vary by the scorpion's size, as follows.

The save DCs are Stamina-based; the indicated damage is both initial and secondary.

Skills: A monstrous scorpion has a +4 racial bonus on Climb and Spot checks and on Stealth checks made to hide.

Size	Fort DC	Damage
Tiny	12	1 Sta
Small	12	1d2 Sta
Medium	13	1d3 Sta
Large	14	1d4 Sta
Huge	18	1d6 Sta
Gargantuan	23	1d8 Sta
Colossal	33	1d10 Sta

MONSTROUS SPIDER

Tiny Monstrous Spider

Hit Dice:	Tiny Vermin 1/2 d8 (2 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 10 ft.
Armor Class:	15 (+2 size, +3 Agy), touch 15, flat-footed 12
Base Attack/Grapple:	+0/-12
Attack:	Bite +5 melee (1d3-4 plus poison)
Full Attack:	Bite +5 melee (1d3-4 plus poison)
Space/Reach:	2-1/2 ft./0 ft.
Special Attacks:	Poison (DC 10), web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +2, Ref +3, Will +0
Abilities:	Str 3, Agy 17, Sta 10, Int —, Spt 10, Cha 2
Skills:	Climb +11, Jump -4*, Spot +4*, Stealth +3 (+15 hiding)*
Feats:	Weapon FinesseB
Environment:	Temperate forests
Organization:	Colony (8-16)
Challenge Rating:	1/4
Treasure:	None
Advancement:	—

Small Monstrous Spider

Hit Dice:	Small Vermin 1d8 (4 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (+1 size, +3 Agy), touch 14, flat-footed 11
Base Attack/Grapple:	+0/-6
Attack:	Bite +4 melee (1d4-2 plus poison)
Full Attack:	Bite +4 melee (1d4-2 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison (DC 10), web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +2, Ref +3, Will +0
Abilities:	Str 7, Agy 17, Sta 10, Int —, Spt 10, Cha 2
Skills:	Climb +11, Jump -2*, Spot +4*, Stealth +3 (+11 hiding)*
Feats:	Weapon FinesseB
Environment:	Temperate forests
Organization:	Colony (2-5) or swarm (6-11)
Challenge Rating:	1/2
Treasure:	None
Advancement:	—

Medium Monstrous Spider

Hit Dice:	Medium Vermin 2d8+2 (11 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (+3 Agy, +1 natural), touch 13, flat-footed 11
Base Attack/Grapple:	+1/+1
Attack:	Bite +4 melee (1d6 plus poison)
Full Attack:	Bite +4 melee (1d6 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison (DC 12), web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +4, Ref +3, Will +0
Abilities:	Str 11, Agy 17, Sta 12, Int —, Spt 10, Cha 2
Skills:	Climb +11, Jump +0*, Spot +4*, Stealth +3 (+7 hiding)*
Feats:	Weapon FinesseB
Environment:	Temperate forests
Organization:	Solitary or colony (2-5)
Challenge Rating:	1
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	3 HD (Medium)

Large Monstrous Spider

Large Vermin

Hit Dice:	4d8+4 (22 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (-1 size, +3 Agy, +2 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+3/+9
Attack:	Bite +4 melee (1d8+3 plus poison)
Full Attack:	Bite +4 melee (1d8+3 plus poison)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Poison (DC 13), web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +5, Ref +4, Will +1
Abilities:	Str 15, Agy 17, Sta 12, Int —, Spt 10, Cha 2
Skills:	Climb +11, Jump +2*, Spot +4*, Stealth +3*
Feats:	—
Environment:	Temperate forests
Organization:	Solitary or colony (2-5)
Challenge Rating:	2
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	5-7 HD (Large)

Huge Monstrous Spider

Huge Vermin

Hit Dice:	8d8+16 (52 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 20 ft.
Armor Class:	16 (-2 size, +3 Agy, +5 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+6/+18
Attack:	Bite +9 melee (2d6+6 plus poison)
Full Attack:	Bite +9 melee (2d6+6 plus poison)
Space/Reach:	15 ft./10 ft.
Special Attacks:	Poison (DC 16), web
Special Qualities:	Darkvision 60 ft., tremorsense 60 ft., vermin traits
Saves:	Fort +8, Ref +5, Will +2
Abilities:	Str 19, Agy 17, Sta 14, Int —, Spt 10, Cha 2
Skills:	Climb +12, Jump +4*, Spot +4*, Stealth +3 (-1 hiding)*
Feats:	—
Environment:	Temperate forests
Organization:	Solitary or colony (2-5)
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Advancement:	9-15 HD (Huge)

Gargantuan Monstrous Spider

Gargantuan Vermin

Hit Dice: 16d8+32 (104 hp)
 Initiative: +3
 Speed: 30 ft. (6 squares), climb 20 ft.
 Armor Class: 19 (–4 size, +3 Agy, +10 natural), touch 9, flat-footed 16
 Base Attack/Grapple: +12/+31
 Attack: Bite +15 melee (2d8+10 plus poison)
 Full Attack: Bite +15 melee (2d8+10 plus poison)
 Space/Reach: 20 ft./15 ft.
 Special Attacks: Poison (DC 20), web
 Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
 Saves: Fort +12, Ref +8, Will +5
 Abilities: Str 25, Agy 17, Sta 14, Int —, Spt 10, Cha 2
 Skills: Climb +14, Jump +7*, Spot +4*, Stealth +3 (–5 hiding)*
 Feats: —
 Environment: Temperate forests
 Organization: Solitary
 Challenge Rating: 8
 Treasure: 1/10 coins; 50% goods; 50% items
 Advancement: 17–31 HD (Gargantuan)

Colossal Monstrous Spider

Colossal Vermin

Hit Dice: 32d8+64 (208 hp)
 Initiative: +2
 Speed: 30 ft. (6 squares), climb 20 ft.
 Armor Class: 22 (–8 size, +2 Agy, +18 natural), touch 4, flat-footed 20
 Base Attack/Grapple: +24/+50
 Attack: Bite +26 melee (4d6+15 plus poison)
 Full Attack: Bite +26 melee (4d6+15 plus poison)
 Space/Reach: 40 ft./30 ft.
 Special Attacks: Poison (DC 28), web
 Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits
 Saves: Fort +20, Ref +12, Will +10
 Abilities: Str 31, Agy 15, Sta 14, Int —, Spt 10, Cha 2
 Skills: Climb +16, Jump +10*, Spot +7*, Stealth +2 (–10 hiding)*
 Feats: —
 Environment: Temperate forests
 Organization: Solitary
 Challenge Rating: 11
 Treasure: 1/10 coins; 50% goods; 50% items
 Advancement: 33–60 HD (Colossal)

All monstrous spiders are aggressive predators that use their poisonous bites to subdue or kill prey.

Monstrous spiders come in three general types: hunters, webspinners, and spitters. Hunters and spitters rove about, while webspinners usually remain immobile and attempt to trap prey. (Hunting and spitting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way webspinners can.) Hunting spiders have a base land speed 10 feet faster than the figures given in the statistics blocks above.

Poison (Ex): A monstrous spider has a poisonous bite (and poisonous spit, in the case of spitting spiders). The details vary by the spider's size, as shown on the table below. The save DCs are Stamina-based. The indicated damage is both initial and secondary.

Size	Fort DC	Damage
Tiny	10	1d2 Str
Small	10	1d3 Str
Medium	12	1d4 Str
Large	13	1d6 Str
Huge	16	1d8 Str
Gargantuan	20	2d6 Str
Colossal	28	2d8 Str

Spit: Spitting spiders spit jets of acid at their prey. The spider must succeed a ranged touch attack to hit with a jet of acid; such an attack has no range increment. The spider's attack bonus with the attack, and the attack's damage and maximum range, depend on the spider's size, as shown on the table below. The spit carries poison, just as the spider's bite does.

Size	Attack Bonus	Damage	Maximum Range
Tiny	+5	1	10 ft.
Small	+4	1	10 ft.
Medium	+4	1d4	15 ft.
Large	+5	1d6	30 ft.
Huge	+7	1d8	40 ft.
Gargantuan	+11	2d6	50 ft.
Colossal	+18	2d8	60 ft.

Web (Ex): All types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Webspinners can also throw a web 8 times per day. This is similar to an attack with a net, but it has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both are standard actions whose DCs are given in the table below. The check DCs are Stamina-based, and the Strength check DC includes a +4 racial bonus.

Webspinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web

attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the hit points given on the table, and sheet webs have damage reduction 5/—.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60 feet in

contact with the ground, or within any range in contact with the spider's webs.

Skills: Monstrous spiders have a +4 racial bonus on Spot checks and on Stealth checks made to hide. Monstrous spiders use either their Strength or their Agility modifier for Climb checks, whichever is higher.

*Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Stealth checks when using their webs.

Size	Ranged Touch Bonus	Escape Artist DC	Break DC	Hit Points
Tiny	+5	10	14	2
Small	+4	10	14	4
Medium	+4	12	16	6
Large	+5	13	17	12
Huge	+7	16	20	14
Gargantuan	+11	20	24	16
Colossal	+18	28	32	18