

Jungle (Warm Forest) CR 5 Monster Stats

Jungle (Warm Forest) CR 5		
d%	Encounter	Avg. CR
1-4	1 bat swarm	2
5-8	1 yellow musk creeper	2
9-14	1 constrictor snake	2
15-18	1d6 giant centipedes	2
19-26	1 leopard	2
27-30	1d4 giant spiders	3
31-34	1d6 venomous snakes	4
35-40	1d4 boars	4
41-44	1 dire boar	4
45-50	1 tiger	4
51-54	1 giant frilled lizard	5
55-60	1d6 monitor lizards	5
61-62	1 army ant swarm	5
63-34	1 ankylosaurus	6
65-70	1d6 dire apes	6
71-78	2d4 gorillas	6
79-82	2d4 deinonychuses	7
83-84	1 nymph	7
85-86	1d4 girallons	8
87-90	1 dire tiger	8
91-94	1d4 shambling mounds	8
95-96	1 treant	8
97-98	1 tyrannosaurus	9
99-100	1 brachiosaurus	10

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** tendrils +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.

CONSTRUCTOR SNAKE**CR 2****XP 600**

N Medium animal
Init +3; **Senses** scent; Perception +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 19 (3d8+6)
Fort +4, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +5 (1d4+4 plus grab)
Special Attacks constrict (1d4+4)

STATISTICS

Str 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2
Base Atk +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)
Feats Skill Focus (Perception), Toughness
Skills Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

ECOLOGY

Environment warm forests, swamps, and fresh water
Organization solitary or nest (2–6)
Treasure none

Be they jungle-dwelling pythons or swamp-dwelling boas like the anaconda, constrictor snakes are among the most deadly predatory animals of the tropical wilds. Fortunately, these large snakes are relatively passive, save for when they are preparing to shed their skins or are particularly hungry. Nevertheless, the sinuous creatures are held in fear by many societies who often ascribe fiendish qualities to them.

The constrictor snake presented here is a relatively small one. You can create stats for a larger man-eater like an anaconda by applying the advanced and giant simple templates, or by advancing the stats above to a 7 HD Large snake (CR 5), or even a 14 HD Huge snake (CR 10).

GIANT CENTIPEDE**CR 1/2****XP 200**

N Medium vermin
Init +2; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)
hp 5 (1d8+1)
Fort +3, **Ref** +2, **Will** +0
Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.
Melee bite +2 (1d6–1 plus poison)
Special Attacks poison

STATISTICS

Str 9, **Dex** 15, **Con** 12, **Int** —, **Wis** 10, **Cha** 2
Base Atk +0; **CMB** –1; **CMD** 11 (can't be tripped)
Feats Weapon Finesse^B
Skills Climb +10, Perception +4, Stealth +10; **Racial Modifiers** +4 Perception, +8 Stealth

ECOLOGY

Environment temperate or warm forest or underground
Organization solitary, pair, or colony (3–6)
Treasure none

SPECIAL ABILITIES

Poison (EX) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Giant centipedes attack nearly any living creatures with their poisonous jaws. These creatures adapt to many environments and feed voraciously on the local fauna, including humanoids. The coloration of giant centipedes mirrors that of normal centipedes and spans the spectrum, ranging from dull hues to bright reds and fiery oranges.

Other species of giant centipedes exist as well, some smaller but most quite a bit larger. You can adjust the stats given here by changing Hit Dice and size (changing Strength, Dexterity, and Constitution as appropriate) to represent a wide range of giant centipede species. The following table lists the most common variants.

LEOPARD**CR 2****XP 600**

N Medium animal

Init +4; **Senses** low-light vision, scent; Perception +5**DEFENSE****AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)**hp** 19 (3d8+6)**Fort** +5, **Ref** +7, **Will** +2**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3)**Special Attacks** pounce, rake (2 claws +6, 1d3+3)**STATISTICS****Str** 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6**Base Atk** +2; **CMB** +5 (+9 grapple); **CMD** 19 (23 vs. trip)**Feats** Skill Focus (Stealth), Weapon Finesse**Skills** Acrobatics +8, Climb +11, Perception +5, Stealth +11 (+15 in undergrowth); **Racial Modifiers** +4 on Stealth in undergrowth**ECOLOGY****Environment** any forest**Organization** solitary or pair**Treasure** none

Leopards are 4 feet long and weigh 120 pounds. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions—what differentiates these big cats from the similarly sized cheetah is primarily their habitats—leopards and their kin prefer to hunt at night and ambush their prey from above, pouncing down from trees or high rocks.

Leopards eat almost any animal they can run down and catch, preferring Small prey but capable of downing Large herbivores or surviving on rodents, birds, and insects. Healthy leopards are generally not aggressive toward humanoids, and if they aren't hungry and don't feel threatened, it is possible to approach closely without a hostile reaction. Yet a leopard that settles in an area bordered by humanoid civilization can easily and swiftly become a dangerous predator.

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.

VENOMOUS SNAKE**CR 1****XP 400**

N Medium animal

Init +5; **Senses** low-light vision, scent; Perception +9**DEFENSE****AC** 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)**hp** 13 (2d8+4)**Fort** +5, **Ref** +4, **Will** +1**OFFENSE****Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +2 (1d4-1 plus poison)**STATISTICS****Str** 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2**Base Atk** +1; **CMB** +0; **CMD** 11 (can't be tripped)**Feats** Improved Initiative, Weapon Finesse^B**Skills** Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity**ECOLOGY****Environment** any temperate or warm**Organization** solitary, pair, or nest (3-8)**Treasure** none**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Countless species of poisonous snakes dwell in the wild, their bites capable of bringing down creatures much larger than themselves. Snakes of the size presented here are thankfully rarer than their smaller kin, but many species of rattlesnake, cobra, and similar reptiles can grow to this size.

Venomous snakes are generally far more aggressive than constrictor snakes, and even larger variants do exist: you can create stats for a king cobra, for example, by applying the advanced and giant simple templates to the stats given above.

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 climes. 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.

DIRE BOAR (DAEODON)**CR 4****XP 1,200**

N Large animal

Init +4; **Senses** low-light vision, scent; **Perception** +12**DEFENSE****AC** 15, touch 9, flat-footed 15 (+6 natural, -1 size)**hp** 42 (5d8+20)**Fort** +7, **Ref** +4, **Will** +2**Defensive Abilities** ferocity**OFFENSE****Speed** 40 ft.**Melee** gore +8 (2d6+9)**STATISTICS****Str** 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8**Base Atk** +3; **CMB** +10; **CMD** 20**Feats** Improved Initiative, Skill Focus (Perception), Toughness**Skills** Perception +12**ECOLOGY****Environment** temperate or tropical forests**Organization** solitary, pair, or herd (3-8)**Treasure** none

Whereas the boar is ill-tempered and generally unfriendly, the towering daeodon (known as the dire boar to most commoners and hunters) is legitimately hateful and violent. Although omnivorous like its smaller kin, the daeodon prefers to feed on flesh, and its razor-sharp tusks and keen eyesight make it particularly well suited as a predator. While the daeodon is primarily a scavenger, it isn't averse to attacking smaller creatures it encounters while searching for easier meals, or those who stumble unwittingly into its territory. Particularly brave or skilled orcs are fond of using daeodons as mounts, and orc cavalry mounted on dire boars make for a fearsome force indeed. A typical adult daeodon is 10 feet long and 7 feet tall at the shoulder. It weighs approximately 2,000 pounds.

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.

GIANT FRILLED LIZARD**CR 5****XP 1,600**

N Large animal

Init +5; **Senses** low-light vision, scent; Perception +11**DEFENSE****AC** 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)**hp** 59 (7d8+28)**Fort** +11, **Ref** +8, **Will** +4**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +9 (2d6+5), tail +4 (1d8+2)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** intimidating charge**STATISTICS****Str** 21, **Dex** 13, **Con** 19, **Int** 2, **Wis** 14, **Cha** 10**Base Atk** +5; **CMB** +11; **CMD** 22 (26 vs. trip)**Feats** Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception)**Skills** Climb +13, Perception +11, Stealth +8; **Racial Modifiers** +4 Stealth**ECOLOGY****Environment** warm forest, plains, or hills**Organization** solitary, pair, or pack (3–8)**Treasure** none**SPECIAL ABILITIES****Intimidating Charge (Ex)** When a giant frilled lizard charges, it hisses ferociously, extends its neck frills, and darts forward on its hind legs, increasing its base speed to 50 feet for that round. In addition to the normal effects of a charge, the creature charged must make a DC 13 Will save or be shaken for 1d6 rounds. This is a fear effect. The save DC is Charisma-based.

This lizard is a true behemoth—an apex predator found in tropical regions. Many species of giant lizard exist—other species lack this lizard's intimidating charge special ability but might have other special attacks like grab, trip, constrict (with a bite), or pounce.

MONITOR LIZARD**CR 2****XP 600**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)**hp** 22 (3d8+9)**Fort** +8, **Ref** +5, **Will** +2**OFFENSE****Speed** 30 ft., swim 30 ft.**Melee** bite +5 (1d8+4 plus grab and poison)**STATISTICS****Str** 17, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +2; **CMB** +5 (+9 grapple); **CMD** 17 (21 vs. trip)**Feats** Great Fortitude, Skill Focus (Perception)**Skills** Climb +7, Perception +8, Stealth +10 (+14 in undergrowth), Swim +11; **Racial Modifiers** +4 Stealth (+8 in undergrowth)**ECOLOGY****Environment** warm forests or plains**Organization** solitary, pair, or pack (3–8)**Treasure** none**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 14; *onset* 1 minute; *frequency* 1/hour for 6 hours; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

Monitor lizards are large enough to pose a threat to humans, and in some societies are often mistaken for dragons. Some can reach lengths of 10 feet or more and weights of 350 pounds.

ARMY ANT SWARM**CR 5****XP 1,600**

N Fine vermin (swarm)

Init +2; **Senses** darkvision 60 ft., scent; Perception +4**DEFENSE****AC** 20, touch 20, flat-footed 18; (+8 size, +2 Dex)**hp** 49 (11d8)**Fort** +7, **Ref** +5, **Will** +3**Defensive Abilities** swarm traits; **Immune** weapon damage**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** swarm (3d6)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** cling, consume, distraction (DC 15)**STATISTICS****Str** 1, **Dex** 15, **Con** 10, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +8; **CMB** —; **CMD** —**Skills** Climb +10, Perception +4; **Racial Modifiers** +4 Perception**ECOLOGY****Environment** any tropical**Organization** solitary, pair, patrol (3–6 swarms), or legion (7–16 swarms)**Treasure** none**SPECIAL ABILITIES**

Cling (Ex) If a creature leaves an army ant swarm's square, the swarm suffers 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with army ants clinging to him takes 3d6 points of damage at the end of his turn each round. As a full-round action, he can remove the ants with a DC 17 Reflex save. High wind or any amount of damage from an area effect destroys all clinging ants. The save DC is Dexterity-based.

Consume (Ex) An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.

The notoriety of the army ant swarm is well earned. Constantly on the march, a hive of army ants is capable of eating anything that gets in the way of its unabating swath of destruction and ruin.

ANKYLOSAURUS**CR 6****XP 2,400**

N Huge animal

Init +0; **Senses** low-light vision, scent; Perception +14**DEFENSE****AC** 22, touch 8, flat-footed 22 (+14 natural, –2 size)**hp** 75 (10d8+30)**Fort** +12, **Ref** +7, **Will** +4**OFFENSE****Speed** 30 ft.**Melee** tail +14 (3d6+12 plus stun)**Space** 15 ft.; **Reach** 15 ft.**STATISTICS****Str** 27, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8**Base Atk** +7; **CMB** +17; **CMD** 27 (31 vs. trip)**Feats** Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Weapon Focus (tail)**Skills** Perception +14**ECOLOGY****Environment** warm forests and plains**Organization** solitary, pair, or herd (3–12)**Treasure** none**SPECIAL ABILITIES**

Stun (Ex) The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.

The ankylosaurus is a powerful, squat dinosaur more than capable of defending itself against enemies. Its back is heavily armored with thick bony plates and spikes. A solid blow from an ankylosaurus's tail can leave most creatures stunned long enough for the armored dinosaur to make good an escape, although once confronted, most ankylosauruses are too ill-tempered and stubborn to flee. Instead, they stand their ground and use their tails to great effect in battle. An ankylosaurus is 30 feet long and weighs 6,000 pounds.

DIRE APE (GIGANTOPITHECUS)**CR 3****XP 800**

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 15, touch 11, flat-footed 13; (+2 Dex, +4 natural, -1 size)**hp** 30 (4d8+12)**Fort** +7, **Ref** +6, **Will** +4**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** bite +6 (1d6+4), 2 claws +6 (1d4+4)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d4+6)**STATISTICS****Str** 19, **Dex** 15, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +3; **CMB** +8; **CMD** 20**Feats** Iron Will, Skill Focus (Perception)**Skills** Acrobatics +6, Climb +16, Perception +8, Stealth +2**ECOLOGY****Environment** warm forests**Organization** solitary, pair, or troop (3-6)**Treasure** incidental

Known to many scholars as the gigantopithecus, the dire ape is a much more dangerous and bestial creature than the relatively peaceful gorilla. An adult male dire ape stands 9 feet tall and weighs 1,200 pounds. The dire ape attacks anything that intrudes on its territory, including other dire apes not of its troop, and does not break off the attack until the trespasser is dead or runs off.

A dire ape makes no displays of toughness or warnings before it attacks—it simply leaps into action with little or no provocation, tearing at its opponents with claws and teeth. If a dire ape is stymied by a heavily armored foe, it attempts to grapple its foe, pin it to the ground, and rend it.

GORILLA**CR 2****XP 600**

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 11, flat-footed 12; (+2 Dex, +3 natural, -1 size)**hp** 19 (3d8+6)**Fort** +7, **Ref** +5, **Will** +2**OFFENSE****Speed** 30 ft., climb 30 ft.**Melee** 2 slams +3 (1d6+2)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +2; **CMB** +5; **CMD** 17**Feats** Great Fortitude, Skill Focus (Perception)**Skills** Acrobatics +6, Climb +14, Perception +8**ECOLOGY****Environment** warm forests**Organization** solitary, pair, or troop (3-12)**Treasure** none

An adult male ape is 8 feet tall and can weigh as much as 400 pounds. While generally shy and peaceful creatures when left to their own business, gorillas are territorial and become highly aggressive when provoked. This stat block can generally be used for any of the larger types of primates, such as gorillas—for smaller apes like orangutans and chimpanzees, apply the young simple template. Even smaller primates should use the stats for monkeys.

Gorillas typically make a large show of force before actually attacking, thumping their chests with their palms, stamping their feet, and roaring loudly. Any opponents who refuse to flee after this display are attacked. Troops of apes fight together in a frenzy, tearing opponents to pieces with their hands and teeth.

DEINONYCHUS**CR 3****XP 800**

N Medium animal

Init +6; **Senses** low-light vision, scent; Perception +14**DEFENSE****AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)**hp** 34 (4d8+16)**Fort** +8, **Ref** +6, **Will** +2**OFFENSE****Speed** 60 ft.**Melee** 2 talons +5 (1d8+2), bite +5 (1d6+2), foreclaws +0 (1d4+1)**Special Attacks** pounce**STATISTICS****Str** 15, **Dex** 15, **Con** 19, **Int** 2, **Wis** 12, **Cha** 14**Base Atk** +3; **CMB** +5; **CMD** 17**Feats** Improved Initiative, Run**Skills** Acrobatics +10 (+22 jump), Perception +14, Stealth +15; **Racial Modifiers** +8 Acrobatics, +8 Perception, +8 Stealth**ECOLOGY****Environment** warm forests**Organization** solitary, pair, or pack (3–12)**Treasure** none

As swift and agile as it is deadly, the deinonychus is a pack hunter, running with several of its kind to take down prey and rip it apart with their gutting talons.

You can apply the young simple template to create statistics for smaller, more agile velociraptors. Conversely, you can either increase the deinonychus to Large size and its Hit Dice to 8 or simply apply the giant and advanced simple templates to create a formidable megaraptor.

NYMPH**CR 7****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 humanoids 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.

GIRALLON**CR 6****XP 2,400**

N Large magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11**DEFENSE****AC** 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)**hp** 73 (7d10+35)**Fort** +9, **Ref** +8, **Will** +5**OFFENSE****Speed** 40 ft., climb 40 ft.**Melee** bite +10 (1d6+4), 4 claws +10 (1d4+4 plus rend)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (4 claws, 1d4+6)**STATISTICS****Str** 19, **Dex** 17, **Con** 18, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +7; **CMB** +12; **CMD** 25**Feats** Improved Initiative, Iron Will, Skill Focus (Perception), Toughness**Skills** Climb +12, Perception +11, Stealth +5**ECOLOGY****Environment** warm forests**Organization** solitary or company (5–8)**Treasure** none

Girallons are among the jungle's most dangerous predators. They are aggressive, carnivorous, highly territorial, and incredibly strong. Worse, their four muscular arms are capable of inflicting incredible damage on anything that falls into their clutches. Their exotic appearance makes them popular creatures in certain cities as attractions in gladiatorial combats, either starved and pitted against each other, or set against gladiators eager to increase their fame and notoriety. One who kills a girallon is all but assured of fame, yet most battles against these ferocious beasts end poorly for those foolish enough to attempt to single-handedly defeat one. An adult girallon is 8 feet tall, broad-chested, and covered in thick, pure white fur. It weighs roughly 800 pounds.

Girallons live in troops led by a dominant male. Solitary girallons are usually young males looking to start their own troop. Girallons are very territorial and tend to attack intruders without warning, including strangers of their own kind. Groups of girallons may attack in a line to drive prey toward a cliff or other hazard, or quietly form a ring around their target and suddenly close in.

While most girallons are little more than beasts, ancient carvings and the oral traditions of some tribes hint that the girallon wasn't always the stupid creature it is today. According to these legends, the first girallons were men who called upon savage demon gods to gain great strength, yet in so doing abandoned their humanity.

DIRE TIGER (SMILODON)**CR 8****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

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.

TREANT**CR 8****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.

TYRANNOSAURUS**CR 9****XP 6,400**

N Gargantuan animal

Init +5; **Senses** low-light vision, scent; **Perception** +37**DEFENSE****AC** 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)**hp** 153 (18d8+72)**Fort** +15, **Ref** +12, **Will** +10**OFFENSE****Speed** 40 ft.**Melee** bite +20 (4d6+22/19-20 plus grab)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** swallow whole (2d8+11, AC 17, hp 15)**STATISTICS****Str** 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10**Base Atk** +13; **CMB** +28 (+32 grapple); **CMD** 39**Feats** Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)**Skills** Perception +37; **Racial Modifiers** +8 Perception**SQ** powerful bite**ECOLOGY****Environment** warm forest and plains**Organization** solitary, pair, or pack (3-6)**Treasure** none**SPECIAL ABILITIES****Powerful Bite (Ex)** A tyrannosaurus applies twice its Strength modifier to bite damage.

The tyrannosaurus is an apex predator that measures 40 feet long and weighs 14,000 pounds.

BRACHIOSAURUS**CR 10****XP 9,600**

N Gargantuan animal

Init +0; **Senses** low-light vision, scent; **Perception** +27**DEFENSE****AC** 18, touch 6, flat-footed 18 (+12 natural, -4 size)**hp** 171 (18d8+90)**Fort** +18, **Ref** +11, **Will** +9**OFFENSE****Speed** 30 ft.**Melee** tail +23 (4d6+19)**Space** 20 ft.; **Reach** 20 ft.**Special Attack** trample (2d6+19, DC 32)**STATISTICS****Str** 37, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 10**Base Atk** +13; **CMB** +30; **CMD** 40 (44 vs. trip)**Feats** Cleave, Great Cleave, Great Fortitude, Greater Overrun, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (tail)**Skills** Perception +28**ECOLOGY****Environment** warm forests or plains**Organization** solitary, pair, or herd (3-12)**Treasure** none

A brachiosaurus is 80 feet long and weighs 32 tons.