THUNDERBEAST

Huge Outsider
Hit Dice: 4d8+20 (38 hp)
Initiative: +0
Speed: 30 ft
AC: 14 (-2 size, +6 natural)
Attacks: Bite +12 melee
Damage: Bite 2d6+15
Face/Reach: 10 ft by 20 ft/10 ft
Special Attacks: Trample, breath weapon
Saves: Fort +11, Ref +4, Will +5
Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills: Listen +9, Spot +9
Feats: Great Fortitude, Power Attack

Climate/Terrain: Any land
Organization: Herd (5-20; 50% noncombatant young)
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 5-8 (Huge); 9-12 (Gargantuan)

Thunderbeasts are swine-like creatures that roam the layers of the Abyss in large herds. These loathsome animals feed on unwholesome plants and lower creatures of the Abyss, but are unappetizing to all, including the demons who occasionally eat them. They are called thunderbeasts because the sound they make when they bellow is something like muted thunder.

A thunderbeast resembles both pigs and hippos in form, though it is much larger than either creature. The creature has six long legs, and a round swollen body. The creature's cylindrical head is low-set for grazing, and has fan-like ears and a huge mouth. The short tail is broad, thick, and flat. These creatures are usually colored yellow-brown or olive, with darker mottling and are covered in warty growths.

COMBAT
When a thunderbeast is frightened or angry, it will begin combat by bellowing and then breathing on its opponents. They can make a charging trample attack once every two rounds.

Trample (Ex): A thunderbeast can trample Small or smaller creatures for 2d6+15 points of damage. Opponents who do not make attacks of opportunity against the thunderbeast can attempt a Reflex save (DC 22) to halve the damage.

Breath Weapon (Ex): The thunderbeast's breath is noxious, but not inherently dangerous. After 3 rounds of this creature breathing, the area around it will be affected as if by a fog cloud spell. This cloud lasts 1d4 rounds, unless dispersed by wind. The thunderbeast can create another such cloud 3 rounds after the first one disperses.