**GAMBADO**

**Medium-Size Aberration**

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +1 (Dex)

**Speed:** 40 ft.

**AC:** 14 (+1 Dex, +3 natural)

**Attacks:** Bite +5 melee, 2 claws +0 melee

**Damage:** Bite 2d4+2, claw 1d4+1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Saves:** Fort +3, Ref +2, Will +5

**Abilities:** Str 14, Dex 12, Con 14, Int 6, Wis 12, Cha 8

**Skills:** Hide +7, Jump +9, Spot +6

**Climate/Terrain:** Temperate and warm plains and underground

**Organization:** Solitary or gang (2-5)

**Challenge Rating:** 3

**Treasure:** Standard coins; standard goods; no items

**Alignment:** Always chaotic neutral

**Advancement:** 5-8 HD (Medium-size); 9-12 HD (Large)

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The gambado is a man-sized creature with a cylindrical torso topped with a humanoid skull-like head. Two long arms ending in razor-sharp claws protrude from the body. Its torso ends in three long, single-toed feet. Its body is leathery and can be compressed like a spring. This is its primary means of locomotion. By compressing its body, the gambado can spring up or forward.

A gambado makes its lair in a 6-foot deep pit. It hides its body with rocks, leaves, and anything else in the surrounding area, allowing only its head to be seen. Thus, when viewing a hidden gambado, it appears to be nothing more than a humanoid skull resting on the ground. When creatures approach it, is when the gambado attacks.

Gambado do not seem to have any form of communication.

**COMBAT**

The gambado springs to attack any time a living creature comes within 2 feet of its lair. It attacks relentlessly with its bite and claws, but doesn’t fight to the death. If combat goes against it, the gambado seeks the quickest possible means of escape.

**Gambado Society**

Gambado are solitary creatures by nature and on the rare occasion that more than one is encountered, each will have its own lair and pit from which it attacks. The pits are usually close together to maximize their attacks on creatures within the area.

Any treasure collected by a gambado is stored on its pit floor or in a small and well-hidden hole (Search DC 18 to find) in the side of its pit.