

**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
<b>Score:</b>	21	15	14	2	12	7
<b>Modifier:</b>	+5	+2	+2	-4	+1	-2
<b>Average Skills:</b>	+7	+4	+4	-2	+3	+0
<b>Good Skills:</b>	+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

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**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+).

# Ape, Dire

CR 3

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## ALWAYS N LARGE ANIMAL

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

**Languages:** —

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**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

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**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)

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## ABILITIES & SKILLS:

	Str	Dex	Con	Int	Wis	Cha
<b>Score:</b>	22	15	14	2	12	7
<b>Modifier:</b>	+6	+2	+2	-4	+1	-2
<b>Average Skills:</b>	+8	+4	+4	-2	+3	+0
<b>Good Skills:</b>	+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)

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## ECOLOGY

**Environment:** warm forests

**Organization:** solitary company (5–8)

**Treasure:** none

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**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+).

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# BABOON

CR 1/2

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## ALWAYS N MEDIUM ANIMAL

**Init:** +2; **Senses:** low-light vision, scent; Perception +4

**Languages:** —

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

**Hit Points:** 5 (1d8+1)

**Fort:** +3, **Ref:** +4, **Will:** +1

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**Speed:** 40 ft., climb 30 ft.

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

**BAB:** +0; **CMB:** +2; **CMD:** 14

**Melee:** bite +2 (+2 Str)

**Damage:** bite 1d6+3

**Combat Reactions:** 1; **Dodge:** +0; **Block:** DR 0

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## ABILITIES & SKILLS:

	Str	Dex	Con	Int	Wis	Cha
<b>Score:</b>	15	14	12	2	12	4
<b>Modifier:</b>	+2	+2	+1	-4	+1	-3
<b>Average Skills:</b>	+2	+2	+1	-4	+1	-3
<b>Good Skills:</b>	+6	+6	+5	+0	+5	+1

**Typical Skills:** Climb +10, Perception +4

**Racial Skill Modifiers:** +8 Climb

A baboon 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)

**Advancement:** 2–3 HD (Medium)

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## ECOLOGY

**Environment:** warm plains

**Organization:** solitary or troop (10–40)

**Treasure:** none

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

**Scent (Ex):** A baboon 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 baboon pinpoints the source's location. A baboon can track by smell, making a Wisdom (or Survival) check to find or follow a scent (DC 10+).

# BADGER

CR 1/2

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## ALWAYS N SMALL ANIMAL

**Init:** +3; **Senses:** low-light vision, scent; Perception +1

**Languages:** —

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**AC:** 15 (+3 Dex, +1 natural, +1 size), touch 14, flat-footd

**Hit Points:** 6 (1d8+2)

**Fort:** +4, **Ref:** +5, **Will:** +1

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**Speed:** 30 ft., burrow 10 ft.

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

**BAB:** +0; **CMB:** -5; **CMD:** 9 (13 vs. trip)

**Melee:** 2 claws +4 (+3 Dex, +1 size) and bite -1

**Damage:** claw 1d2-1, bite 1d3-1

**Combat Reactions:** 1; **Dodge:** +0; **Block:** DR 0

**Special Attacks:** rage

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## ABILITIES & SKILLS:

	Str	Dex	Con	Int	Wis	Cha
<b>Score:</b>	8	17	15	2	12	6
<b>Modifier:</b>	-1	+3	+2	-4	+1	-3
<b>Average Skills:</b>	-1	+3	+2	-4	+1	-3
<b>Good Skills:</b>	+3	+7	+6	+0	+5	+1

**Typical Skills:** Acrobatics +5, Escape Artist +9, Perception +1, Survival +4

**Racial Skill Modifiers:** +4 Escape Artist

**Feats:** Skill Focus (Acrobatics/Escape Artist), Skill Focus (Survival)<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Advancement:** 2 HD (Small)

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## ECOLOGY

**Environment:** temperate forests

**Organization:** solitary, pair, or cete (3-5)

**Treasure:** none

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

**Rage (Ex):** +4 Strength, +4 Constitution, -2 Armor Class.

A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. The creature cannot end its rage voluntarily.

**Scent (Ex):** A badger 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 badger pinpoints the source's location. A badger can track by smell, making a Wisdom (or Survival) check to find or follow a scent (DC 10+).

## BADGER, DIRE

CR 2

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### ALWAYS N MEDIUM ANIMAL

**Init:** +3; **Senses:** low-light vision, scent; Perception +5

**Languages:** —

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**AC:** 16 (+3 Dex, +3 natural), touch 13, flat-footed 13

**Hit Points:** 30 (3d8+12+5)

**Fort:** +7, **Ref:** +6, **Will:** +4

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**Speed:** 30 ft., burrow 10 ft.

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

**BAB:** +2; **CMB:** +4; **CMD:** 17 (21 vs. trip)

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

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

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

**Special Attacks:** rage

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### ABILITIES & SKILLS:

	Str	Dex	Con	Int	Wis	Cha
<b>Score:</b>	14	17	19	2	12	10
<b>Modifier:</b>	+2	+3	+4	–4	+1	+0
<b>Average Skills:</b>	+3	+4	+5	–3	+2	+1
<b>Good Skills:</b>	+8	+9	+10	+2	+7	+6

**Typical Skills:** Perception +5, Survival +5

**Feats:** Skill Focus (Perception), Skill Focus (Survival), Toughness

**Advancement:** 4–9 HD (Large)

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### ECOLOGY

**Environment:** temperate forests

**Organization:** solitary or cete (2–5)

**Treasure:** none

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

**Rage (Ex):** +4 Strength, +4 Constitution, –2 Armor Class.

A dire badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. The creature cannot end its rage voluntarily.

**Scent (Ex):** A dire badger 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 badger pinpoints the source's location. A dire badger can track by smell, making a Wisdom (or Survival) check to find or follow a scent (DC 10+).

**ALWAYS N DIMINUTIVE ANIMAL**

**Init:** +2; **Senses:** blindsense 20 ft., low-light vision; Perception +9 (+5)\*

**Languages:** —

**AC:** 16 (+2 Dex, +4 size), touch 16, flat-footed 14

**Hit Points:** 1 (1/4 d8)

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

**Speed:** 5 ft., fly 40 ft. (good)

**Space:** 1 ft.; **Reach:** 0 ft.

**BAB:** +0; **CMB:** -17; **CMD:** -1

**Melee:** bite +6 (+2 Dex, +4 size)

**Damage:** bite 1d3-4

**Combat Reactions:** 1; **Dodge:** +0; **Block:** DR 0

**ABILITIES & SKILLS:**

	Str	Dex	Con	Int	Wis	Cha
<b>Score:</b>	1	15	10	2	14	4
<b>Modifier:</b>	-5	+2	+0	-4	+2	-3
<b>Average Skills:</b>	-5	+2	+0	-4	+2	-3
<b>Good Skills:</b>	-1	+6	+4	+0	+6	+1

**Typical Skills:** Perception +9 (+5)\*, Stealth +14

**Racial Skill Modifiers:** +4 Perception (\*this bonus is lost if its blindsense is negated)

**Feats:** Skill Focus (Perception), Weapon Finesse<sup>B</sup>

**Advancement:** -

**ECOLOGY**

**Environment:** temperate deserts

**Organization:** colony (10-40) or crowd (10-50)

**Treasure:** none

**Blindsense (Ex):** A bat uses echolocation and does not need to make Perception checks to pinpoint the location of a creature within 20 feet. Opponents have total concealment unless the bat can actually see them, and the bat still has the normal miss chance when attacking foes that have concealment.

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

**ALWAYS N LARGE ANIMAL**

**Init:** +6; **Senses:** blindsense 40 ft.; Perception +11 (+7)\*

**Languages:** —

**AC:** 20(+6 Dex, +5 natural, -1 size), touch 15, flat-footed 14

**Hit Points:** 30 (4d8+12)

**Fort:** +7, **Ref:** +10, **Will:** +6

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

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

**BAB:** +3; **CMB:** +10; **CMD:** 25

**Melee:** bite +5 (+3 BAB, +3 Str, -1 size)

**Damage:** bite 1d8+4

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

**ABILITIES & SKILLS:**

	Str	Dex	Con	Int	Wis	Cha
<b>Score:</b>	17	22	17	2	14	6
<b>Modifier:</b>	+3	+6	+3	-4	+2	-2
<b>Average Skills:</b>	+5	+8	+5	-2	+4	+0
<b>Good Skills:</b>	+10	+13	+10	+3	+9	+5

**Typical Skills:** Perception +11 (+7)\*, Stealth +7

**Racial Skill Modifiers:** +4 Perception (\*this bonus is lost if its blindsense is negated)

**Feats:** Skill Focus (Perception), Skill Focus (Stealth)

**Advancement:** 5-12 HD (Large)

**ECOLOGY**

**Environment:** temperate deserts

**Organization:** solitary or colony (5-8)

**Treasure:** none

**Blindsense (Ex):** A dire bat uses echolocation and does not need to make Perception checks to pinpoint the location of a creature within 40 feet. Opponents have total concealment unless the dire bat can actually see them, and the dire bat still has the normal miss chance when attacking foes that have concealment.

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