

Savannah (Warm Plains) CR 7 Monster Stats

Savannah (Warm Plains) CR 7		
d%	Encounter	Avg. CR
1-6	1 cheetah	2
7-10	1 cockatrice	3
11-16	1 giant scorpion	3
17-20	1 dire lion	5
21-26	1 giant frilled lizard	5
27-30	1d6 ankhegs	6
31-34	1d6 pteranodons	6
35-40	1d8 monitor lizards	6
41-44	1d6 dire hyenas	6
45-52	2d6 hyenas	6
53-60	2d6 gnolls	6
61-66	1d6 lions	6
67-70	2d6 giant ants	7
71-74	2d4 pegasi	7
75-78	2d4 centaurs	8
79-80	1d4 tiger	8
81-82	1d6 anklyosauruses	9
83-84	1d6 stegosauruses	10
85-88	2d4 rhinoceroses	10
89-90	1 gold dragon (young)	11
91-94	2d4 elephants	11
95-96	1d6 tyrannosauruses	12
97-98	1d8 triceratops	12
99-100	1d6 brachiosauruses	13

COCKATRICE**CR 3****XP 800**

N Small magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10**DEFENSE****AC** 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)**hp** 27 (5d10)**Fort** +4, **Ref** +7, **Will** +2**OFFENSE****Speed** 20 ft., fly 60 ft. (poor)**Melee** bite +9 (1d4–2 plus petrification)**STATISTICS****Str** 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 13, **Cha** 8**Base Atk** +5; **CMB** +2; **CMD** 16**Feats** Dodge, Skill Focus (Perception), Weapon Finesse**Skills** Fly +6, Perception +10**ECOLOGY****Environment** temperate plains**Organization** solitary, pair, flight (3–5), or flock (6–12)**Treasure** none**SPECIAL ABILITIES**

Petrification (Su) A cockatrice's bite causes flesh to calcify and harden—multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a cockatrice's bite attack, it must succeed on a DC 12 Fortitude save or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature's natural armor.) A creature that is reduced to 0 Dexterity by a cockatrice's bites immediately turns completely to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new DC 12 Fortitude save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to full Dexterity by natural healing or magic as normal)—but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. The save DC is Constitution-based.

Stupid, vicious, and repulsive, cockatrices are avoided by other creatures due to their magical ability to turn flesh to stone. Legends say that the first cockatrice emerged from an egg laid by a cockerel and incubated by a toad. Whether or not the story is true, today's cockatrices breed true in terrifying and filthy dens haphazardly excavated by as many as a dozen of the squawking creatures. Males greatly outnumber females in these flocks, and are distinguished only by their wattles and combs. The typical cockatrice stands just over 2 feet high and weighs 5 pounds.

GIANT SCORPION**CR 3****XP 800**

N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4**DEFENSE****AC** 16, touch 9, flat-footed 16 (+7 armor, –1 size)**hp** 37 (5d8+15)**Fort** +7, **Ref** +1, **Will** +1**Immune** mind-affecting effects**OFFENSE****Speed** 50 ft.**Melee** 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d6+4)**STATISTICS****Str** 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)**Skills** Climb +8, Perception +4, Stealth +0; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth**ECOLOGY****Environment** warm or temperate deserts, forests, plains, or underground**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

Poison (Ex) Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Giant scorpions are monstrous versions of the more common desert scorpion. They are likely to attack any creature that approaches. Giant scorpions usually charge when attacking, grabbing prey in their pincers, then lashing their segmented tails forward to kill their victim with injected venom.

Giant scorpions are just over 8 feet long from head to the base of the tail; the tail adds an additional 8 feet or so, although it is usually curled up over the scorpion's back. Giant scorpions weigh between 2,000 and 6,000 pounds.

Giant scorpions normally feed on other giant vermin, as well as large mammals that they paralyze with their venom, but they will attack and eat any living creature that ventures too close. In turn, giant scorpions are preyed upon by purple worms and other large predators.

DIRE LION (SPOTTED LION)**CR 5****XP 1,600**

N Large Animal

Init +6; **Senses** low-light vision, scent; Perception +11**DEFENSE****AC** 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)**hp** 60 (8d8+24)**Fort** +9, **Ref** +8, **Will** +3**OFFENSE****Speed** 40 ft.**Melee** bite +12 (1d8+7 plus grab), 2 claws +13 (1d6+7)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** pounce, rake (2 claws +13, 1d6+7)**STATISTICS****Str** 25, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +6; **CMB** +14 (+18 grapple); **CMD** 26 (30 vs. trip)**Feats** Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)**Skills** Acrobatics +11, Perception +11, Stealth +7 (+11 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)**ECOLOGY****Environment** warm plains or hills**Organization** solitary, pair, or pride (3–8)**Treasure** incidental

Dire lions, known locally as spotted lions or cave lions, are immense predators that can grow up to 15 feet long and weigh up to 3,500 pounds. Although they are merely animals, these large creatures seem to take an almost sadistic glee in playing with and tormenting their prey before eventually devouring it. As a result, many tribes view dire lions as the spawn of evil gods, and hunt them down as soon as their presence in a region becomes obvious.

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.

ANKHEG**CR 3****XP 800**

N Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +8**DEFENSE****AC** 16, touch 9, flat-footed 16 (+7 natural, -1 size)**hp** 28 (3d10+12)**Fort** +6, **Ref** +3, **Will** +2**OFFENSE****Speed** 30 ft., burrow 20 ft.**Melee** bite +5 (2d6+4 plus 1d4 acid and grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** spit acid**STATISTICS****Str** 16, **Dex** 10, **Con** 17, **Int** 1, **Wis** 13, **Cha** 6**Base Atk** +3; **CMB** +7 (+11 grapple); **CMD** 17 (25 vs. trip)**Feats** Skill Focus (Perception), Toughness**Skills** Climb +8, Perception +8**ECOLOGY****Environment** temperate or warm plains**Organization** solitary, pair, or nest (3–6)**Treasure** incidental**SPECIAL ABILITIES**

Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

Ankhegs are an all-too-common plague upon the rural areas of the world. These horse-sized burrowing monsters generally avoid heavily settled areas like cities, but their predilection for livestock and humanoid flesh ensures that they do not keep to the deep wilderness either. Their preferred habitat is rural farmlands, as the loose soil of such regions makes it easy for the creatures to burrow. Tales speak of larger ankhegs that dwell in remote deserts—such creatures likely feed primarily on giant scorpions and camels, and rarely come in contact with civilization due to their remote locations. (A desert ankheg is a Huge advanced ankheg.)

In combat, an ankheg prefers to attack with its bite. Against multiple foes, an ankheg often grabs one of the available targets and then attempts to retreat to safety, burrowing into the ground. A creature carried underground can still breathe with difficulty (the ankheg needs to breathe as well, so its tunnels are relatively porous), but is often eaten alive before its allies can rescue it.

PTERANODON**CR 3****XP 800**

N Large animal

Init +8; **Senses** low-light vision, scent; **Perception** +11**DEFENSE****AC** 16, touch 14, flat-footed 11 (+4 Dex, +1 dodge, +2 natural, -1 size)**hp** 32 (5d8+10)**Fort** +6, **Ref** +8, **Will** +3**OFFENSE****Speed** 10 ft., fly 50 ft. (clumsy)**Melee** bite +5 (2d6+4)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 15, **Cha** 12**Base Atk** +3; **CMB** +7; **CMD** 21**Feats** Dodge, Improved Initiative, Skill Focus (Perception)**Skills** Fly -1, Perception +11**ECOLOGY****Environment** warm coastline**Organization** solitary, pair, or flock (3–12)**Treasure** none

The pteranodon is not itself a dinosaur but rather a large flying reptile that is often found in areas dinosaurs are common. Its flight lacks grace, so it lands on the ground to fight foes it can't carry away.

A pteranodon has a wingspan of 30 feet but only weighs 40 pounds.

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.

DIRE HYENA (HYAENODON)**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** 26 (4d8+8)**Fort** +6, **Ref** +6, **Will** +2**OFFENSE****Speed** 50 ft.**Melee** bite +6 (2d6+6 plus trip)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** 18, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6**Base Atk** +3; **CMB** +8; **CMD** 20 (24 vs. trip)**Feats** Skill Focus (Perception, Stealth)**Skills** **Perception** +8, **Stealth** +7 (+11 in tall grass or heavy undergrowth); **Racial Modifiers** +4 **Stealth** in tall grass**ECOLOGY****Environment** warm plains**Organization** solitary, pair, or pack (3–8)**Treasure** incidental

Dire hyenas (known to many as hyaenodons) are more fearsome than their smaller cousins. While hyaenodons won't turn down carrion as a handy meal, they much prefer to hunt for prey. A pack of dire hyenas rarely stops moving and hunting for anything other than sleep, mating, or food. Hyaenodons are 6 feet tall at the shoulder and often over 12 feet long. They weigh 900 pounds.

Gnolls have been known to train hyaenodons to serve in their lairs as guardians, or more commonly as fearsome mounts.

HYENA**CR 1****XP 400**

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +7**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 +3 (1d6+3 plus trip)**STATISTICS****Str** 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6**Base Atk** +1; **CMB** +3; **CMD** 15 (19 vs. trip)**Feats** Skill Focus (Perception)**Skills** Perception +8, Stealth +6 (+10 in tall grass); **Racial Modifiers** +4 Stealth in tall grass**ECOLOGY****Environment** warm plains**Organization** solitary, pair, or pack (3–12)**Treasure** none

Hyenas are pack hunters infamous for their cunning and their unnerving, laughter-like vocalizations. They are largely scavengers, but aren't above supplementing their diet of carrion with fresh prey.

Hyenas tend to hunt alone, but when hunting as a pack they typically send one or two members against a foe's front while the rest of the pack circles and attacks from behind.

Many of the savage humanoid races, particularly gnolls, use hyenas as guard dogs. Such hyenas typically wear leather barding and are trained from birth to be vicious and savage—many such creatures are advanced hyenas.

GNOLL**CR 1****XP 400**

CE Medium humanoid (gnoll)

Init +0; **Senses** darkvision 60 ft.; Perception +2**DEFENSE****AC** 15, touch 10, flat-footed 15 (+2 armor, +1 natural, +2 shield)**hp** 11 (2d8+2)**Fort** +4, **Ref** +0, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** spear +3 (1d8+3/x3)**Ranged** spear +1 (1d8+2/x3)**STATISTICS****Str** 15, **Dex** 10, **Con** 13, **Int** 8, **Wis** 11, **Cha** 8**Base Atk** +1; **CMB** +3; **CMD** 13**Feats** Power Attack**Skills** Perception +2**Languages** Gnoll**ECOLOGY****Environment** warm plains or desert**Organization** solitary, pair, hunting party (2–5 gnolls and 1–2 hyenas), band (10–100 adults plus 50% noncombatant children, 1 sergeant of 3rd level per 20 adults, 1 leader of 4th–6th level, and 5–8 hyenas), or tribe (20–200 plus 1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 7–12 hyenas, and 4–7 hyaenodons)**Treasure** NPC Gear (leather armor, heavy wooden shield, battleaxe, longbow with 20 arrows, other treasure)

LION**CR 3****XP 800**

N Large Animal

Init +7; **Senses** low-light vision, scent; **Perception** +9**DEFENSE****AC** 15, touch 12, flat-footed 12 (+3 Dex, +3 natural, -1 size)**hp** 32 (5d8+10)**Fort** +6, **Ref** +7, **Will** +2**OFFENSE****Speed** 40 ft.**Melee** bite +7 (1d8+5 plus grab), 2 claws +7 (1d4+5)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** pounce, rake (2 claws +7, 1d4+5)**STATISTICS****Str** 21, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 22 (26 vs. trip)**Feats** Improved Initiative, Run, Skill Focus (Perception)**Skills** Acrobatics +11, Perception +9, Stealth +8 (+12 in undergrowth); **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in undergrowth)**ECOLOGY****Environment** warm plains**Organization** solitary, pair, or pride (3–10)**Treasure** none

Male lions are 5 to 8 feet long and weigh 330 to 550 pounds. Females are slightly smaller but use the same statistics.

Lions are usually the top animal predators in their territories, though they resort to scavenging if convenient or necessary. They may kill other predators (such as leopards and hyenas) that encroach upon their haunts, but rarely eat these kills unless game is scarce. Most lions do not selectively hunt humanoids, but occasionally one learns what easy kills they are and becomes a man-eater.

Lions prefer plains but can adapt to living in shallow caves as long as there's a large and stable supply of prey to keep them fed.

GIANT ANT**CR 2****XP 600**

N Medium vermin

Init +0; **Senses** darkvision 60 ft., scent; **Perception** +5**DEFENSE****AC** 15, touch 10, flat-footed 15; (+5 natural)**hp** 18 (2d8+9)**Fort** +6, **Ref** +0, **Will** +1**Immune** mind-affecting effects**OFFENSE****Speed** 50 ft., climb 20 ft.**Melee** bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison)**STATISTICS****Str** 14, **Dex** 10, **Con** 17, **Int** —, **Wis** 13, **Cha** 11**Base Atk** +1; **CMB** +3 (+7 grapple); **CMD** 13 (21 vs. trip)**Feats** Toughness^B**Skills** Climb +10, Perception +5, Survival +5; **Racial Modifiers** +4 Perception, +4 Survival**ECOLOGY****Environment** any**Organization** solitary, pair, gang (3–6), or hive (7–18 plus 10–100 workers, 2–8 drones, and 1 queen)**Treasure** none**SPECIAL ABILITIES****Poison (Ex)** Sting—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save

Giant ants are as industrious as their normal-sized kin. While their nests generally don't consist of thousands, their greatly increased size more than compensates.

The statistics given above are for soldier ants—the variety most commonly encountered. The following simple templates can be used to create variants of the standard soldier ant.

Worker (–1 CR) Worker ants do not have a poison sting attack or a grab special attack.

Drone (+1 CR) Drones have the advanced simple template and a fly speed of 30 feet (average).

Queen (+2 CR) The queen of a nest is an immense, bloated creature. She gains the advanced and the giant simple templates, but drops her speed to 10 feet and loses her climb speed entirely.

PEGASUS**CR 3****XP 800**

CG Large magical beast

Init +2; **Senses** darkvision 60 ft., detect evil, detect good, low-light vision, scent; Perception +11**DEFENSE****AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)**hp** 34 (4d10+12)**Fort** +7, **Ref** +6, **Will** +4**OFFENSE****Speed** 60 ft., fly 120 ft. (average)**Melee** bite +7 (1d3+4), 2 hooves +2 (1d6+2)**Space** 10 ft.; **Reach** 5 ft.**Spell-Like Abilities** (CL 4th)Constant—*detect evil* (60-ft. radius), *detect good* (60-ft. radius)**STATISTICS****Str** 18, **Dex** 15, **Con** 16, **Int** 10, **Wis** 13, **Cha** 13**Base Atk** +4; **CMB** +9; **CMD** 21 (25 vs. trip)**Feats** Flyby Attack, Iron Will**Skills** Fly +5, Perception +11, Sense Motive +7; **Racial Modifiers** +4 Perception**Languages** Common (cannot speak)**ECOLOGY****Environment** temperate and warm plains**Organization** solitary, pair, or herd (6–10)**Treasure** none

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily befriended. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet. Most pegasi are white, though occasionally one is hatched with conventional horse colors and markings.

The pegasus is, despite its appearance, as intelligent as a human. As such, those who try to train a pegasus to serve as a mount find the pegasus to be recalcitrant and even violent. A pegasus cannot speak, but it understands Common and greatly prefers the company of a good companion. The proper method to convince a pegasus to serve as a mount is to befriend it with diplomacy, favors, and good deeds. A pegasus is generally indifferent to a good-aligned creature, unfriendly to a neutral one, and hostile to an evil one—before a pegasus will serve as a mount, a pegasus must be made helpful via Diplomacy checks or other means. Riding a pegasus requires an exotic saddle or no saddle at all, as a regular saddle's straps interfere with the creature's wings. A pegasus can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check. Trained pegasi are not afraid of combat, and the rider does not need to make a Ride check each round merely to control his mount.

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/x3)**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 weighs 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.

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.

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.

STEGOSAURUS**CR 7****XP 3,200**

N Huge animal

Init +6; **Senses** low-light vision, scent; Perception +16**DEFENSE****AC** 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)**hp** 90 (12d8+36)**Fort** +13, **Ref** +10, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** tail +16 (4d6+12 plus trip)**Space** 15 ft.; **Reach** 15 ft.**STATISTICS****Str** 27, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 10**Base Atk** +9; **CMB** +19; **CMD** 31 (35 vs. trip)**Feats** Cleave, Great Fortitude, Improved Initiative, Improved Overrun, Power Attack, Weapon Focus (tail)**Skills** Perception +16**ECOLOGY****Environment** warm plains**Organization** solitary, pair, or herd (3–12)**Treasure** none

The stegosaurus is one of the most distinctive-looking dinosaurs—its twin rows of dorsal plates and spiked tail are enough to give most predators second thoughts before attacking. It is 30 feet long, 14 feet tall, and weighs 5,000 pounds.

RHINOCEROS**CR 4****XP 1,200**

N Large animal

Init +0; **Senses** scent; Perception +12**DEFENSE****AC** 16, touch 9, flat-footed 16 (+7 natural, -1 size)**hp** 42 (5d8+20)**Fort** +10, **Ref** +4, **Will** +2**OFFENSE****Speed** 40 ft.**Melee** gore +8 (2d6+9)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** powerful charge (gore, 4d6+12)**STATISTICS****Str** 22, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 5**Base Atk** +3; **CMB** +10; **CMD** 20 (24 vs. trip)**Feats** Endurance, Great Fortitude, Skill Focus (Perception)**Skills** Perception +12**ECOLOGY****Environment** warm plains**Organization** solitary, pair, or herd (3–12)**Treasure** none

The rhinoceros feeds on leafy plants, branches, and even thorny shrubs. Its thick hide is a mottled gray color, and it can run surprisingly fast for a beast of its size. The rhinoceros is notoriously short-tempered and prone to attacking anything it perceives as approaching too closely (generally within a distance of 80 feet—the distance of a single charge—for most rhinos).

YOUNG GOLD DRAGON**CR 11****XP 12,800**

LG Large dragon (fire)

Init +1; **Senses** dragon senses Perception +22**DEFENSE****AC** 23, touch 10, flat-footed 22; (+1 Dex, +13 natural, -1 size)**hp** 126 (12d12+48)**Fort** +12, **Ref** +9, **Will** +13**Immune** fire, paralysis, sleep; **Weaknesses** vulnerability to cold**OFFENSE****Speed** 60 ft., fly 200 ft. (poor), swim 60 ft.**Melee** bite +18 (2d6+10), 2 claws +18 (1d8+7/19-20), 2 wings +16 (1d6+3), tail +16 (1d8+10)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (40-ft. cone, DC 20, 6d10 fire), weakening breath**Spell-Like Abilities** (CL 12th)At will—*detect evil***Spells Known** (CL 1st)1st (4/day)—*mage armor, shield*0 (at will)—*detect magic, light, mending, stabilize***STATISTICS****Str** 25, **Dex** 12, **Con** 19, **Int** 16, **Wis** 17, **Cha** 16**Base Atk** +12; **CMB** +20; **CMD** 31 (35 vs. trip)**Feats** Alertness, Improved Critical (claw), Iron Will, Multiattack, Power Attack, Vital Strike**Skills** Diplomacy +18, Fly +10, Heal +18, Knowledge (local, religion) +18, Perception +22, Sense Motive +22, Spellcraft +18, Swim +30**Languages** Common, Draconic, Elven, Halfling**SQ** change shape, detect gems, fast flight**ELEPHANT****CR 7****XP 3,200**

N Huge animal

Init +0; **Senses** low-light vision, scent, Perception +21**DEFENSE****AC** 17, touch 8, flat-footed 17 (+9 natural, -2 size)**hp** 93 (11d8+44)**Fort** +13, **Ref** +7, **Will** +6**OFFENSE****Speed** 40 ft.**Melee** gore +16 (2d8+10), slam +16 (2d6+10)**Space** 15 ft.; **Reach** 10 ft.**Special Attacks** trample (2d8+15; DC 25)**STATISTICS****Str** 30, **Dex** 10, **Con** 19, **Int** 2, **Wis** 13, **Cha** 7**Base Atk** +8; **CMB** +20; **CMD** 30 (34 vs. trip)**Feats** Endurance, Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Perception)**Skills** Perception +21**ECOLOGY****Environment** warm plains**Organization** solitary or herd (6-30)**Treasure** none

These large land animals, majestically wandering the plains in tightly knit family herds, are symbols of wisdom and strength. Having few natural predators, elephants are sometimes hunted for their ivory tusks. These tusks often become jewelry, statuettes, and trinkets for the wealthy.

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.

TRICERATOPS**CR 8****XP 4,800**

N Huge animal

Init -1; **Senses** low-light vision, scent; Perception +21**DEFENSE****AC** 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)**hp** 119 (14d8+56)**Fort** +15, **Ref** +8, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** gore +17 (2d10+12)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** powerful charge (gore, 4d10+16), trample (1d8+12, DC 25)**STATISTICS****Str** 26, **Dex** 9, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7**Base Atk** +10; **CMB** +20; **CMD** 29 (33 vs. trip)**Feats** Great Fortitude, Improved Bull Rush, Improved Critical, Power Attack, Run, Skill Focus (Perception), Weapon Focus (gore)**Skills** Perception +24**ECOLOGY****Environment** warm plains**Organization** solitary, pair, or herd (5-8)**Treasure** none

The triceratops is a stubborn and short-tempered herbivore.

A typical triceratops is 30 feet long and weighs 20,000 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.