

ALWAYS N LARGE ANIMAL

Init: +2; **Senses:** low-light vision, scent; **Perception** +6**Languages:** —**AC:** 14 (+2 Dex, +3 natural, —1 size), touch 11, flat-footed 12**Hit Points:** 32 (4d8+8+6)**Fort:** +6, **Ref:** +6, **Will:** +2**Speed:** 30 ft., climb 30 ft.**Space:** 10 ft.; **Reach:** 10 ft**BAB:** +3; **CMB:** +12; **CMD:** 23**Melee:** 2 claws +7 (+3 BAB, +5 Str, —1 size) and bite +2**Damage:** claw 1d6+5, bite 1d6+2**Combat Reactions:** 1; **Dodge:** +1; **Block:** DR 1

ABILITIES & SKILLS:

	Str	Dex	Con	Int	Wis	Cha
Score:	21	15	14	2	12	7
Modifier:	+5	+2	+2	–4	+1	–2
Average Skills:	+7	+4	+4	–2	+3	+0
Good Skills:	+12	+9	+9	+3	+8	+5

Typical Skills: Climb +15, **Perception** +6**Racial Skill Modifiers:** +8 Climb

An ape can always choose to Take 10 on Climb checks even if rushed or threatened. It retains its Dexterity bonus to Armor Class, can take 5-foot steps, and can run and charge while climbing.

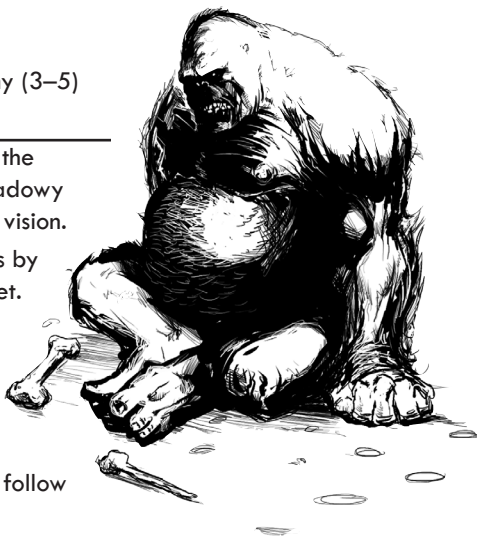
Feats: Skill Focus (Perception), Toughness**Advancement:** 5–8 HD (Large)

ECOLOGY

Environment: warm forests**Organization:** solitary, pair, or company (3–5)**Treasure:** none

Low-Light Vision (Ex): An ape ignores the effects of concealment in areas of shadowy illumination within its normal range of vision.

Scent (Ex): An ape can detect creatures by sense of smell, generally within 30 feet. It can take a move action to note the direction of the scent, and if it comes within 5 feet of the source, the ape pinpoints the source's location. An ape can track by smell, making a Wisdom (or Survival) check to find or follow a scent (DC 10+).



ALWAYS N LARGE ANIMAL

Init: +2; **Senses:** low-light vision, scent; Perception +6

Languages: —

AC: 15 (+2 Dex, +4 natural, -1 size), touch 11, flat-footed 13

Hit Points: 39 (5d8+10+7)

Fort: +6, **Ref:** +6, **Will:** +5

Speed: 30 ft., climb 15 ft.

Space: 10 ft.; **Reach:** 10 ft.

BAB: +3; **CMB:** +13; **CMD:** 24

Melee: 2 claws +8 (+3 BAB, +6 Str, -1 size) and bite +3

Damage: claw 1d6+6, bite 1d8+3

Combat Reactions: 1; **Dodge:** +1; **Block:** DR 1

Special Attacks: rend (2d6+9)

ABILITIES & SKILLS:

	Str	Dex	Con	Int	Wis	Cha
Score:	22	15	14	2	12	7
Modifier:	+6	+2	+2	-4	+1	-2
Average Skills:	+8	+4	+4	-2	+3	+0
Good Skills:	+14	+10	+10	+4	+9	+6

Typical Skills: Climb +16, Perception +6, Stealth +0

Racial Skill Modifiers: +8 Climb

A dire ape can always choose to Take 10 on Climb checks even if rushed or threatened. It retains its Dexterity bonus to Armor Class, can take 5-foot steps, and can run and charge while climbing.

Feats: Skill Focus (Perception), Toughness

Advancement: 6–15 HD (Large)

ECOLOGY

Environment: warm forests

Organization: solitary company (5–8)

Treasure: none

Low-Light Vision (Ex): A dire ape ignores the effects of concealment in areas of shadowy illumination within its normal range of vision.

Rend (Ex): Melee (both claws), damage 2d6+9, no save.

A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh, dealing additional damage.

Scent (Ex): A dire ape can detect creatures by sense of smell, generally within 30 feet. It can take a move action to note the direction of the scent, and if it comes within 5 feet of the source, the dire ape pinpoints the source's location. A dire ape can track by smell, making a Wisdom (or Survival) check to find or follow a scent (DC 10+).

BEAR, BLACK

CR 2

ALWAYS N MEDIUM ANIMAL

Init: +1; **Senses:** low-light vision, scent; Perception +2

Languages: —

AC: 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

Hit Points: 19 (3d8+6)

Fort: +5, **Ref:** +4, **Will:** +2

Speed: 40 ft.

Space: 5 ft.; **Reach:** 5 ft.

BAB: +2; **CMB:** +6; **CMD:** 17 (21 vs. trip)

Melee: 2 claws +6 (+2 BAB, +4 Str) and bite +1

Damage: claw 1d4+4, bite 1d6+2

Combat Reactions: 1; **Dodge:** +1; **Block:** DR 1

ABILITIES & SKILLS:

	Str	Dex	Con	Int	Wis	Cha
Score:	19	13	15	2	12	6
Modifier:	+4	+1	+2	-4	+1	-3
Average Skills:	+5	+2	+3	-3	+2	-2
Good Skills:	+10	+7	+8	+2	+7	+3

Typical Skills: Climb +5, Perception +2, Swim +9

Racial Skill Modifiers: +4 Swim.

Feats: Endurance, Run

Advancement: 4–5 HD (Medium)

ECOLOGY

Environment: temperate forests

Organization: solitary or pair

Treasure: none

Low-Light Vision (Ex): A black bear ignores the effects of concealment in areas of shadowy illumination within its normal range of vision.

Scent (Ex): A black bear can detect creatures by sense of smell, generally within 30 feet. It can take a move action to note the direction of the scent, and if it comes within 5 feet of the source, the black bear pinpoints the source's location. A black bear can track by smell, making a Wisdom (or Survival) check to find or follow a scent (DC 10+).



ALWAYS N LARGE ANIMAL

Init: +1; **Senses:** low-light vision, scent; Perception +4

Languages: —

AC: 15 (+1 Dex, +5 natural, −1 size), touch 10, flat-footed 14

Hit Points: 51 (6d8+24)

Fort: +9, **Ref:** +6, **Will:** +3

Speed: 40 ft.

Space: 10 ft.; **Reach:** 5 ft.

BAB: +4; **CMB:** +16; **CMD:** 26 (30 vs. trip)

Melee: 2 claws +11 (+4 BAB, +8 Str, −1 size) and bite +6

Damage: claw 1d8+8, bite 2d6+4

Combat Reactions: 1; **Dodge:** +2; **Block:** DR 2

Special Attacks: improved grab (claw)

ABILITIES & SKILLS:

	Str	Dex	Con	Int	Wis	Cha
Score:	27	13	19	2	12	6
Modifier:	+8	+1	+4	−4	+1	−3
Average Skills:	+11	+4	+7	−1	+4	+0
Good Skills:	+17	+10	+13	+5	+10	+6

Typical Skills: Perception +4, Survival +7, Swim +15

Racial Skill Modifiers: +4 Swim

Feats: Endurance, Run, Skill Focus (Survival)

Advancement: 7–10 HD (Large)

ECOLOGY

Environment: cold forests

Organization: solitary or pair

Treasure: none

Improved Grab (Ex): Melee (claw), may attempt to start a grapple (creatures up to one size smaller only).

If a brown bear hits with its claw attack, it may attempt to start a grapple as a free action without provoking an attack of opportunity.

Low-Light Vision (Ex): A brown bear ignores the effects of concealment in areas of shadowy illumination within its normal range of vision.

Scent (Ex): A brown bear can detect creatures by sense of smell, generally within 30 feet. It can take a move action to note the direction of the scent, and if it comes within 5 feet of the source, the brown bear pinpoints the source's location. A brown bear can track by smell, making a Wisdom (or Survival) check to find or follow a scent (DC 10+).