CARBUNCLE
Small Magical Beast
Hit Dice: 1d10+1 (6 hp)
Initiative: -1 (Dex)
Speed: 10 ft
AC: 18 (+1 size, -1 Dex, +6 natural, +2 luck bonus)
Attacks: Nil
Damage: Nil
Face/Reach: 5 ft by 5 ft/5 ft
Special Qualities: Telepathy, empathy, foresight, gem (vulnerability)
Saves: Fort +3, Ref +3, Will +0
Abilities: Str 7, Dex 9, Con 12, Int 10, Wis 11, Cha 8
Skills: Climb +3, Hide +4, Listen +5, Spot +5
Feats: Alertness

Climate/Terrain: Temperate and warm forest, marsh, and underground
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Usually neutral
Advancement: —

A carbuncle resembles an armadillo with a large ruby set in the middle of its forehead. Its armor plating is patterned in shades of brown, while the beast's underbelly is a light gray flecked with small green patches.

Carbuncles are timid creatures, but very curious and often mischievous. It does not fear death, and will brazenly announce the value of its gem to strangers to see how they will react. If allowed to accompany travelers, it will try to gain their confidence and then attempt to disrupt the party by using its powers to cause adversity. It is fascinated with death and will go to any sneaky length, including inducing nearby monsters to attack, in order to cause combat. With a morbid fascination, it watches such events unfold, then slips away when it is satisfied.

COMBAT
Though fascinated by combat, carbuncles are completely helpless in melee. They much prefer to set up encounters using their powers, then watch the brutal scenes unfold. Carbuncles surrender immediately if attacked, however they can will themselves to die if placed under duress.

Telepathy (Su): Carbuncles can communicate telepathically with any creature within 100 feet that has a language.

Empathy (Su): At will, a carbuncle can make use of detect chaos, detect good, detect evil, detect law, and detect thoughts as cast by a 1st-level cleric.

Foresight (Su): At will, a carbuncle can make use of the divination spell as a 1st-level cleric, with the exception that it does not need to be asked a specific question, and it can only use its powers to see into the immediate or near future. This ability also provides the carbuncle with a +2 luck bonus to its AC and Reflex saves.

Gem (Ex): The gem on a carbuncle's forehead is a part of the beast, and if it dies the ruby will shatter into dust and be worthless. If the carbuncle is the subject of a charm spell, however, it may be coaxed into willingly giving up the gem. If removed in this way, the gem will regrow slowly over a period of months, and the value of the gem may be different each time.

This gem is usually worth about 500 gp, but has occasionally been known to fetch a price of 1000 gp, and some especially rare specimens have been worth as much as 5000 gp.