**KIRRE**

Large Magical Beast  
**Hit Dice:** 6d10+18 (51 hp)  
**Initiative:** +6 (+2 Dex, +4 Improved Initiative)  
**Speed:** 40 ft  
**AC:** 13 (-1 size, +2 Dex, +2 natural)  
**Attacks:** 4 claws +10 melee, bite +5 melee, gore +5 melee, tail +5 melee  
**Damage:** Claw 1d6+5, bite 1d8+2, gore 1d8+2, tail 1d6+2  
**Face/Reach:** 5 ft by 10 ft/5 ft  
**Special Attacks:** Psionics  
**Special Qualities:** Scent, darkvision 60 ft, low-light vision  
**Saves:** Fort +8, Ref +7, Will +5  
**Abilities:** Str 21, Dex 15, Con 17, Int 7, Wis 12, Cha 12  
**Skills:** Balance +7, Hide +7*, Listen +7, Move Silently +9, Spot +7  
**Feats:** Improved Initiative, Iron Will  

**Climate/Terrain:** Any forest, hill, mountains, and plains  
**Organization:** Solitary  
**Challenge Rating:** 5  
**Treasure:** None  
**Alignment:** Always neutral  
**Advancement:** 7-12 HD (Large); 13-18 HD (Huge)  

Kirres resemble large tigers at first glance, but are far more aggressive and deadlier in combat, than their look-a-like. A kirre appears as an 8-foot long, 8-legged feline with light gray fur. Its legs end in paws typical of any large feline. Two large horns curve back from its head toward its body. Its tail ends in a sharp barb. Its body is striped brown and gray, except for its face. Its eyes are yellow.

**COMBAT**  
The kirre is an aggressive animal and will not hesitate to attack. In combat, it attacks using its natural weapons.

- **Psionics (Su):** At will—detect thoughts, levitation, soften earth and stone, and wind wall. These abilities are as the spells cast by a 6th-level sorcerer (save DC 11 + spell level).  
- **Skills:** Kirre receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus increases to +8.*