

Forest (Temperate Forest) CR 5 Monster Stats

Forest (Temperate Forest) CR 5		
d%	Encounter	Avg. CR
1-6	1 bat swarm	2
7-8	1 yellow musk creeper	2
9-12	1d4 giant spiders	3
13-16	1 assassin vine	3
17-20	1 giant mantis	3
21-22	1 unicorn	3
23-26	1d4 dire bats	4
27-32	1d4 boars	4
33-34	1 dire boar	4
35-38	1 giant stag beetle	4
39-42	1 owlbear	4
43-46	1 tiger	4
47-52	1d6 werewolves	5
53-56	1d4 dire wolves	5
57-60	1 ettercap and 1d6 giant spiders	5
61-70	2d6 goblins and 1d4 goblin dogs	5
71-74	1 barghest and 2d6 goblins	6
75-78	1d6 centaurs	6
79-86	2d6 wolves	6
87-88	1 nymph	7
89-92	1 dire tiger	8
93-94	1 green dragon (young)	8
95-98	1d4 shambling mounds	8
99-100	1 treant	8

BAT SWARM

CR 2

XP 600

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; **Perception** +15**DEFENSE****AC** 16, touch 16, flat-footed 14 (+2 Dex, +4 size)**hp** 13 (3d8)**Fort** +3, **Ref** +7, **Will** +3**Defensive Abilities** swarm traits; **Immune** weapon damage**OFFENSE****Speed** 5 ft., fly 40 ft. (good)**Melee** swarm (1d6)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** distraction (DC 11), wounding**STATISTICS****Str** 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4**Base Atk** +2; **CMB** —; **CMD** —**Feats** Lightning Reflexes, Skill Focus (Perception)**Skills** Fly +12, **Perception** +15; **Racial Modifiers** +4 Perception when using blindsense**SQ** swarm traits**ECOLOGY****Environment** any temperate or tropical**Organization** solitary, pair, flight (3–6 swarms), or colony (11–20 swarms)**Treasure** none**SPECIAL FEATURES****Wounding (Ex)** Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Bat swarms dwell in large caves, ruins, or even city sewers—anywhere they can find darkness to hide in during the day and a supply of food to feast upon at night. They are only encountered outside in a group at dawn or dusk, or when they have been startled and forced to flee their lairs.

YELLOW MUSK CREEPER

CR 2

XP 600

N Medium plant

Init +2; **Senses** tremorsense 30 ft.; **Perception** +0**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 22 (3d8+9)**Fort** +6, **Ref** +3, **Will** +1**Immune** plant traits**OFFENSE****Speed** 5 ft.**Melee** tendril +5 (1d4+4)**Space** 5 ft., **Reach** 10 ft.**Special Attacks** create yellow musk zombie, pollen spray**STATISTICS****Str** 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8**Base Atk** +2; **CMB** +5; **CMD** 17 (can't be tripped)**ECOLOGY****Environment** temperate or warm forests and underground**Organization** patch (creeper plus 1–6 yellow musk zombies)**Treasure** incidental**SPECIAL ABILITIES****Create Yellow Musk Zombie (Su)** As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie (see below).**Pollen Spray (Ex)** As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +4 ranged touch attack to strike the target, who must then succeed on a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

The yellow musk creeper is a hideous plant that grows in haunted graveyards, grisly battlefields, and other places where death hangs heavy in the air and thick in the soil. The yellow musk creeper's method of procreation is singularly frightful—it slays the living, infests them with its seeds and pollen, then animates them as zombies. These zombies serve the plant as a guardian for several days, but when new zombies are created, older ones wander off into the surrounding wild, collapsing and breaking apart within 2d6 days to give seed to a new yellow musk creeper.

GIANT SPIDER**CR 1****XP 400**

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4**DEFENSE****AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)**hp** 16 (3d8+3)**Fort** +4, **Ref** +4, **Will** +1**Immune** mind-affecting effects**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +2 (1d6 plus poison)**Special Attack** web (+5 ranged, DC 12, hp 2)**STATISTICS****Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +2; **CMB** +2; **CMD** 15 (27 vs. trip)**Skills** Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb**ECOLOGY****Environment** any**Organization** solitary, pair, or colony (3–8)**Treasure** incidental**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

The statistics above are for a web-spinning spider. Hunting spiders lose the web ability but gain a +8 racial modifier on Acrobatics checks. All giant spiders have a +2 racial bonus on poison save DCs.

ASSASSIN VINE**CR 3****XP 800**

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1**DEFENSE****AC** 15, touch 9, flat-footed 15 (+6 natural, –1 size)**hp** 30 (4d8+12)**Fort** +7, **Ref** +1, **Will** +2**Immune** electricity, plant traits; **Resist** cold 10 and fire 10**OFFENSE****Speed** 5 ft.**Melee** slam +7 (1d8+7 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d8+7), entangle**STATISTICS****Str** 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)**SQ** camouflage**ECOLOGY****Environment** temperate forests**Organization** solitary, pair, or patch (3–6)**Treasure** incidental**SPECIAL ABILITIES**

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.

The assassin vine is a carnivorous plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. These remarkable plants can see minute movements in the earth and air and detect changes in light and heat through their broad leaves, giving them exceptional awareness of the area around them. Possessing no intelligence or agenda, they lash out at whatever living things pass nearby, regardless of the target's size, sentience, or potential deadliness. A mature plant consists of a main vine, about 20 feet long; smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild blackberries. The fruit is tough and has a hearty and typically bitter flavor, although some say the berries change in taste depending on what victims composted a given plant's roots. The most murderous assassin vines supposedly produce the sweetest berries.

GIANT MANTIS**CR 3****XP 800**

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +6**DEFENSE****AC** 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)**hp** 30 (4d8+12)**Fort** +7, **Ref** +2, **Will** +3**Immune** mind-affecting effects**OFFENSE****Speed** 30 ft., climb 30 ft. fly 40 ft. (poor)**Melee** 2 claws +5 (1d6+3 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** lunge, mandibles, sudden strike**STATISTICS****Str** 16, **Dex** 13, **Con** 16, **Int** —, **Wis** 14, **Cha** 11**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 18 (22 vs. trip)**Skills** Climb +11, Fly -5, Perception +6, Stealth +1 (+13 in forests); **Racial Modifiers** +4 Perception, +4 Stealth (+12 in forests)**ECOLOGY****Environment** temperate forests**Organization** solitary**Treasure** none**SPECIAL ABILITIES****Lunge (Ex)** A giant mantis's limbs are capable of reaching much farther than normal for a creature of its size. As a full-attack action, it can make a single attack with its claws at double its normal reach. When a giant mantis attacks with a claw in this manner, it gains a +4 bonus on its attack roll. A giant mantis cannot make attacks of opportunity with its lunge.**Mandibles (Ex)** A giant mantis that grabs a foe can make a bite attack against that foe as a secondary attack. The mantis's bite is a +0 attack that inflicts 1d6+1 points of damage on a hit.**Sudden Strike (Ex)** A giant mantis is particularly adept at moving quickly when its foes are surprised. During a surprise round, a giant mantis may act as if it had a full round to act, rather than just one standard action.

Known to many as the giant praying mantis for the way the creature's deadly front limbs fold under its head as it lies in wait for food, this creature is well feared along caravan tracks that pass through dense woodlands. The giant mantis, a master of hiding in dense undergrowth, is almost unnaturally patient as it lies in wait, striking with unsettling speed as unsuspecting meals wander by.

UNICORN**CR 3****XP 800**

CG Large magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10**Aura** magic circle against evil**DEFENSE****AC** 15, touch 12, flat-footed 12; (+3 Dex, +3 natural, -1 size; +2 deflection vs. evil)**hp** 34 (4d10+12)**Fort** +7, **Ref** +7, **Will** +6; +2 resistance vs. evil**Immune** charm, compulsion, poison**OFFENSE****Speed** 60 ft.**Melee** gore +8 (1d8+4), 2 hooves +5 (1d3+2)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** powerful charge (gore, 2d8+8)**Spell-Like Abilities** (CL 9th)At will—*detect evil* (as free action), *light*3/day—*cure light wounds*1/day—*cure moderate wounds*, *greater teleport* (within its forest territory), *neutralize poison* (DC 21)**STATISTICS****Str** 18, **Dex** 17, **Con** 16, **Int** 11, **Wis** 21, **Cha** 24**Base Atk** +4; **CMB** +9; **CMD** 22 (26 vs. trip)**Feats** Multiattack, Weapon Focus (horn)**Skills** Acrobatics +8, Perception +10, Stealth +8, Survival +7 (+10 in forests); **Racial Modifiers** +3 Survival in forests, +4 Stealth**Languages** Common, Sylvan**SQ** magical strike, wild empathy +17**ECOLOGY****Environment** temperate forests**Organization** solitary, mated pair, or blessing (3-6)**Treasure** none**SPECIAL ABILITIES****Magic Circle against Evil (Su)** This ability continually duplicates the effect of the spell. The unicorn cannot suppress this ability.**Magical Strike (Ex)** A unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.**Wild Empathy (Su)** This works like the druid's wild empathy class feature, except the unicorn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.

DIRE BAT

CR 2

XP 600

N Large animal

Init +2; Senses blindsense 40 ft.; Perception +12

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 22 (4d8+4)

Fort +5, Ref +6, Will +3

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +5 (1d8+4)

Space 10 ft.; Reach 5 ft.

STATISTICS

Str 17, Dex 15, Con 13, Int 2, Wis 14, Cha 6

Base Atk +3; CMB +7; CMD 19

Feats Alertness, Stealthy

Skills Fly +9, Perception +12, Stealth +4; Racial Modifiers +4 Perception when using blindsense

ECOLOGY

Environment any temperate or tropical

Organization solitary, pair, or colony (3-8)

Treasure incidental

The dire bat is usually found lairing in desolate areas, resting in caves or other secluded areas during the day and taking to the skies in search of prey at night. This immense creature has an average wingspan of 15 feet and weighs roughly 200 pounds.

The dire bat generally doesn't shelter in groups larger than eight, often living a solitary life. A dire bat prefers feeding on livestock and herd animals.

BOAR

CR 2

XP 600

N Medium animal

Init +0; Senses low-light vision, scent; Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 18 (2d8+9)

Fort +6, Ref +3, Will +1

Defensive Abilities ferocity

OFFENSE

Speed 40 ft.

Melee gore +4 (1d8+4)

STATISTICS

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

Base Atk +1; CMB +4; CMD 14

Feats Toughness

Skills Perception +6

ECOLOGY

Environment temperate or tropical forests

Organization solitary, pair, or group (3-8)

Treasure none

Much more ill-tempered and dangerous than their domesticated kin, boars are omnivorous creatures common to temperate forests, although they are not unknown in tropical dimes. Other variants exist as well, such as the particularly ugly warthogs that dwell in tropical plains and savannahs. Boars are often hunted for their flesh, which is considered delicious by most humanoids. Those who hunt boars often do so with a special spear fitted with a cross beam to prevent an impaled boar from pushing forward along the spear shaft to gore its tormentor.

The boar's stubborn nature and habit of eating even bones makes it well suited as a pet for certain folk. Many thieves' guilds keep boars for the disposal of bodies, while orc tribes let them run loose in their lairs, where they do a relatively good job at keeping these warrens clean of refuse.

A boar is four feet long and weighs 200 pounds.

GIANT STAG BEETLE**CR 4****XP 1,200**

N Large vermin

Init +0; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 17, touch 9, flat-footed 17 (+8 natural, -1 size)**hp** 45 (7d8+14)**Fort** +7, **Ref** +2, **Will** +2**Immune** mind-affecting effects**OFFENSE****Speed** 20 ft., fly 20 ft. (poor)**Melee** bite +8 (2d8+6)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** trample (1d6+6, DC 17)**STATISTICS****Str** 19, **Dex** 10, **Con** 15, **Int** —, **Wis** 10, **Cha** 9**Base Atk** +5; **CMB** +10; **CMD** 20 (28 vs. trip)**Skills** Fly -6**ECOLOGY****Environment** temperate forests**Organization** solitary, pair, or cluster (3-6)**Treasure** none

Nearly 10 feet long, giant stag beetles become serious dangers when they wander into logging camps due to their appetite for decaying wood. Called stag beetles because of their large, antler-like mandibles, they use these appendages to wrestle competing suitors and quickly put down enemy threats.

Variant species of these giant beetles exist as well. The two detailed below are the ones most commonly encountered.

Bombardier Beetle (CR 2): This giant stag beetle has only 2 Hit Dice and is Medium sized, but can spray acid once per round in a 10-foot cone. Those in the cone must make a DC 11 Fortitude save or take 1d4+2 points of acid damage. The save DC is Constitution-based.

Goliath Beetle (CR 8): The immense goliath beetle is a Huge stag beetle with 12 HD and the trample special ability.

OWLBEAR**CR 4****XP 1,200**

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12**DEFENSE****AC** 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)**hp** 47 (5d10+20)**Fort** +10, **Ref** +5, **Will** +2**OFFENSE****Speed** 30 ft.**Melee** 2 claws +8 (1d6+4 plus grab), bite +8 (1d6+4)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 19, **Dex** 12, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +5; **CMB** +10 (+14 grapple); **CMD** 21 (25 vs. trip)**Feats** Improved Initiative, Great Fortitude, Skill Focus (Perception)**Skills** Perception +12**ECOLOGY****Environment** temperate forests**Organization** solitary, pair, or pack (3-8)**Treasure** incidental

The origin of the owlbear is a subject of great debate among scholars of the monstrous creatures of the world. However, most concur that at some point in the distant past, a deranged wizard created the original specimens by crossing an owl with a bear—perhaps as proof of some insane concept about the nature of life, but possibly out of sheer lunacy. Whatever the original purpose of such a freakish creation as the owlbear, the creature bred true and has become quite well-established in woodlands across the world, where it plays a key role in a region's ecosystem as an apex predator.

Owlbears are notoriously bloodthirsty killers, well known for their short tempers, aggression, and savage nature. They tend to attack without provocation, slaughtering any living creatures that cross their paths. Many scholars that have encountered these creatures in the wild have noted that they all have red-rimmed eyes that roll about wildly when they close in for an attack. This is sometimes presented as a sign of madness, suggesting that all owlbears are born with a pathological need to fight and kill, but more level-headed researchers believe that it's simply part of the way the massive bird-beast's keen eyes are constructed.

Owlbears generally inhabit desolate areas of the wilderness, making their messy lairs within wild forests or inside dark, shallow caverns. They are equally adept at hunting during the day and at night, depending upon the prey available near their lairs.

Adult owlbears live in mated pairs, and hunt in small groups, leaving their young behind in their lairs while they search for prey. A typical owlbear lair contains 1d6 juveniles, which can fetch a price of up to 3,000 gp apiece in many city markets.

TIGER**CR 4****XP 1,200**

N Large animal

Init +6; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)**hp** 45 (6d8+18)**Fort** +8, **Ref** +7, **Will** +3**OFFENSE****Speed** 40 ft.**Melee** 2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** pounce, rake (2 claws +10, 1d8+6)**STATISTICS****Str** 23, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +4; **CMB** +11 (+15 grapple); **CMD** 23 (27 vs. trip)**Feats** Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)**Skills** Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)**Environment** any forests**Organization** solitary or pair**Treasure** none

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

Tigers are usually the top animal predators in their territories, and have been known to kill bears, crocodiles, giant snakes, wolves, and even other great cats. Even humanoids are far from safe, especially in cases where a tiger has developed a taste for humanoid flesh. Tigers prefer terrain with plenty of cover and proximity to water as their hunting grounds.

While the tiger itself is a fearsome predator, its strength and ferocity pales in comparison to that of the larger dire tiger. Known to many scholars as the smilodon and to tribal societies as the saber-toothed tiger, the dire tiger is invariably one of the region's top predators. Its defining feature is a pair of huge incisors that hang down like fearsome knives from the upper jaw, protruding menacingly even when the creature's mouth is shut.

These immense hunting cats grow to be over 12 feet long and can weigh up to 6,000 pounds.

WEREWOLF**CR 2****XP 600**

Human natural werewolf fighter 2

CE Medium humanoid (human, shapechanger)

Init +5; **Senses** low-light vision, scent; Perception +4**DEFENSE****AC** 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)**hp** 19 (2d10+4)**Fort** +5, **Ref** +1, **Will** +2 (+3 vs. fear)**Defensive Abilities** bravery +1**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** longsword +5 (1d8+4/19-20)**Ranged** light crossbow +3 (1d8/19-20)**STATISTICS****Str** 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 14, **Cha** 8**Base Atk** +2; **CMB** +5; **CMD** 16**Feats** Cleave, Combat Reflexes, Improved Initiative, Power Attack**Skills** Climb +3, Intimidate +4, Perception +4**Languages** Common**SQ** change shape (human, hybrid, and wolf; *polymorph*), lycanthropic empathy (wolves and dire wolves)**ECOLOGY****Environment** any land**Organization** solitary, pair, or pack (3-6)**Treasure** NPC gear (chainmail, longsword, light crossbow with 20 bolts, other treasure)

DIRE WOLF**CR 3****XP 800**

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10**DEFENSE****AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)**hp** 37 (5d8+15)**Fort** +7, **Ref** +6, **Will** +2**OFFENSE****Speed** 50 ft.**Melee** bite +7 (1d8+6 plus trip)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +3; **CMB** +8; **CMD** 20 (24 vs. trip)**Feats** Run, Skill Focus (Perception), Weapon Focus (bite)**Skills** Perception +10, Stealth +3, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent**ECOLOGY****Environment** cold or temperate forests**Organization** solitary, pair, or pack (3–8)**Treasure** none

An enormous version of a normal wolf, dire wolves represent the wolf in its most primal form. These creatures follow the same basic behaviors of regular wolves, but are much more aggressive. Dire wolves often serve giants as hunting companions and vicious guard animals. Some ferocious humanoids and woodsmen use trained dire wolves as mounts. Darker than normal wolves, dire wolves' coats tend toward blacks and deep mottled grays. An adult dire wolf is typically about 9 feet long and weighs roughly 800 pounds.

ETTERCAP**CR 3****XP 800**

NE Medium aberration

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +9**DEFENSE****AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)**hp** 30 (4d8+12)**Fort** +6, **Ref** +4, **Will** +6**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +5 (1d6+2 plus poison) and 2 claws +5 (1d4+2)**Special Attacks** traps, web (+6 ranged, DC 15, hp 4)**STATISTICS****Str** 14, **Dex** 17, **Con** 17, **Int** 6, **Wis** 15, **Cha** 8**Base Atk** +3; **CMB** +5; **CMD** 18**Feats** Great Fortitude, Improved Initiative**Skills** Climb +14, Craft (trapmaking) +8, Perception +9, Stealth +7; **Racial Modifiers** +8 on Craft (trapmaking)**Languages** Common**SQ** spider empathy +7**ECOLOGY****Environment** temperate forests**Organization** solitary, pair, or nest (3–6 plus 2–8 giant spiders)**Treasure** standard**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 15; *frequency* 1/round for 10 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves. The save DC is Constitution based.**Spider Empathy (Ex)** This ability functions as the druid's wild empathy, save that an ettercap can only use this ability on spiders. An ettercap gains a +4 racial bonus on this check. Spiders are mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing ettercaps to train giant spiders and use them as guardians.**Traps (Ex)** The ettercap is particularly skilled at crafting cunning traps with its webs. Deadfalls, nooses, and spear traps are the most common traps ettercaps build with their webs. An ettercap doesn't require gold to build its traps, merely time.

GIANT SPIDER**CR 1****XP 400**

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4**DEFENSE****AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)**hp** 16 (3d8+3)**Fort** +4, **Ref** +4, **Will** +1**Immune** mind-affecting effects**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +2 (1d6 plus poison)**Special Attack** web (+5 ranged, DC 12, hp 2)**STATISTICS****Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +2; **CMB** +2; **CMD** 15 (27 vs. trip)**Skills** Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb**ECOLOGY****Environment** any**Organization** solitary, pair, or colony (3–8)**Treasure** incidental**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

The statistics above are for a web-spinning spider. Hunting spiders lose the web ability but gain a +8 racial modifier on Acrobatics checks. All giant spiders have a +2 racial bonus on poison save DCs.

GOBLIN**CR 1/3****XP 135**

Goblin warrior 1

NE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception –1**DEFENSE****AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)**hp** 6 (1d10+1)**Fort** +3, **Ref** +2, **Will** –1**OFFENSE****Speed** 30 ft.**Melee** short sword +2 (1d4/19–20)**Ranged** short bow +4 (1d4/x3)**STATISTICS****Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6**Base Atk** +1; **CMB** +0; **CMD** 12**Feats** Improved Initiative**Skills** Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4 Ride, +4 Stealth**Languages** Goblin**ECOLOGY****Environment** temperate forest and plains (usually coastal regions)**Organization** gang (4–9), warband (10–16 with goblin dog mounts), or tribe (17+ plus 100% noncombatants; 1 sergeant of 3rd level per 20 adults; 1 or 2 lieutenants of 4th or 5th level; 1 leader of 6th–8th level; and 10–40 goblin dogs, wolves, or worgs)**Treasure** NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

Goblins prefer to dwell in caves, amid large and dense thickets of thistles and brambles, or in structures built and then abandoned by others. Very few goblins have the drive to build structures of their own. Coastlines are favored, as goblins are quite fond of sifting through junk and flotsam in an unending quest to find treasures among the refuse of more civilized races.

Goblin hatred runs deep, and few things inspire their wrath more than gnomes (who have long fought against goblins), horses (who frighten goblins tremendously), and regular dogs (whom goblins regard as pale imitations of goblin dogs).

Goblins are also quite superstitious, and treat magic with a fawning mixture of awe and fear. They have the habit of ascribing magic to the mundane as well, with fire and writing both taking on mystical power in goblin society. Fire is much loved by goblins for its capacity to wreak great destruction and because it doesn't require size or strength to wield, but written words are hated. Goblins believe that writing steals words out of your head, and as a result of this belief, goblins are universally illiterate.

GOBLIN DOG**CR 1****XP 400**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +1**DEFENSE****AC** 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)**hp** 9 (1d8+5)**Fort** +4, **Ref** +4, **Will** +1**Immune** disease**OFFENSE****Speed** 50 ft.**Melee** bite +2 (1d6+3 plus allergic reaction)**STATISTICS****Str** 15, **Dex** 14, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8**Base Atk** +0; **CMB** +2; **CMD** 14**Feats** Toughness**Skills** Stealth +6**ECOLOGY****Environment** temperate forest, swamp, or underground**Organization** solitary or pack (2–12)**Treasure** none**SPECIAL ABILITIES**

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). *Remove disease* or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Loathed by men and beasts alike, goblin dogs are ugly, stinking, craven, and foul-tempered. It's no surprise that goblins find kindred spirits in these shunned, disgusting beasts. Constantly itching, afflicted with a species-wide mange exacerbated by prolific dander, even the healthiest goblin dog looks sickly and starved.

Despite its name, the goblin dog is in fact a species of rodent grown monstrously large. Their long-legged shape and proclivity to hunt and run in packs earned them their popular name, a name that many goblins take issue with, as it galls the average goblin to consider these, their favored mounts, having anything at all to do with actual dogs. Of course, being goblins, they haven't bothered to come up with alternate names for goblin dogs. Perhaps they don't realize they can.

Contact with a goblin dog's infested, mangy hide causes most other creatures to break out into hives, a condition known as "goblin rash." Goblinoids seem to be immune to this affliction, and are fond of keeping goblin dogs as guardians and mounts.

BARGHEST**CR 4****XP 1,200**

LE Medium outsider (evil, extraplanar, lawful, shapechanger)

Init +6; **Senses** darkvision 60 ft, scent; Perception +11**DEFENSE****AC** 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)**hp** 45 (6d10+12)**Fort** +6, **Ref** +7, **Will** +7**DR** 5/magic**OFFENSE****Speed** 30 ft.**Melee** bite +10 (1d6+4), 2 claws +10 (1d4+4)**Special Attacks** feed**Spell-Like Abilities** (CL 6th)At will—*blink*, *levitate*, *misdirection*1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door***STATISTICS****Str** 19, **Dex** 15, **Con** 15, **Int** 14, **Wis** 14, **Cha** 14**Base Atk** +6; **CMB** +10; **CMD** 22 (24 vs. trip)**Feats** Combat Reflexes, Improved Initiative, Great Fortitude**Skills** Acrobatics +11, Bluff +11, Diplomacy +11, Intimidate +11, Perception +11, Sense Motive +11, Stealth +11, Survival +11**Languages** Common, Goblin, Infernal**SQ** change shape (goblin or wolf, *polymorph*)**ECOLOGY****Environment** any**Organization** solitary or cult (1 plus goblin tribe)**Treasure** standard**SPECIAL ABILITIES**

Feed (Su) Once per month, a barghest can devour a nonevil humanoid's corpse as a full-round action to gain a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, and skill checks. Its maximum hit points increase by 5 for each growth point it gains. For every 2 growth points, a barghest's caster level for its spell-like abilities and its CR increase by +1. When a barghest reaches 4 growth points, it sheds its skin and becomes a greater barghest, losing all of its growth points (and bonuses) but gaining the stats presented on this page for a greater barghest.

Said to be fiendish relations of all goblinoid races, the hateful barghests come to the Material Plane to feed. As they consume the bodies of innocents, they grow increasingly powerful. A barghest eventually sheds its skin to transform into a greater barghest, at which point it often seeks out a tribe of goblins or other creatures to rule.

CENTAUR**CR 3****XP 800**

N Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 20, touch 11, flat-footed 18 (+6 armor, +2 Dex, +1 natural, +2 shield, -1 size)**hp** 30 (4d10+8)**Fort** +3, **Ref** +6, **Will** +6**OFFENSE****Speed** 50 ft. (35 ft. in armor)**Melee** longsword +5 (1d8+2/19-20), 2 hooves +0 (1d6+1)**Ranged** spear +5 (1d8+2/×3)**Space** 10 ft., **Reach** 5 ft.**STATISTICS****Str** 15, **Dex** 14, **Con** 15, **Int** 11, **Wis** 14, **Cha** 12**Base Atk** +4; **CMB** +7; **CMD** 19 (23 vs. trip)**Feats** Improved Initiative, Run**Skills** Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Perception +7, Survival +9**Languages** Common, Elven, Sylvan**SQ** undersized weapons**ECOLOGY****Environment** temperate forests and plains**Organization** solitary, pair, band (3-10), tribe (11-30 plus 3 hunters of 3rd level and 1 leader of 6th level)**Treasure** standard (breastplate, heavy steel shield, longsword, spear, other treasure)**SPECIAL ABILITIES****Undersized Weapons (Ex)** Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

Legendary hunters and skilled warriors, centaurs are part man and part horse. Typically found on the fringes of civilization, these stoic people vary widely in appearance, their skin tones typically appearing deeply tanned but similar to the humans who occupy nearby regions, while their lower bodies borrow the colorations of local equines. Centaur hair and eyes trend toward darker colors and their features tend to be broad, while the overall bulk of their bodies is influenced by the size of the horses their lower quarters resemble. Thus, while an average centaur stands over 7 feet tall and weights upward of 2,000 pounds, there are vast regional variations—from lean plains-runners to burly mountain hunters. Centaurs typically live to be about 60 years old.

WOLF**CR 1****XP 400**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)**hp** 13 (2d8+4)**Fort** +5, **Ref** +5, **Will** +1**OFFENSE****Speed** 50 ft.**Melee** bite +2 (1d6+1 plus trip)**STATISTICS****Str** 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +2; **CMD** 14 (18 vs. trip)**Feats** Skill Focus (Perception)**Skills** Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent**ECOLOGY****Environment** cold or temperate forests**Organization** solitary, pair, or pack (3-12)**Treasure** none

Wandering alone or in packs, wolves sit at the top of the food chain. Ferociously territorial and exceptionally wide-ranging in their hunting, wolf packs cover broad areas. A wolf's wide paws contain slight webbing between the toes that assists in moving over snow, and its fur is a thick, water-resistant coat ranging in color from gray to brown and even black in some species. Its paws contain scent glands that mark the ground as it travels, assisting in navigation as well as broadcasting its whereabouts to fellow pack members. Generally, a wolf stands from 2-1/2 to 3 feet tall at the shoulder and weighs between 45 and 150 pounds, with females being slightly smaller.

XP 3,200

CG Medium fey
Init +5; **Senses** low-light vision; Perception +14
Aura blinding beauty (30 ft., DC 21)

DEFENSE

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge)
hp 60 (8d6+32)
Fort +13, **Ref** +18, **Will** +16
DR 10/cold iron

OFFENSE

Speed 30 ft., swim 20 ft.
Melee mwk dagger +10 (1d4/19–20)
Special Attacks stunning glance
Spell-Like Abilities (CL 8th); 1/day—*dimension door*
Spells Prepared (CL 7th)
 4th—*summon nature's ally IV*
 3rd—*call lightning* (DC 16), *cure moderate wounds*, *water breathing*
 2nd—*barkskin*, *flame blade*, *resist energy*, *tree shape*
 1st—*charm animal* (DC 14), *endure elements*, *entangle* (DC 14), *obscuring mist*, *produce flame*
 0—*detect magic*, *guidance*, *light*, *stabilize*

STATISTICS

Str 10, **Dex** 21, **Con** 18, **Int** 16, **Wis** 17, **Cha** 25
Base Atk +4; **CMB** +9; **CMD** 27
Feats Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse
Skills Diplomacy +18, Escape Artist +16, Handle Animal +15, Heal +11, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +16, Swim +19
Languages Common, Sylvan
SQ inspiration, unearthly grace, wild empathy +21

ECOLOGY

Environment temperate forest
Organization solitary
Treasure standard (dagger, other treasure)

SPECIAL ABILITIES

Blinding Beauty (Su) This ability affects all humanoid within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 21 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.
Inspiration (Su) A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has a nymph for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his nymph muse's Charisma modifier. The nymph retains a link to her token and its carrier as if she had cast a *status* spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.
Spells A nymph casts spells as a 7th-level druid, but cannot swap out prepared spells to cast summon spells.
Stunning Glance (Su) As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 21 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.
Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.
Wild Empathy (Su) This works like the druid's wild empathy class feature, except the nymph has a +6 racial bonus on the check. The nymph's effective druid level is equal to her HD for determining her total modifier to the check.

DIRE TIGER (SMILODON)

XP 4,800

N Large animal
Init +6; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, –1 size)
hp 105 (14d8+42)
Fort +12, **Ref** +11, **Will** +5

OFFENSE

Speed 40 ft.
Melee 2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19–20 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks pounce, rake (2 claws +18, 2d4+8)

STATISTICS

Str 27, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10
Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 31 (35 vs. trip)
Feats Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw)
Skills Acrobatics +6, Perception +12, Stealth +15 (+23 in tall grass), Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

ECOLOGY

Environment any forests, plains, and swamps
Organization solitary or pair
Treasure none

YOUNG GREEN DRAGON**CR 8****XP 4,800**

LE Large dragon (air)

Init +1; **Senses** dragon senses; Perception +15**DEFENSE****AC** 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)**hp** 85 (9d12+27)**Fort** +9, **Ref** +7, **Will** +9**Immune** acid, paralysis, sleep**OFFENSE****Speed** 40 ft., fly 200 ft. (poor), swim 40 ft.**Melee** bite +13 (2d6+7), 2 claws +13 (1d8+5), 2 wings +8 (1d6+2), tail slap +8 (1d8+7)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (40-ft. cone, DC 17, 6d6 acid)**Spell-Like Abilities** (CL 9th)At will—*entangle* (DC 12)**STATISTICS****Str** 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12**Base Atk** +9; **CMB** +15; **CMD** 26 (30 vs. trip)**Feats** Alertness, Cleave, Great Cleave, Iron Will, Power Attack**Skills** Fly +7, Knowledge (nature) +13, Perception +15, Spellcraft +13, Stealth +9, Survival +13, Swim +25**Languages** Common, Draconic**SQ** water breathing, woodland stride**SHAMBLING MOUND****CR 6****XP 2,400**

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +11**DEFENSE****AC** 19, touch 9, flat-footed 19 (+10 natural, -1 size)**hp** 67 (9d8+27)**Fort** +9, **Ref** +5, **Will** +5**Defensive Abilities** plant traits; **Immune** electricity; **Resist** fire 10**OFFENSE****Speed** 20 ft., swim 20 ft.**Melee** 2 slams +11 (2d6+5 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+7)**STATISTICS****Str** 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 22**Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)**Skills** Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests)**Languages** Common, Sylvan (cannot speak)**SQ** electric fortitude**ECOLOGY****Environment** temperate forest or marshes**Organization** solitary**Treasure** standard**SPECIAL ABILITIES****Electric Fortitude (Ex)** Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants with a fondness for elf flesh in particular. What serve as a shambler's brain and sensory organs are located in its upper body. Shambling mounds typically have an 8-foot girth and stand between 6 and 9 feet tall. They weigh about 3,800 pounds.

XP 4,800

NG Huge plant

Init -1; **Senses** low-light vision; Perception +12**DEFENSE****AC** 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)**hp** 114 (12d8+60)**Fort** +13, **Ref** +3, **Will** +9**Immune** plant traits; **DR** 10/slashing**Weaknesses** vulnerability to fire**OFFENSE****Speed** 30 ft.**Melee** 2 slams +17 (2d6+9/19-20)**Ranged** rock +7 (2d6+13)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** rock throwing (180 ft.), trample (2d6+13, DC 25)**STATISTICS****Str** 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13**Base Atk** +9; **CMB** +20; **CMD** 29**Feats** Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)**Skills** Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in forests); **Racial Modifiers** +16 Stealth in forests**Languages** Common, Sylvan, Treant**SQ** animate trees, double damage against objects, treespeech**ECOLOGY****Environment** any forest**Organization** solitary or grove (2-7)**Treasure** standard**SPECIAL ABILITIES**

Animate Trees (Sp) A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Treespeech (Ex) A treant has the ability to converse with plants as if subject to a continual *Speak with Plants* spell, and most plants greet them with an attitude of friendly or helpful.