

ANIMAL ARCHIVES 1



NORTH AMERICAN PREHISTORIC ANIMALS



WRITTEN AND ILLUSTRATED BY
JESSE MOHN



Requires the use of the Dungeons & Dragons,
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SKELTONKEY
GAMES

**ANIMAL ARCHIVES VOL. 1
NORTH AMERICAN PREHISTORIC ANIMALS**

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- B: Product title in which the entry can be found
- C: Author and artist credits for that entry
- D: Category label for binder organization

A
B

CAMEL, LONG-NECKED

Statistics
North America (Western)
Large Animal (mammoth)
Hit Dice: 4d12 (33 hp)
Initiative: -3
Speed: 40 ft. (8 squares)
AC: 14 (4 armor, 2 dex, +2 natural, +5 hide)
Base Attack/Grapple: +3/+6
Attack: Bite (1d6+2) or hoof (2d6+2)
Full Attack: Bite (1d6+2) or hoof (2d6+2)
Base Health: 10 (6 hit)
Special Abilities: Low-light vision, Sense Seven (air, fire, water, earth, metal, lightning, cold, heat, ice, wind, light, dark)
Skills: Listen +6, Spot +6
Feats: Alertness, Endurance
Environment: Temperate forests
Organization: solitary or small (2-4)
Challenge Rating: 2
Treasure: none
Alignment: Always neutral
Saves/Resistances: 2-4 (HD) (Large)

The long-necked camel, or long-necked camel, reaches a height of 40'. They are herbivores that feed off of high foliage trees. These giraffe-like animals are gentle creatures, and make good pack animals and desert mounts. They are one of the most hardy animals in the desert because of their camels.

A **Heads-Animal Book (DC 10)** is required to successfully tame a wild long-necked camel, and a **Heads-Animal Book (DC 20)** is required for the rest of this time, to tame the first creature, and the long-necked camel's first attack increases by 10% if tame (1d6+5) and its head attack changes to "hoof" (1d6+10).

To tame a long-necked camel for use as a pack animal, it must be tamed at the end of this time, to tame the first creature, and the long-necked camel's first attack increases by 10% if tame (1d6+5) and its head attack changes to "hoof" (1d6+10).

COMBAT
An untamed long-necked camel will only fight if cornered, being in a back-up to its back. A long-necked camel cannot be used as a mount as well as its own form.

Low-light Vision (Ex): Long-necked camels can see in conditions of low-light as well as a human can in the light.

Sense Seven (Ex): Long-necked camels can detect approaching creatures, sniff out hidden ones, and track by sense of smell. Creatures with the **Sense Special Quality** can identify familiar odors just as other creatures can detect familiar sights with its eyes. The creature can detect approaching creatures within 40 ft. by sense of smell. This creature can see 40 ft. if spotted and lowers to 10 ft. if detected. Strong smells, such as smoke and cooking garbage, can be detected at twice the range as usual. Unappetizing smells, such as rotting meat or frog/gher sounds, can be detected at triple normal range.

Hoof: A long-necked camel's hoof is treated as a secondary attack and adds only half of its Strength bonus to damage rolls.

C

Author: Jesse Mohn
Illustrator: Jesse Mohn

D

MONSTERS



Arctodus simus

North America (Pleistocene)

Large Animal (mammal)

Hit Dice: 9d8+36 (76 hp)

Initiative: +1

Speed: 40 ft. (10 squares)

Armor Class: 14 (+1 dex, +4 natural, -1 size), touch 10, flat-footed 14

Base Attack/Grapple: +6/+25

Attack: Claw +14 melee (1d8+9)

Full Attack: 2 claws +14 melee (1d8+9), bite +9 melee (2d6+4)

Space/Reach: 10 ft./ 5 ft.

Special Attacks: Improved grab

Special Qualities: Low-light vision, Scent

Saves: Fort +10, Ref +7, Will +4

Abilities: Str 29, Dex 13, Con 19, Int 2, Wis 12, Cha 5

Skills: Climb +12, Intimidate +12, Listen +4, Spot +5, Swim +12

Feats: Endurance, Run, Track

Environment: Cold forests and hills

Organization: Solitary or pair

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 9-11 HD (Large)

The short-faced bear is the largest bear that has ever existed, standing 11+ ft. tall and weighing up to 2,000 lbs. The short-faced bear looks much lankier than most other bears, having noticeably longer legs. This allows a short-faced bear to run faster than its cousins. Short-faced bears are carnivores, but would rather scavenge than hunt if possible. Like most bears, they are territorial and aggressive if threatened.

COMBAT

The short-faced bear is fearless when dealing with creatures smaller than itself. It will either charge a creature it deems a threat (or meal), or stand and make an intimidate check, followed by its standard attacks.

Improved Grab (Ex): To use this ability, a short-faced bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Low-Light Vision (Ex): Short-faced bears can see in conditions of lowered light as well as a human can in daylight.

Scent (Ex): The creature can detect approaching creatures, sniff out hidden foes, and track by sense of smell.

Skills: A short-faced bear uses its Strength score instead of its Charisma score for Intimidate skill checks.



Presbyornis pervetus

North America (Eocene)

Small Animal (bird)

Hit Dice: 1d8+1 (5 hp)

Initiative: +2

Speed: 20 ft. (4 squares); fly 40 ft. (good) (8 squares)

AC: 13 (+1 size, +2 dex), touch 13, flat-footed 11

Base Attack/Grapple: +0/-6

Attack: Bite -1 melee (1d3-1)

Full Attack: Bite -1 melee (1d3-1)

Face/Reach: 5 ft./5 ft.

Special Qualities: low-light vision

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

Abilities: Str 8, Dex 15, Con 13, Int 1, Wis 13, Cha 5

Skills: Hide +7, Listen +5, Spot +6, Swim +8

Feats: Alertness

Environment: Temperate wetlands

Organization: Solitary or flock (2-12)

Challenge Rating: 1/3

Treasure: none

Alignment: Always neutral

Advancement: 2-5 HD (Small)

A green river wader stands between 2 1/2 and 3 feet tall. They resemble a cross between two birds, having stilted legs and a long, graceful neck like a stork, and a head, bill, and webbed feet like a duck. Green river waders are attractive shoreline birds that live and breed on freshwater lakes and rivers.

Wealthy collectors pay handsomely for green river waders (up to 700 gp!), and the birds are occasionally used as familiars. As a familiar, green river waders grant their wizard a +2 bonus to swim checks.

COMBAT

Green river waders are non-combative in general, and will usually fly away from danger.

Low-light Vision (Ex): A green river wader can see in conditions of lowered light as well as a human can in daylight.

Skills: A green river wader receives a +8 racial bonus to all Swim checks.



Dinohyus

North America (Miocene)

Large Animal (Mammal)

Hit Dice: 6d8+18 (48 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

AC: 13 (-1 size, +1 dex, +3 natural), touch 10, flat-footed 12

Base Attack/Grapple: +4/+13

Attack: Bite +9 melee (1d8+7/x3)

Full Attack: Bite +9 melee (1d8+7/x3)

Face/Reach: 10 ft./10 ft.

Special Attacks: Augmented critical multiplier

Special Qualities: Ferocity, low-light vision, scent

Saves: Fort +10, Ref +6 Will +3

Abilities: Str 21, Dex 12, Con 16, Int 2, Wis 12, Cha 5

Skills: Intimidate +8, Listen +6, Spot +6

Feats: Great Fortitude, Toughness

Environment: Temperate grasslands

Organization: Solitary

Challenge Rating: 3

Treasure: none

Alignment: Always neutral

Advancement: 7-10 HD (Large)

The dinohyus, or “terrible hog” is a swine the size of a bull. These fearsome animals are typically 6-7 feet at the shoulder, and are up to 10 feet long. Bull swine are omnivorous creatures, scavenging and hunting for plants and animals alike. Bull swine are territorial, even driving off others of their own kind (unless it happens to be their mating season).

COMBAT

Bull swine typically charge at the nearest creature deemed a threat, attacking until the threat leaves its territory or the bull swine is dead.

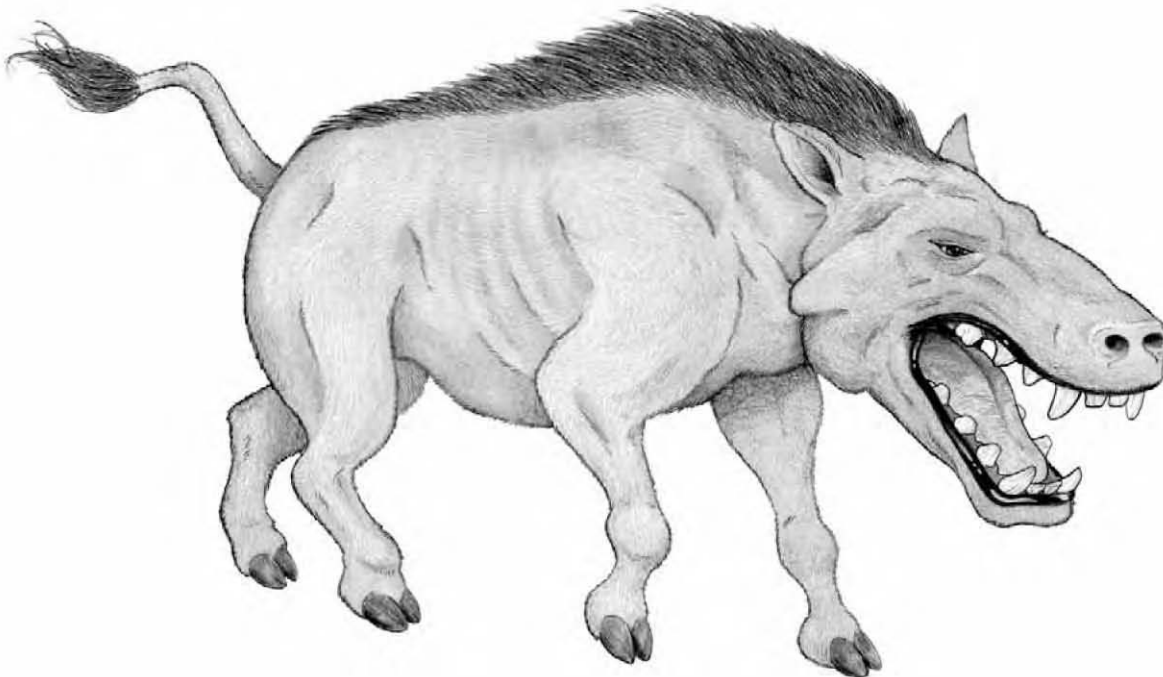
Augmented Critical Multiplier (Ex): The critical multiplier for the bull swine’s bite is x3.

Ferocity (Ex): The bull swine is extremely talented in shrugging off wounds, which allows it to continue to fight while dying or disabled. The creature can fight and act up to -10 hit points. When the bull swine reaches -10 hit points, the creature instantly falls over dead.

Low-light Vision (Ex): A bull swine can see in conditions of lowered light as well as a human can in daylight.

Scent (Ex): The creature can detect approaching creatures, sniff out hidden foes, and track by sense of smell.

Skills: Bull swine use their Strength modifier instead of their Charisma modifier when making Intimidate skill checks.



Aepycamelus

North America (Miocene)

Large Animal (mammal)

Hit Dice: 4d8+12 (30 hp)

Initiative: +3

Speed: 40 ft. (8 squares)

AC: 14 (-1 size, +3 dex, +2 natural),
touch 12, flat-footed 13

Base Attack/Grapple: +3/+9

Attack: Bite +2 melee (1d4+2*)
or hoof +2 melee (1d4+2)

Full Attack: Bite +2 melee (1d4+2*)
or hoof +2 melee (1d6+2)

Face/Reach: 10 ft./10 ft.

Special Qualities: low-light vision, Scent

Saves: Fort +7, Ref +7, Will +1

Abilities: Str 20, Dex 16, Con 16,
Int 2, Wis 11, Cha 4

Skills: Listen +6, Spot +6

Feats: Alertness, Endurance

Environment: Temperate forests

Organization: solitary or pack (2-6)

Challenge Rating: 2

Treasure: none

Alignment: Always neutral

Advancement: 5-8 HD (Large)

The *aepycamelus*, or long-necked camel, reaches a height of 10'. They are herbivores that feed off of high forest trees. These giraffe-like animals are hardy creatures, and make good pack animals and decent mounts. They do not have the same hardiness in open desert terrain as desert camels.

A Handle Animal check (DC 19) is required to successfully rear a wild long-necked camel, and a Handle Animal check (DC 15) to train it as a mount once it is reared.

To train a long-necked camel for war, six weeks of training and a Handle Animal check (DC 20) are required. At the end of this time, it loses the Prey descriptor, and the long-necked camel's bite attack increases to "Bite +7 melee (1d4+5)" and its hoof attack changes to "Hoof +7 melee (1d6+5)".

Carrying Capacity: A long-necked camel can carry up to 399 pounds as a light load, 400-798 pounds as a medium load, and 799-1,200 pounds as a heavy load. A long-necked camel can drag as much as 6,000 pounds.

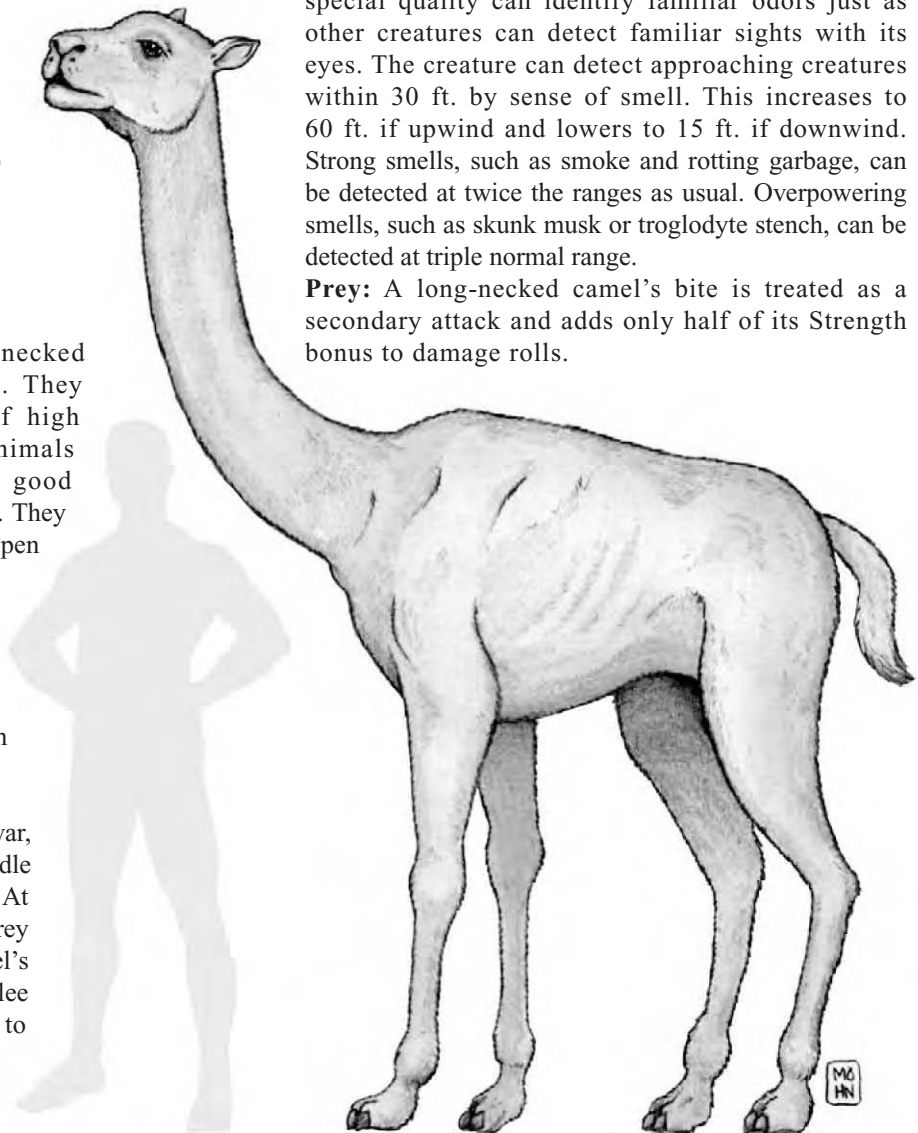
COMBAT

An untrained long-necked camel will only fight if cornered, biting or kicking at its foes. A long-necked camel trained for war fights as well as any war-horse.

Low-light Vision (Ex): *Aepycamelus* can see in conditions of lowered light as well as a human can in daylight.

Scent (Ex): Long-necked camels can detect approaching creatures, sniff out hidden foes, and track by sense of smell. Creatures with the Scent special quality can identify familiar odors just as other creatures can detect familiar sights with its eyes. The creature can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if upwind and lowers to 15 ft. if downwind. Strong smells, such as smoke and rotting garbage, can be detected at twice the ranges as usual. Overpowering smells, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Prey: A long-necked camel's bite is treated as a secondary attack and adds only half of its Strength bonus to damage rolls.



Hyaenodon

North America (Miocene)

Medium Animal (Mammal)

Hit Dice: 3d8+6 (19 hp)

Initiative: +2

Speed: 30 ft. (8 squares)

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

Base Attack/Grapple: +2/+4

Attack: Bite +4 melee (1d6+3)

Full Attack: Bite +4 melee (1d6+3)

Face/Reach: 5 ft./5 ft.

Special Qualities: Low-light vision,

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

Abilities: Str 15, Dex 14, Con 15, Int 2, Wis 12, Cha 5

Skills: Hide +4, Intimidate +4, Listen +4, Move Silent +4, Spot +4

Feats: Alertness

Environment: Temperate plains

Organization: Solitary or pack (2-7)

Challenge Rating: 2

Treasure: none

Alignment: Always neutral

Advancement: 3-7 HD (Medium)

Gnaw fangs resemble dogs with an elongated head and large canines. Their heads make up about a quarter their body length. Sporting long tails and short ears, gnaw fangs stand between 2-3 feet at the shoulder.

COMBAT

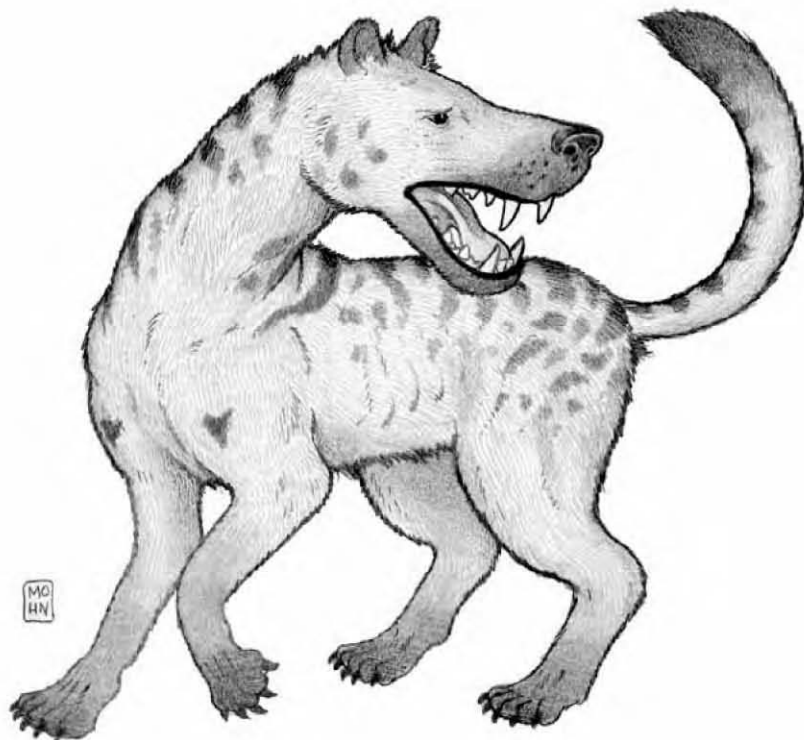
Gnaw fangs hunt alone or in packs, using stealth and cunning. A lone gnaw fang scavenges or hunts small prey. They will attack larger prey in packs, wearing their victim down with feints and then going in for the kill.

Improved Grab (Ex): To use this ability, a gnaw fang must hit with a bite attack. It can then attempt a trip attack as a free action without provoking an attack of opportunity.

Low-light Vision (Ex): A gnaw fang can see in conditions of lowered light as well as a human can in daylight.

Scent (Ex): A gnaw fang can detect approaching creatures, sniff out hidden foes, and track by sense of smell. Creatures with the Scent special quality can identify familiar odors just as other creatures can detect familiar sights with its eyes. The creature can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if upwind and lowers to 15 ft. if downwind. Strong smells, such as smoke and rotting garbage, can be detected at twice the ranges as usual. Overpowering smells, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Skills: A gnaw fang uses its Strength modifier instead of its Charisma modifier for all Intimidate skill checks.



Ambelodon

North America (Miocene)

Huge Animal (mammal)

Hit Dice: 11d8+44 (93 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

AC: 15 (-2 size, +7 natural), touch 8, flat-footed 15

Base Attack/Grapple: +8/+26

Attack: Gore +16 melee (2d6+15)

Full Attack: Slam +16 melee (2d6+10) and 2 stamper
+11 melee (2d6+5); or gore +16 melee (2d6+15)

Face/Reach: 15 ft./10 ft.

Special Attacks: Trample 2d6+15

Special Qualities: Low-light vision, scent

Saves: Fort +11, Ref +7, Will +4

Abilities: Str 30, Dex 10, Con 18, Int 2, Wis 12, Cha 6

Skills: Intimidate +14, Listen +11, Spot +11

Feats: Alertness, Endurance, Skill Focus (Listen)

Environment: Temperate grasslands

Organization: Solitary or herd (6-30)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 12-15 HD (huge)

The shovel-tusker resembles an elephant, standing 10 ft. high. They have flattened tusks that lay side by side, forming a spade-like cutting edge on their extended lower jaw. Shovel-tuskers feed on water plants from fresh river bottoms and swamps.

Shovel-tuskers may be reared as labor animals from infancy with a successful Handle Animal skill check (DC 26). They do not make good war animals due to their specialized diet.

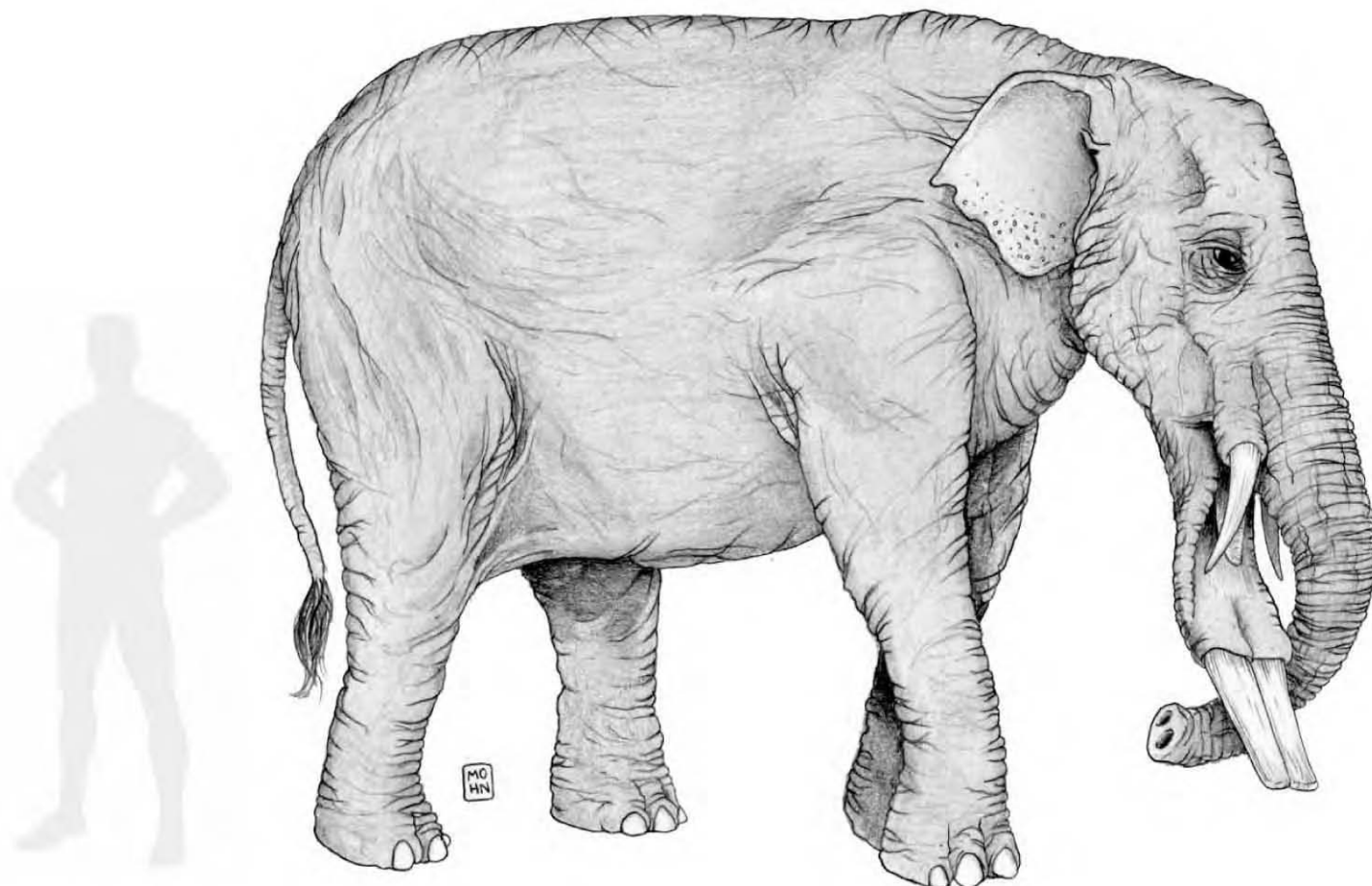
COMBAT

Low-light Vision (Ex): Shovel-tuskers can see in conditions of lowered light as well as a human can in daylight.

Scent (Ex): The creature can detect approaching creatures, sniff out hidden foes, and track by sense of smell.

Trample (Ex): Reflex save DC 25, The save DC is Strength based.

Skills: A shovel-tusker uses its Strength modifier instead of its charisma modifier when making Intimidate skill checks.



Dunkleosteus

North America (Devonian)

Large Animal (Fish)

Hit Dice: 9d8+27 (67 hp)

Initiative: +1

Speed: Swim 40 ft. (8 squares)

AC: 18 (-1 size, +1 dex, +8 natural), touch 11, flat-footed 17

Base Attack/Grapple: +6/+14

Attack: Bite +10 melee (3d6+7)

Full Attack: Bite +10 melee (3d6+7)

Face/Reach: 10 ft./10 ft.

Special Qualities: Low-light vision, blindsight

Saves: Fort +11, Ref +7, Will +4

Abilities: Str 20, Dex 12, Con 16, Int 1, Wis 12, Cha 5

Skills: Listen +8, Spot +8, Swim +19

Feats: Alertness, Great Fortitude, Skill Focus (Swim)

Environment: Warm Oceans

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: 10-13 HD (Large)

Dunkleosteus, or “Terrible fish” is an aggressive and unforgiving predator. An adult Dunkleosteus grows to about 11 feet long, with an appearance similar to an armored eel, with thick bony plates covering its massive

head and a snake-like tail. Their jaws consist of jagged and serrated bone plates that shear off large pieces of their victim.

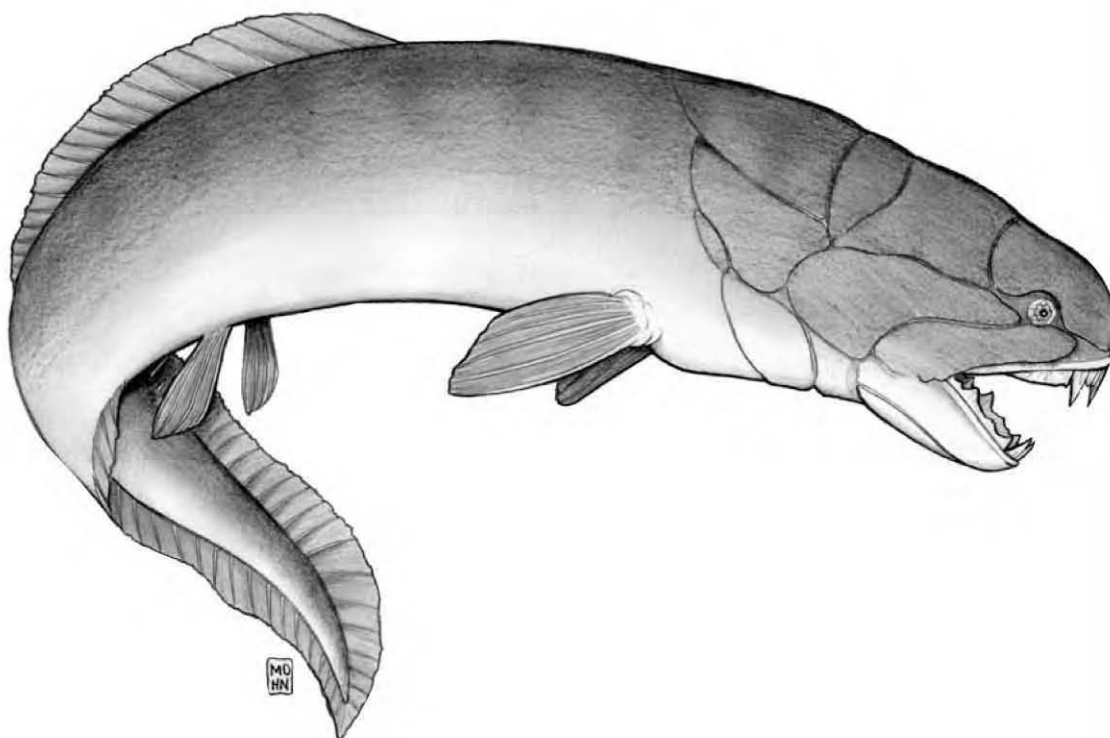
COMBAT

A dunkleosteus can and will attack anything that looks like a meal. These creatures prey on sharks, fish, and even one another. Their massive shear-like jaws inflict terrible wounds that even larger predators look to avoid.

Low-Light Vision (Ex): A dunkleosteus can see in conditions of lowered light as well as a human can in daylight.

Blindsight (Ex): A dunkleosteus may maneuver and fight in total darkness. The creature’s other senses make up for a lack of sight (due to blindness or simple darkness). The creature may ascertain all others within a 40 ft. radius as a sighted creature could in daylight. Beyond that range, treat other creatures as having total concealment. A spell or ability that negates another of the creature’s senses reduces this special quality as an equal to the Blind-Fight feat.

Skills: A dunkleosteus has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



Brontotherium

North America (Oligocene)

Huge Animal (mammal)

Hit Dice: 12d8+48 (102 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

AC: 17 (-2 size, +9 natural), touch 8, flat-footed 17

Base Attack/Grapple: +9/+22

Attack: Slam +14 melee (2d8+10)

Full Attack: Slam +14 melee (2d8+10)

Face/Reach: 15 ft./10 ft.

Special Attacks: Trample, Powerful Charge

Special Qualities: Low-light vision

Saves: Fort +14, Ref +8, Will +7

Abilities: Str 25, Dex 10, Con 19, Int 1, Wis 12, Cha 5

Skills: Intimidate +12, Listen +8, Spot +8

Feats: Endurance, Great Fortitude,

Iron Will, Power Attack

Environment: Warm hills and plains

Organization: Solitary or herd (2-12)

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 13-15 HD (Huge)

The brontotherium, or thunder beast, is the largest rhinoceros ever to have lived. They stand 8 ft. at the shoulder, and average 18-20 ft. long. A thunder beast often weighs between 6-8 tons. A thunder beast sports an impressive “Y” shaped horn on its snout, which it uses for defense.

A thunder beast can be reared from infancy, but they are extremely wild, stubborn creatures, and require a Handle Animal check (DC 30) to rear them.

COMBAT

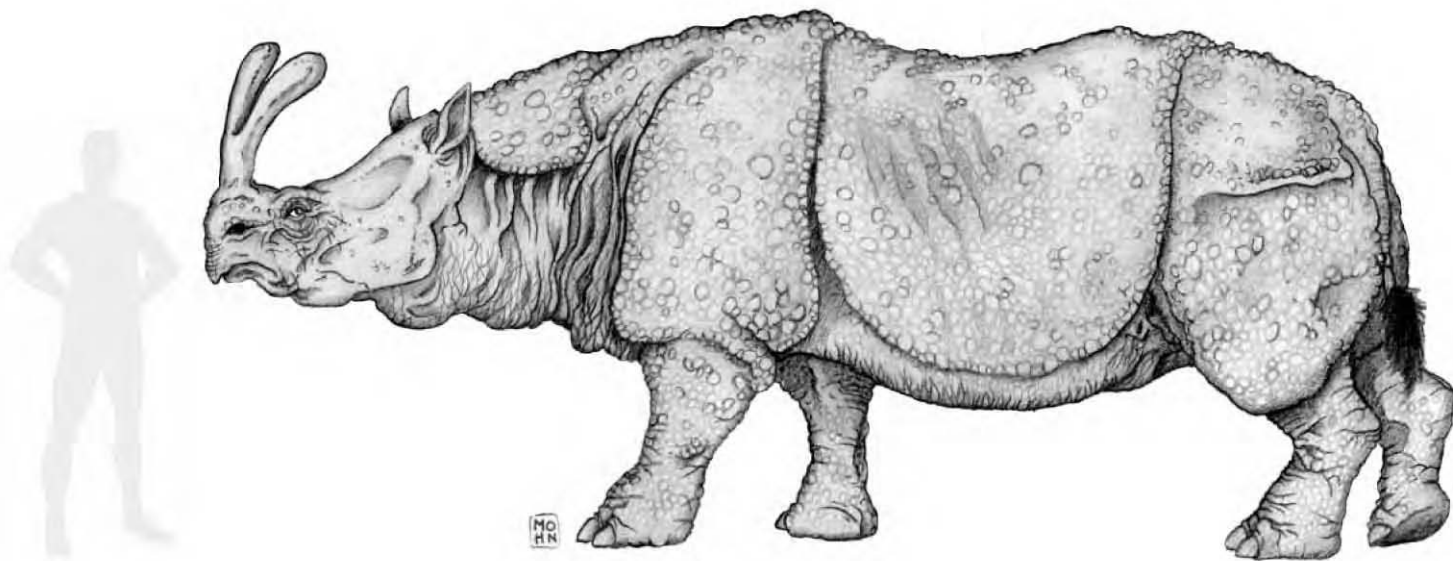
Thunder beasts are aggressive and territorial herbivores. They use Intimidate and then charge any creature that comes too close to them or threatens their herd.

Low-light Vision (Ex): thunder beasts can see in conditions of lowered light as well as a human can in daylight.

Powerful Charge (Ex): A thunder beast deals 4d8+26 damage when it makes a charge.

Trample (Ex): Reflex save DC 23, Damage is 2d8+15.

Skills: A thunder beast uses its Strength score modifier instead of its Charisma score modifier when making Intimidate skill checks.



Ptilodus

North America (Paleocene)

Tiny Animal (Mammal)

Hit Dice: 1/4d8+1 (2 hp)

Initiative: +3

Speed: 30 ft. (5 squares), climb 20 ft. (4 squares)

AC: 15 (+2 size, +3 dex), touch 15, flat-footed 10

Base Attack/Grapple: +0/-10

Attack: Bite +0 melee (1d3-2)

Full Attack: Bite +0 melee (1d3-2)

Face/Reach: 5 ft./0 ft.

Special Qualities: Low-light vision

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 6, Dex 16, Con 12, Int 2, Wis 12, Cha 5

Skills: Climb +10, Listen +3 Spot +3

Feats: Skill Focus (Climb)

Environment: Temperate forests

Organization: Solitary

Challenge Rating: 1/6

Treasure: none

Alignment: Always neutral

Advancement: 1/2-3 HD (Tiny)

Tree scampers are mammals about 20 inches in length and weigh in at about 1 lb. They have a prehensile tail

that may be used as an extra limb for climbing and grasping. Tree scampers are excellent climbers and are able to climb down a tree “head first”.

Tree scampers used as a familiar grant their master a +2 bonus on all Climb checks.

Tree scampers may also be reared from infancy with a successful Handle Animal skill check (DC 16). They are capable of learning 1d3 tricks.

COMBAT

Against creatures their own size or smaller, tree scampers are territorial, and can be aggressive. They avoid larger creatures, usually by climbing to a higher vantage point.

Low-light Vision (Ex): A tree scamper can see in conditions of lowered light as well as a human can in daylight.

Skills: A tree scamper is a master climber, and uses its Dexterity score instead of its Strength score for all Climb based skill checks. A tree scamper may always take a 10 on all Climb skill checks, even when under duress or in combat.



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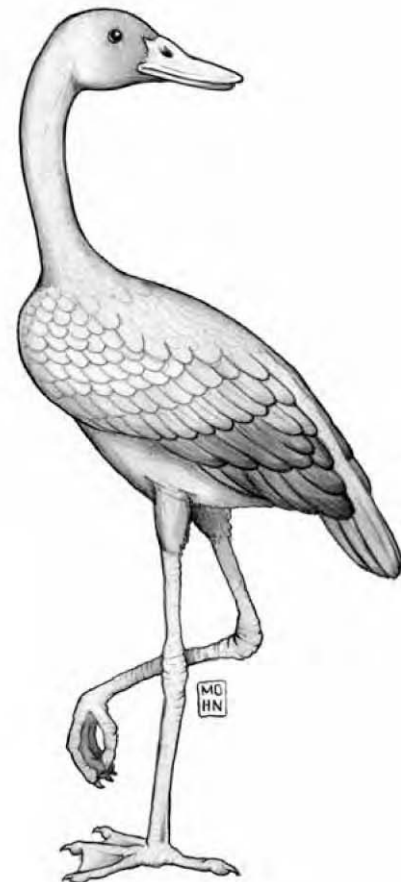
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ANIMAL ARCHIVES 2



SOUTH AMERICAN ANIMALS



WRITTEN AND ILLUSTRATED BY

JESSE MOHN



Requires the use of the Dungeons & Dragons,
Third Edition Core Books, published by Wizards of the Coast, Inc.



ANIMAL ARCHIVES VOL. 2
SOUTH AMERICAN ANIMALS

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The Campaign Construc-
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A
B

CAMEL, LONG-NECKED

Arctomys
North America (Miscellaneous)
Large Animal (mountain)
Hit Dice: 4d12 (38 hp)
Initiative: 11
Speed: 40 ft. (8 squares)
AC: 14 (+1 base, +3 dex, +2 armor);
touch 12; flat-footed 11
Base Attack/Grapple: +3/+1
Attack: bite (2 melee 1d6+2)
Full Attack: bite (2 melee 1d6+2)
or hoof (2 melee 1d6+2)
Hardness: 10 (10 hp)
Special Qualities: low-light vision, scent
Senses: dark (7, Red 7), Night (1)
Abilities: Int 10, Cha 16, Con 16,
Wis 15, Cha 4
Skills: Listen 16, Spot 16
Feats: Alertness, Endurance
Environment: Temperate forests
Organization: solitary (solo 12-6)
Challenge Rating: 2
Treasure: none
Alignment: always neutral
Intelligence: 5-6 HD (Large)

The arctomys, or long-necked
camel, reaches a height of 30'. They
are herbivores that feed off high
forest trees. These giraffe-like animals
are hardy creatures, and make good
pack animals and decent mounts. They
do not have the same hairiness as open-
forest tundra or desert camels.

A Handle Animal check (DC 19)
is required to successfully mount
a wild long-necked camel, and a
Handle Animal check (DC 19) is re-
quired to mount one that is tamed.

To tame a long-necked camel fol-
lows the rules of training and a Handle
Animal check (DC 20) are required. At
the end of this time, if the prey
accepts you, and the long-necked camel's
long attack increases to "bite," it gains
1d6+7 and its hoof attack changes to
"hoof" (1d6+1d6+17).

COMBAT
An extremely long-necked camel will only fight if
provoked, being unlikable at its best. A long-necked
camel trained for war fights as well as any war horse.

Low-Light Vision (Low): Arctomys can see in
conditions of low-light as well as a human can
in daylight.

Scent (Keen): Long-necked camels can detect
approaching creatures, sniff out hidden ones, and
track by sense of smell. Creatures with the Scent
special quality can identify familiar odors, just as
other creatures can detect familiar sights with
eyes. The creature can detect approaching creatures
within 30 ft. by sense of smell. This increases to
60 ft. if alerted and further to 120 ft. if alerted
through smells, such as smoke and rising garbage, can
be detected at twice the range as usual. Unprovoked
smells, such as stink mud or maggoty meat, can be
detected at triple normal range.

Prey: A long-necked camel's legs are useful as a
secondary attack and make each half of an over-
sized horse to damage rolls.

C
D



*Lama pacos***Medium Animal (mammal)****Hit Dice:** 2d8+4 (13 hp)**Initiative:** +1**Speed:** 30 ft. (6 squares)**AC:** 12 (+1 dex, +1 natural), touch 11, flat-footed 11**Base Attack/Grapple:** +1/+3**Attack:** Bite -2 melee (1d3+1)**Full attack:** Bite -2 melee (1d3+1)**Face/Reach:** 5 ft./5 ft.**Special Qualities:** Efficient digestion, low-light vision, resistance**Saves:** Fort +5, Ref +4, Will +0**Abilities:** Str 15, Dex 13, Con 14, Int 1, Wis 12, Cha 6**Skills:** Climb +7, Listen +5, Spot +5**Feats:** Alertness**Environment:** Mountains**Organization:** Solitary or herd (2-12)**Challenge Rating:** 1**Treasure:** None**Alignment:** Always neutral**Advancement:** 3-7 HD (Medium)

Alpacas are relatives of camels that dwell in the mountains of South America. Standing 3' high at the shoulder, an adult alpaca usually weighs around 130 lbs. Alpacas are gentle animals that are easily reared from the wild with a successful Handle Animal skill check (DC 13 instead of the usual DC 17 for a 2 HD creature).

Alpacas are valued as livestock for their valuable wool-like fur, of which 5-10 lbs. may be harvested per animal per year. Alpaca fur goes for around one silver per pound locally and up to one gold per pound in foreign lands.

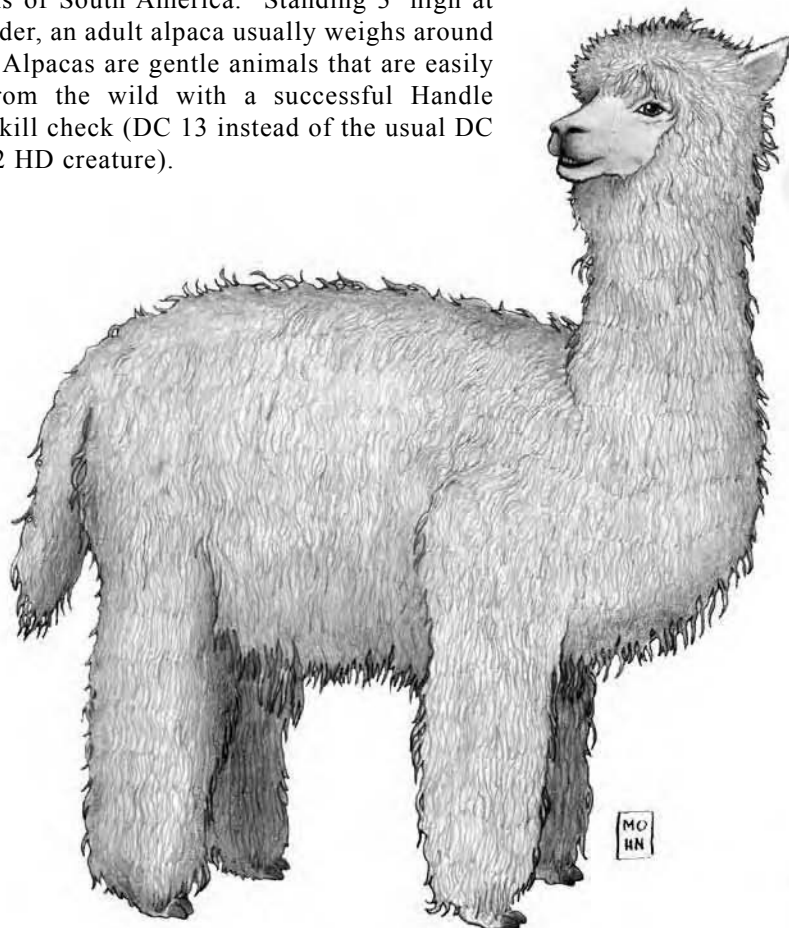
COMBAT

Cold Resistance (Ex): Alpacas gain a +4 racial bonus to all saving throws vs. any cold-based effect, spell or power.

Efficient Digestion (Ex): Alpacas have a +4 racial bonus to resist the effects of starvation and thirst. See the Dungeon Masters Guide (p. 304) for rules on starvation and thirst.

Low-light Vision (Ex): Alpacas can see in conditions of lowered light as well as a human can in daylight.

Prey: An alpaca's bite is treated as a secondary attack and adds only half of its Strength bonus to damage rolls.



Panthera onca

Medium Animal (mammal)

Hit Dice: 3d8+9 (22 hp)

Initiative: +4

Speed: 40 ft (8 squares), climb 20 ft. (4 squares)

AC: 15 (+4 Dex, +1 natural), touch 14, flat-footed 11

Base Attack/Grapple: +2/+6

Attack: Bite +7 melee (1d6+4) (19-20)

Full attack: Bite +7 melee (1d6+4) (19-20) and 2 claws +2 melee (1d3+2)

Face/Reach: 5 ft./5 ft.

Special Attacks: Pounce

Special Qualities: Low-light vision, scent

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 18, Dex 19, Con 16, Int 2, Wis 12, Cha 6

Skills: Balance +13, Climb +15, Hide +9 (13)*, Jump +13, Listen +4, Move Silently +9, Spot +4, Swim +9

Feats: Alertness, Skill Focus (Swim)

Environment: Any tropical

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 4-8 HD (Medium)

Jaguars are large cats with a beautiful coat of spotted fur. Most jaguars are around 3ft. tall at the shoulder, are 4ft. long (without tail) and weigh an average of 200 lbs.

Jaguars freely enter water and are good swimmers.

COMBAT

Jaguars hunt many species of animals, including birds, insects, lizards, and even the occasional caiman. Jaguars usually will not attack humanoids, but have been known to follow them, escorting them out of the jaguar's territory.

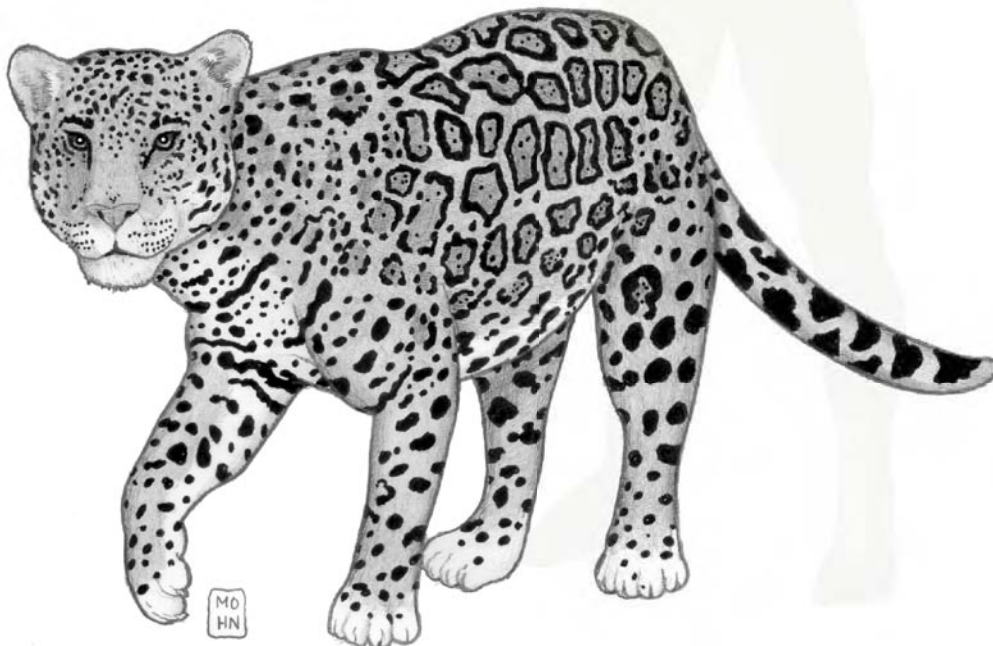
Improved Critical (Ex): A jaguar does not hunt like other cats, which usually bite the neck of their prey to finish them off. Instead, jaguars bite into the skull, piercing the brain in order to quickly kill its prey. A result of 19-20 with a successful attack indicates a critical threat, as the jaguar's bite has pierced the skull of its victim.

Low-light Vision (Ex): A jaguar can see in conditions of lowered light as well as a human can in daylight.

Pounce (Ex): If a jaguar charges a foe, it can make a full attack.

Scent (Ex): Jaguars can detect approaching creatures, sniff out hidden foes, and track by sense of smell. Creatures with the Scent special quality can identify familiar odors just as other creatures can detect familiar sights with its eyes. Jaguars can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if upwind and lowers to 15 ft. if downwind. Strong smells, such as smoke and rotting garbage, can be detected at twice the ranges as usual. Overpowering smells, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Skills: Jaguars have a +8 racial bonus on Jump checks and a +4 racial bonus on Hide and Move Silently checks. Jaguars have a +8 racial bonus on Balance and Climb checks. A jaguar can always choose to take 10 on a Climb check, even if rushed or threatened. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.



CROCODILE, SPECTACLED CAIMAN

Animal Archives 2:
South American Animals

Caiman crocodylus

Medium Animal (reptile)

Hit Dice: 2d8+2 (11 hp)

Initiative: +2

Speed: 20 ft. (4 squares), swim 30 ft. (6 squares)

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

Base Attack/Grapple: +1/+2

Attack: Bite +2 melee (1d6+1)

Full attack: Bite +2 melee (1d6+1)

Face/Reach: 5 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Hold breath, low-light vision

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

Abilities: Str 12, Dex 14, Con 12, Int 1, Wis 12, Cha 4

Skills: Hide +7 (+11*), Listen +3, Spot +4, Swim +8

Feats: Skill Focus (Hide)

Environment: Tropical forests

Organization: Solitary or group (2-12)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-7 HD (Medium)

The spectacled caiman is a relative of the crocodile, with an average length of 6 ft. and weighing in at around 75 lbs. The spectacled caiman frequents tropical freshwater rivers, but have been known to tolerate fairly salt-rich waters. Spectacled caiman mostly hunt at night for smaller creatures.

COMBAT

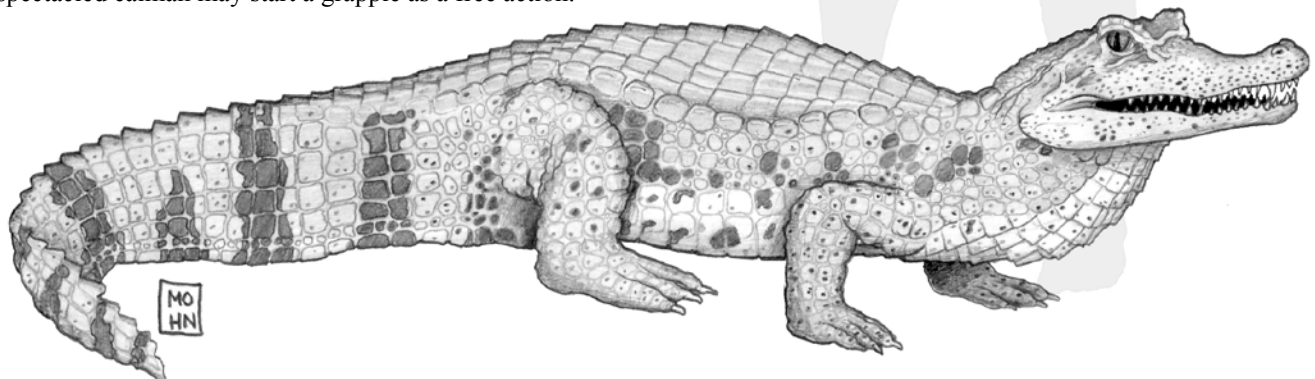
Spectacled caiman lie in wait, hiding in the edge of the water until a potential meal comes too close. A spectacled caiman then rushes forward and seizes the victim, dragging it back into the water to drown for a later meal. They usually only attack other medium sized creatures in self-defense.

Hold Breath (Ex): A spectacled caiman can hold its breath for 1d4+8 minutes before it risks drowning.

Improved Grab (Ex): On a successful bite attack, a spectacled caiman may start a grapple as a free action.

Low-light Vision (Ex): A spectacled caiman can see in conditions of lowered light as well as a human can in daylight.

Skills: A spectacled caiman has a +4 racial bonus all Hide skill checks while in the water.* They also have a +4 racial bonus to all Swim skill checks.



Author: Jesse Mohn
Illustrator: Jesse Mohn



MONSTERS

*Harpia harpyia***Small Animal (bird)****Hit Dice:** 1d8+2 (6 hp)**Initiative:** +2**Speed:** 10 ft. (2 squares), fly 100 ft. (good); (20 squares)**AC:** 14 (+1 size, +3 dex), touch 13, flat-footed 11**Base Attack/Grapple:** +0/-4**Attack:** Talons +4 melee (1d4+1)**Full attack:** 2 talons +4 melee (1d4+1) and bite -1 melee (1d4)**Face/Reach:** 5 ft./5 ft.**Special Qualities:** Low-light vision**Saves:** Fort +4, Ref +5, Will +1**Abilities:** Str 12, Dex 16, Con 14, Int 2, Wis 12, Cha 5**Skills:** Hide +8, Listen +4, Move Silently +4, Spot +10**Feats:** Fly-By Attack, Weapon Finesse, Wingover**Environment:** Tropical forests**Organization:** Solitary**Challenge Rating:** 1**Treasure:** None**Alignment:** Always neutral**Advancement:** 2-4 HD (Small)

An average harpy eagle will average 3 ft. tall and weight approx. 15 lbs. Female harpy eagles tend to be larger than males. The backside of the harpy eagle is covered with slate gray feathers, and the underside is covered with white plumage (sometimes with black spots). There is a black band across the chest up to the neck. The harpy eagle's head is light gray, and is crowned with a double crest. Harpy eagles feed mainly on monkeys and other small prey

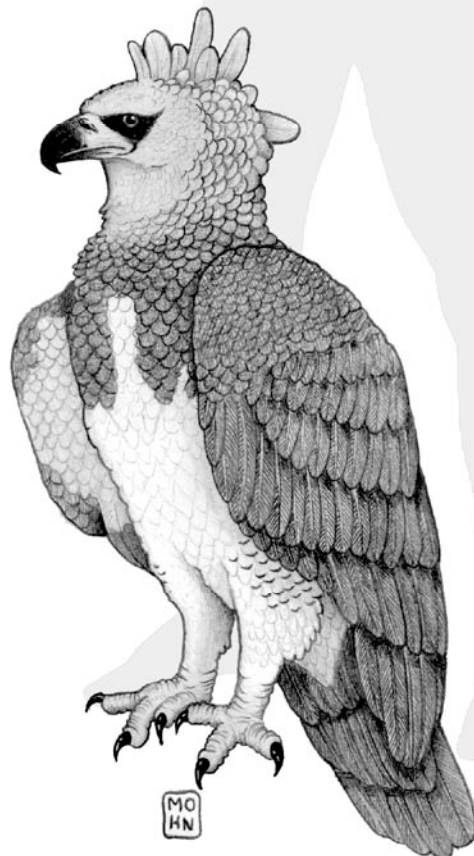
COMBAT

A harpy eagle often spots its prey, makes a Hide skill check as it uses the forest canopy for cover, and snatches its prey from a tree, taking the creature with it as it flies by if the victim is brought to 0 hit points or less. A harpy eagle can carry up to its own weight when it flies.

Low-light Vision (Ex): A harpy eagle can see in conditions of lowered light as well as a human can in daylight.

Skills: A Harpy eagle has a +8 racial bonus to all Spot skill checks.

Feats: Harpy eagles receives the feats Fly-By Attack and Wingover for free.



*Electrophorus electricus***Small Animal (fish)****Hit Dice:** 1d8+2 (6 hp)**Initiative:** +2**Speed:** Swim 30 ft.; (6 squares)**AC:** 15 (+1 size, +3 dex, +1 natural), touch 14, flat-footed 14**Base Attack/Grapple:** +0/-6**Attack:** -**Full attack:** -**Face/Reach:** 5 ft./5 ft.**Special Attacks:** Shock**Special Qualities:** Blindsight, hold breath, low-light vision**Saves:** Fort +3, Ref +5, Will +1**Abilities:** Str 7, Dex 16, Con 14, Int 1, Wis 12, Cha 5**Skills:** Hide +8, Listen +2, Spot +3, Swim +9**Feats:** Skill Focus (Swim)**Environment:** Tropical rivers and swamps**Organization:** Solitary or clutch (2-10)**Challenge Rating:** 1**Treasure:** None**Alignment:** Always neutral**Advancement:** 2-5 HD (Small)

These creatures are not true eels, but a freshwater fish that lives in low-oxygen waters. An adult electric eel is around 8 ft. long and weighs approx. 95 lbs. The electric eels' tail makes up 7/8 of its total length and is the source of its electrical abilities. Electric eels are dull gray in color and not considered very attractive creatures.

COMBAT

Electric eels are toothless and only hunt small fish, but are easily threatened and will shock people in their territory as a defensive technique.

Electrical Sense (Ex): Electric eels can maneuver and fight in total darkness. The creature's ability to produce electrical signals makes up for a lack of sight (due to blindness or simple darkness). An electric eel may ascertain all others within a 30-ft. radius in the water as a sighted

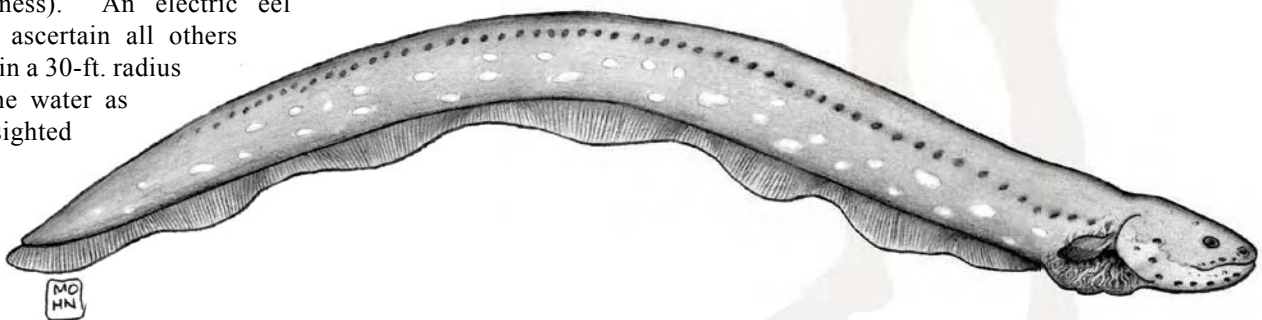
creature could in daylight. Beyond that range, treat other creatures as having total concealment.

Hold Breath (Ex): An electric eel can hold its breath for 1d6+9 minutes before it risks drowning.

Low-light Vision (Ex): Electric eels can see in conditions of lowered light as well as a human can in daylight.

Shock (Ex): Once per round, an electric eel can generate an electrical current in its tail that it uses to hunt small fishes and defend itself. All creatures within 15 ft. in the water or touching an electric eel during a shock take 1d6 electrical subdual damage and must make a successful Fortitude save (DC 12) or be stunned for 1 round. An electric eel can opt to cause real damage as a free action (with no stun effect), dealing 1d6 points of electrical damage to all within 15 ft. Other electric eels are not immune to these shocks, but amazingly, the eels are capable of choosing who receives shocks.

Skills: An electric eel has a +4 racial bonus to all Swim skill checks.



Dendrobates auratus

Fine Animal (amphibian)

Hit Dice: 1/4d8 (1 hp)

Initiative: +1

Speed: 10 ft. (2 squares), climb 10 ft. (2 squares)

AC: 19 (+8 size, +1 dex), touch 19, flat-footed 10

Base Attack/Grapple: +0/-21

Attack: Bite +3 melee (1)

Full attack: Bite +3 melee (1)

Face/Reach: 1/2 ft./0 ft.

Special Qualities: Low-light vision, Poison

Saves: Fort +2, Ref +3, Will +1

Abilities: Str 1, Dex 12, Con 11, Int 1, Wis 12, Cha 5

Skills: Climb +7, Hide +18, Jump +7, Listen +5, Spot +5

Feats: Alertness

Environment: Tropical forests

Organization: Solitary

Challenge Rating: 1/3

Treasure: None

Alignment: Always neutral

Advancement: 1/2-1 HD (Fine)

Golden arrow-poison frogs are only about 1-1/2–2 inches long, and weigh almost nothing. Native creatures know their bright coloring is a warning of the potent poison they are armed with. Only the hungriest animal would dare attempt to eat a golden arrow-poison frog.

It is possible to make a potent weapon toxin with the same properties as the golden arrow-poison frog (except for being an injury-type poison instead of an ingested-type poison) using a Craft (Poison) check (DC 20) or a Craft (Alchemy) check (DC 25). This process entails killing the frog and makes 1d10 doses. This poison sells for up to 500 gold per dose on the black market.

The golden arrow-poison frog may also be used as a familiar (DM permitting). The arcane spellcaster gains immunity to that particular frog's poison, and receives a +2 saving throw bonus to all other saving throws involving poison.

COMBAT

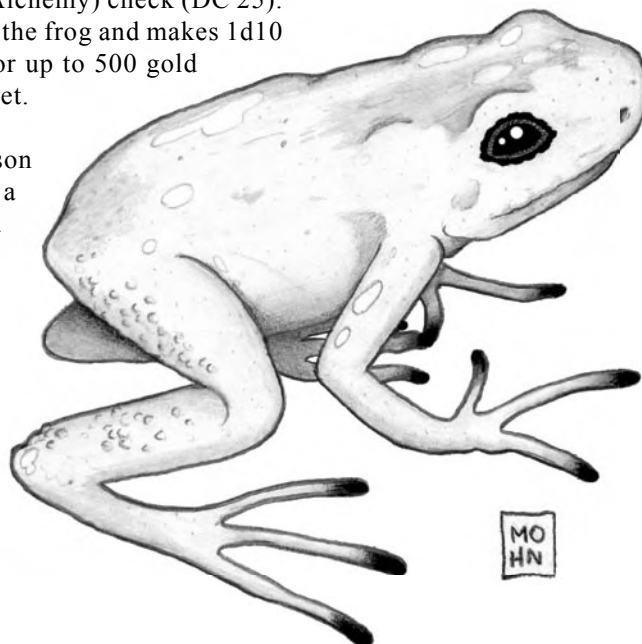
These creatures only hunt small insects, and

are no threat to other creatures that leave the frogs alone. The bright coloration of the golden arrow-poison frog deters most creatures from attacking it.

Low-light Vision (Ex): A golden arrow-poison frog can see in conditions of lowered light as well as a human can in daylight.

Poison (Ex): The golden arrow-poison frog has an extremely toxic substance it exudes from its skin. Any creature attempting to eat it must immediately make a Fortitude saving throw (DC 15) or suffer 1d6 Constitution damage. One minute later, it must make another save or suffer an additional 2d6 Constitution damage. Creatures handling the frog for more than one minute are subject to the full effects of the poison. The golden arrow-poison frog has a higher base DC for its poison, due to its intense toxicity. The DC save is increased by +4 (this has been factored in).

Skills: A golden arrow-poison frog has a +4 racial bonus to all Climb and Jump skill checks. They use their Dexterity modifier instead of their Strength modifier for all Climb and Jump based skill checks.



Pteronura brasiliensis

Small Animal (mammal)

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 20 ft. (4 squares), swim 30 ft. (6 squares)

AC: 14 (+1 size, +2 dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +1/-3

Attack: Bite +4 melee (1d4+2)

Full attack: Bite +4 melee (1d4+2)

Face/Reach: 5 ft./5 ft.

Special Qualities: Low-light vision

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

Abilities: Str 12, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Climb +2, Hide +6, Listen +4, Spot +5, Swim +10

Feats: Alertness, Weapon Finesse

Environment: Tropical waters

Organization: Solitary or holt (5-10)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-7 HD (Medium)

The giant otter reaches lengths of 6 ft (including the tail), and has an average weight of 65 lbs. Giant otter fur is dense, thick, and velvety, being chocolate brown in color and is highly sought after by fur traders. A giant otter fur can bring in up to 50 gp. Giant otters have a white mark located on their throat that can be used to distinguish between individuals. Giant otters are curious animals and love to play, though can be extremely aggressive if threatened. Some giant otters will fearlessly approach creatures to get a closer look at them.

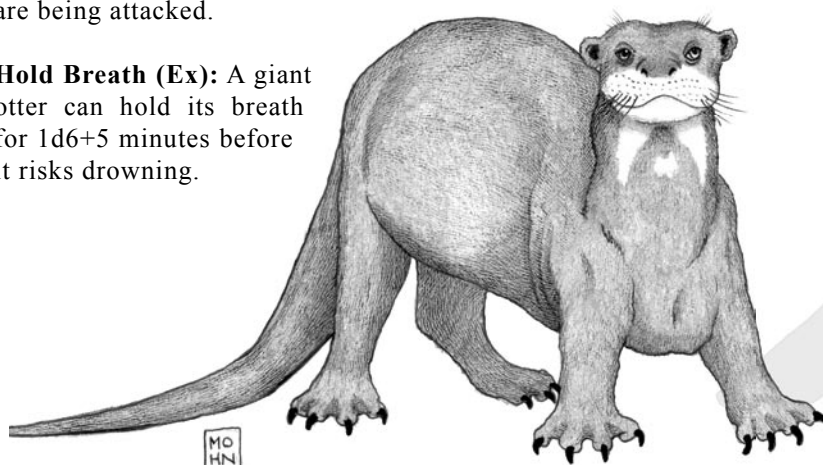
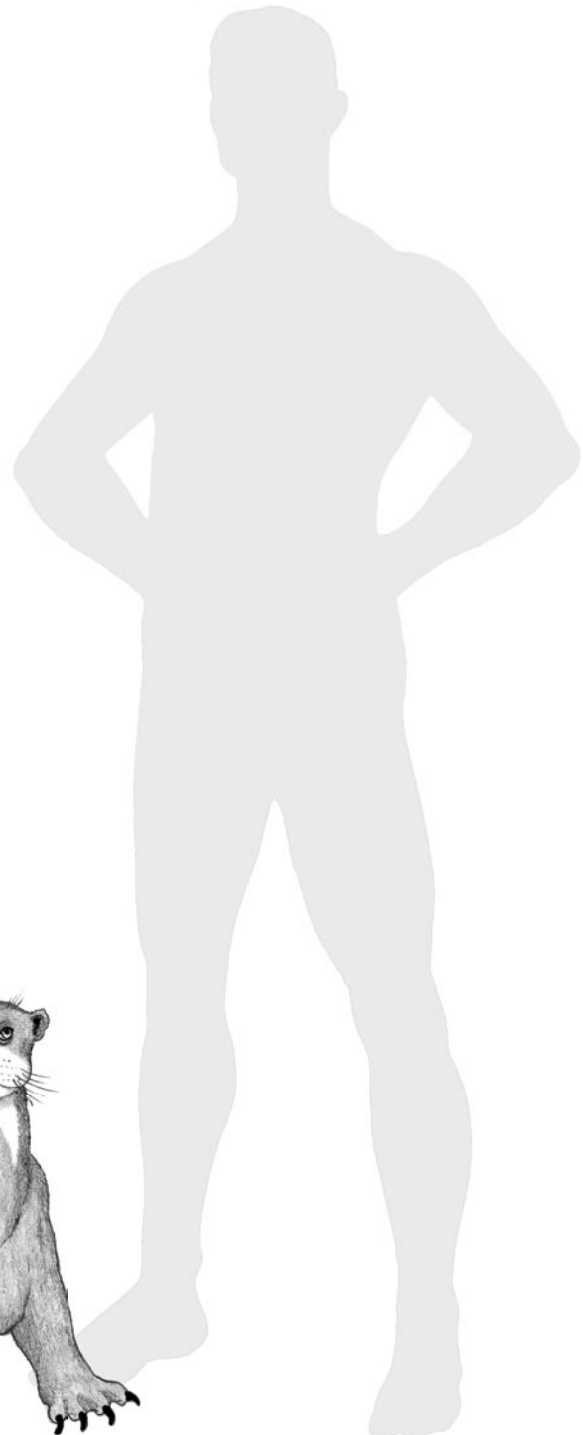
COMBAT

Giant otters usually hunt fish and other small marine animals. They occasionally hunt caiman. Giant otters usually do not attack humanoid, unless they are being attacked.

Hold Breath (Ex): A giant otter can hold its breath for 1d6+5 minutes before it risks drowning.

Low-light Vision (Ex): A giant otter can see in conditions of lowered light as well as a human can in daylight.

Skills: Giant otters have a +8 racial bonus to all Swim skill checks. They may use the run action when swimming, so long as they travel in a straight line.



Leontopithecus rosalia

Diminutive Animal (mammal)

Hit Dice: 1/2d8+1 (3 hp)

Initiative: +2

Speed: 20 ft.(4 squares), climb 30 (6 squares)

AC: 18 (+4 size, +4 dex), touch 18, flat-footed 10

Base Attack/Grapple: +0/-12

Attack: Bite +0 melee (1d2-4)

Full attack: Bite +0 melee (1d2-4)

Face/Reach: 1 ft./0 ft.

Special Qualities: Low-light vision

Saves: Fort +3, Ref +6, Will +0

Abilities: Str 3, Dex 18, Con 12, Int 2, Wis 12, Cha 5

Skills: Climb +10, Hide +18, Jump +10, Listen +4, Spot +4

Feats: Alertness

Environment: Tropical forests

Organization: Solitary or pack (5-15)

Challenge Rating: 1/3

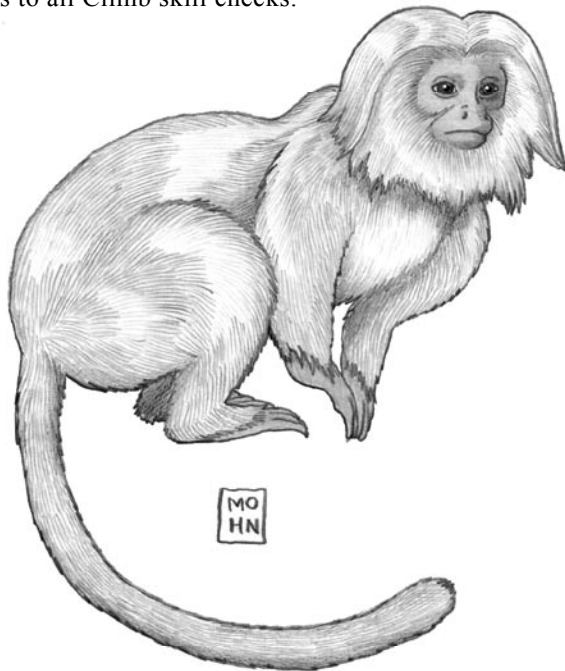
Treasure: None

Alignment: Always neutral

Advancement: 1-3 HD (Diminutive)

The golden lion tamarin's color is mostly golden with some orange, brown or black coloration on the tail and forepaws. They have a mane of long hairs on their head that gives them a distinct appearance. A golden lion tamarin is about 10 inches long (without tail) and weighs about 1 lb.

As familiars, golden lion tamarins grant their masters a +3 bonus to all Climb skill checks.



COMBAT

Golden lion tamarins are not generally combatants, taking flight to the trees. They may taunt and goad creatures from the safety of a tree, throwing fruit and such at an aggressive creature.

Low-light Vision (Ex): A golden lion tamarin can see in conditions of lowered light as well as a human can in daylight.

Skills: A golden lion tamarin is a master climber and jumper, and may take a 10 on Climb and Jump skill checks, even when under duress or combat. A golden lion tamarin has a +4 racial bonus to all Climb and Jump skill checks. A golden lion tamarin uses its Dexterity score instead of its Strength score for all Climb and Jump checks. These modifiers are already factored into the entry.



Eunectes murinus

Large Animal (reptile)

Hit Dice: 4d8+12 (30 hp)

Initiative: +1

Speed: 20 ft. (4 squares), climb 15 ft. (3 squares), swim 30 ft. (6 squares)

AC: 12 (-1 size, +1 dex, +2 natural), touch 10, flat-footed 11

Base Attack/Grapple: +3/+9

Attack: Bite +7 melee (1d2+2)

Full attack: Bite +7 melee (1d2+2)

Face/Reach: 10 ft./5 ft.

Special Attacks: Constrict 1d4+5, improved grab

Special Qualities: Low-light vision, hold breath, scent

Saves: Fort +7, Ref +5, Will +2

Abilities: Str 21, Dex 12, Con 16, Int 1, Wis 12, Cha 5

Skills: Balance +3, Climb +10, Hide -2 (+6)*, Move Silently +2, Spot +3, Swim +11

Feats: Skill Focus (Swim)

Environment: Tropical forests and rivers

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5-9 HD (Large)

The anaconda is an aquatic and arboreal predator of the jungle. Most adult anacondas average around 16 ft. in length and weigh approx. 220 lbs. Adults are capable of eating up to medium-sized prey.

COMBAT

Anacondas prefer to strike from the water, grab their prey, and then drag it into the water to drown. Alternately on land, these snakes will drop from a tree onto their victims. The anaconda's usual diet consists of smaller birds, mammals and reptiles. They do attack medium sized prey on occasion, killing jaguars and caiman, and possibly even humans.

Constrict (Ex): When an anaconda successfully grapples an opponent, it automatically deals 1d4+5 damage from its body coiling around its victim each round until the grapple is broken.

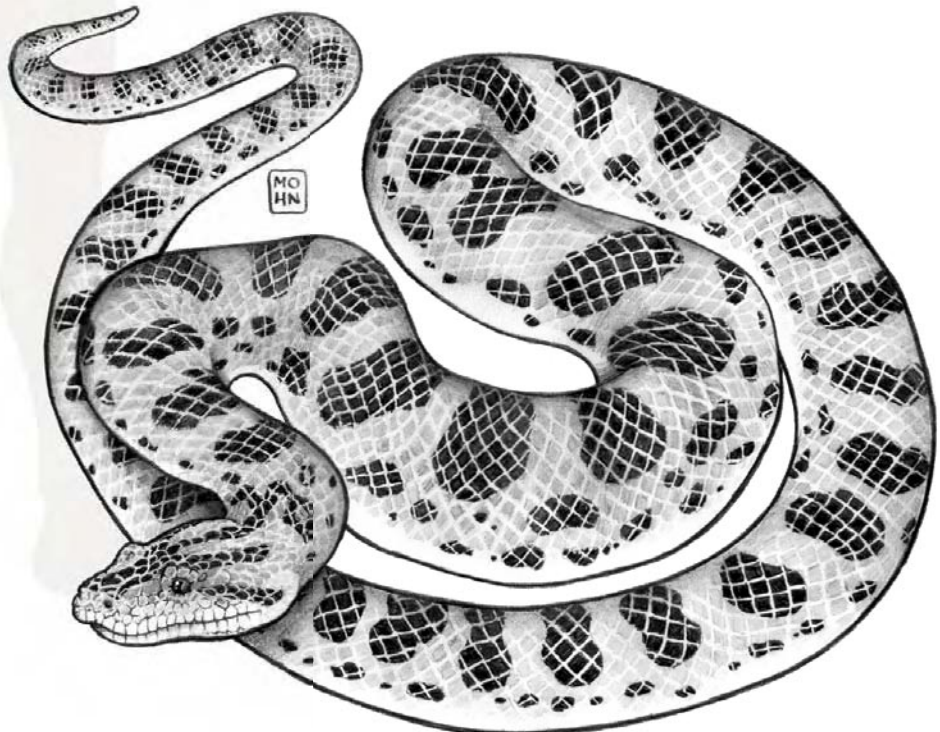
Hold Breath (Ex): An anaconda can hold its breath for 1d4+8 minutes before it risks drowning.

Improved Grab (Ex): An anaconda may start a grapple as a free action when it scores a successful hit with its bite attack.

Low-light Vision (Ex): An anaconda can see in conditions of lowered light as well as a human can in daylight.

Scent (Ex): Anacondas can detect approaching creatures, sniff out hidden foes, and track by sense of smell. Creatures with the Scent special quality can identify familiar odors just as other creatures can detect familiar sights with its eyes. The creature can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if upwind and lowers to 15 ft. if downwind. Strong smells, such as smoke and rotting garbage, can be detected at twice the ranges as usual. Overpowering smells, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Skills: An anaconda is a master climber and swimmer, and may take a 10 with these skills even when under duress or in combat. Anacondas have a +8 racial bonus to Hide checks due to natural camouflage when in the water or in the trees.* An anaconda has a +4 racial bonus to all Climb and Swim skill checks.



Chrysocyon brachyurus

Medium Animal (mammal)

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 50 ft., (10 squares)

AC: 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

Base Attack/Grapple: +1/+2

Attack: Bite +3 melee (1d6+2)

Full attack: Bite +3 melee (1d6+2)

Face/Reach: 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Low-light vision, Scent

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 15 Dex 15, Con 14, Int 2, Wis 12, Cha 6

Skills: Hide +4, Listen +5, Move Silently +4, Spot +5, Survival +2

Feats: Alertness, Track*

Environment: Tropical grasslands

Organization: Solitary or pair

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-7 HD (Medium)

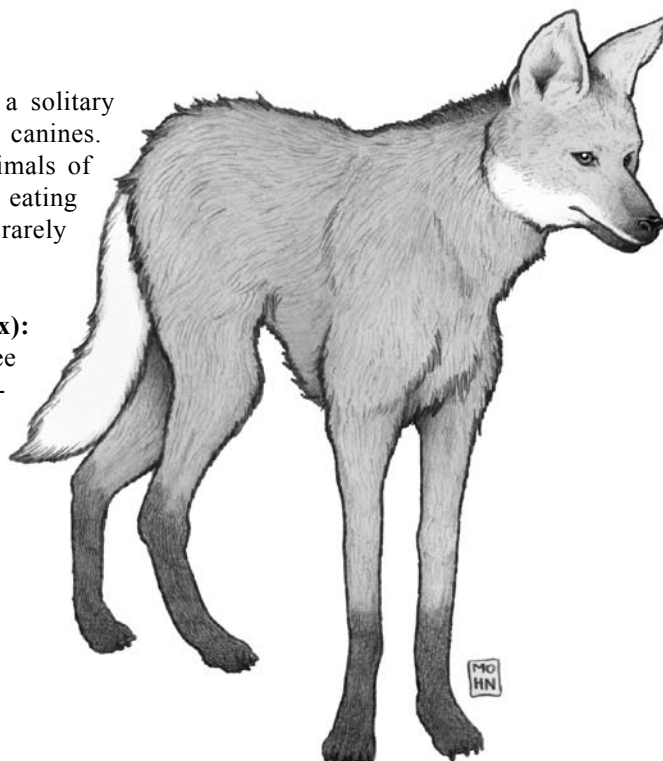
Maned wolves have a reddish coat of fur, and have similar markings to a red fox, though they are much larger. These canines seem to mate for life, only getting together to mate and raise pups. Maned wolves are 3 ft. high at the shoulder and weigh around 50 lbs.

COMBAT

The maned wolf is a solitary hunter, unlike most canines. They hunt small animals of all sorts, as well as eating fruit. Maned wolves rarely attack people.

Low-light Vision (Ex):

A maned wolf can see in conditions of lowered light as well as a human can in daylight.



Scent (Ex): Maned wolves can detect approaching creatures, sniff out hidden foes, and track by sense of smell. Creatures with the Scent special quality can identify familiar odors just as other creatures can detect familiar sights with its eyes. The creature can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if upwind and lowers to 15 ft. if downwind. Strong smells, such as smoke and rotting garbage, can be detected at twice the ranges as usual. Overpowering smells, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Skills: a maned wolf has a +4 racial bonus on Survival checks when tracking by scent.*

Trip (Ex): On a successful attack, a maned wolf may attempt a trip as a free action without provoking an attack of opportunity. If the attempt fails, the opponent does not get an attack of opportunity against the creature.



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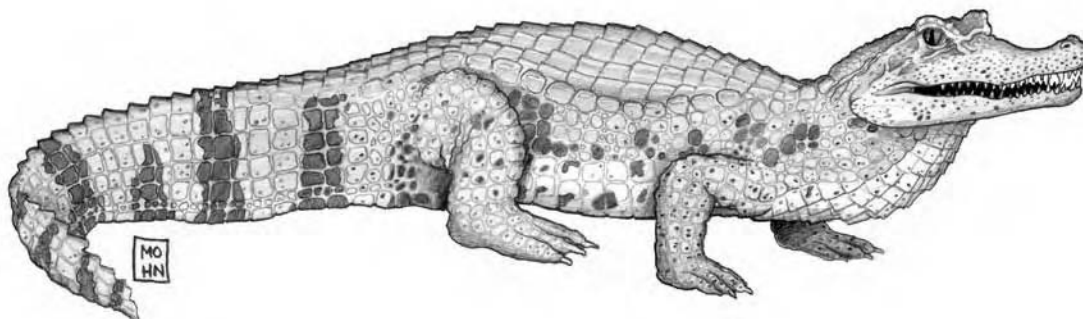
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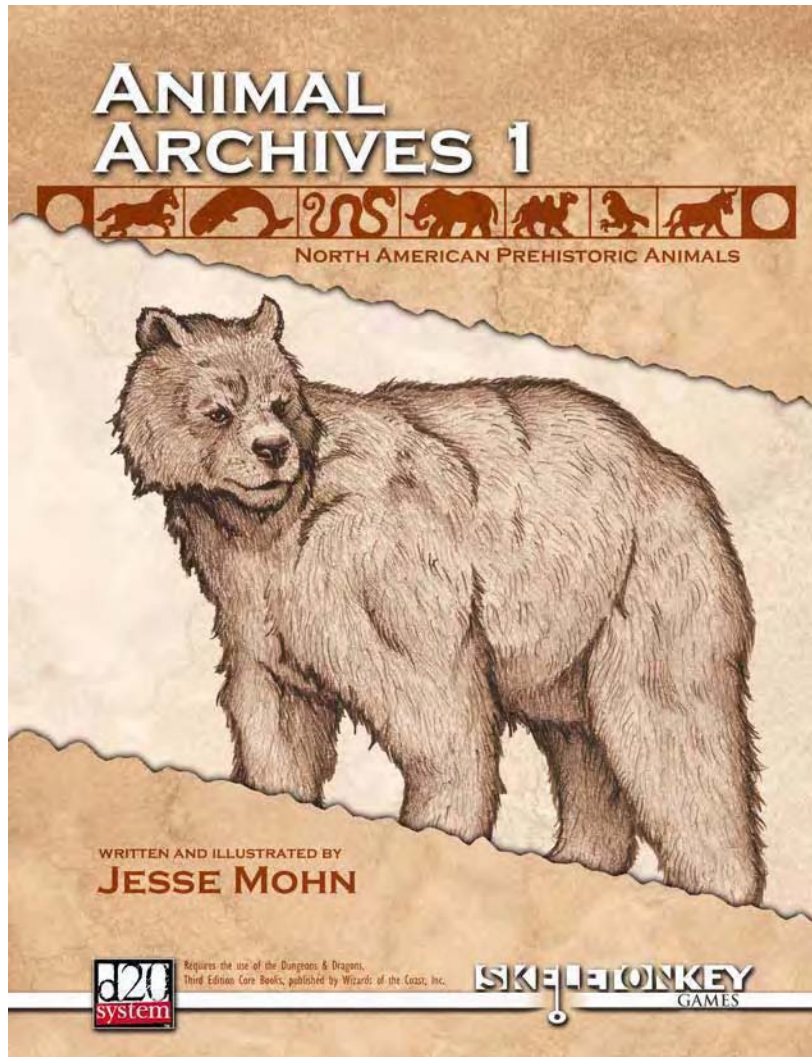
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Green River Wader (*Presbyornis pervetus*)
Gnaw Fang (*Hyaenodon*)
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Bull Swine (*Dinohyus*)
Short-faced Bear (*Arctodus simus*)
Giant Armored Fish (*Dunkleosteus*)
Shovel-tusker (*Ambelodon*)
Thunder Beast (*Brontotherium*)

ANIMAL ARCHIVES 3



FANTASY ANIMALS



WRITTEN AND ILLUSTRATED BY

JESSE MOHN



Requires the use of the Dungeons & Dragons,
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**ANIMAL ARCHIVES VOL. 3
FANTASY ANIMALS**

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A
B

CAMEL, LONG-NECKED

Arctomys
North America (Midwest)
Large Animal (mountain)
Hit Dice: 4d12 (38 hp)
Initiative: +3
Speed: 40 ft. (8 squares)
AC: 14 (+3 base, +2 dex, +2 natural);
touch 12; flat-footed 13
Base Attack/Grapple: +3/+5
Attack: bite (1d6) (1d6-2)
or hoof +2 (hoof) (1d6-2)
or hoof +2 (hoof) (1d6-2)
Hardness: 10 (10 hp)
Special Qualities: low-light vision, scent
Senses: darkvision 60 ft., low-light vision, scent
Skills: Listen +6, Spot +6
Feats: Alertness, Endurance
Environment: temperate forests
Organization: solitary (solo) (2-6)
Challenge Rating: 2
Treasure: none
Alignment: always neutral
Advancement: 5-8 HD (large)

The arctomys, or long-necked camel, reaches a height of 30'. They are herbivores that feed off high forest trees. These giraffe-like animals are hardy creatures, and make good pack animals and decent mounts. They do not have the same business as open desert terrain as desert camels.

A Handle Animal check (DC 19) is required to successfully mount a wild long-necked camel, and a Handle Animal check (DC 19) is required to dismount once it is mounted.

To train a long-necked camel for use as a mount of training and a Handle Animal check (DC 20) are required. At the end of this time, it gains the *Trained* descriptor, and the long-necked camel's base attack becomes +3 (vs. +2 base) (1d6-1) and its hoof attack changes to "hoof" (1d6) (1d6-1).

COMBAT
An ostrich long-necked camel will only fight if provoked, being or luring at its horn. A long-necked camel trained for war fights as well as any war horse.

Low-Light Vision (Low): Arctomys can see in conditions of low-light as well as a human can in the dark.

Scent (S): Long-necked camels can detect approaching creatures, sniff out hidden ones, and track by sense of smell. Creatures with the same special quality can identify familiar odors just as other creatures can detect familiar sights with its eyes. The creature can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if alerted and lowers to 15 ft. if drowsed. Strong smells, such as smoke and cooking garbage, can be detected at twice the range as usual. Unappetizing smells, such as dead meat or rotting flesh, can be detected at triple normal range.

Prey: A long-necked camel's horn is useful as a secondary attack and adds only half of its strength bonus to damage rolls.

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Small Animal (Bird)

Hit Dice: 1d8+1 (5 hp)

Initiative: +3

Speed: 10 ft. (2 squares), 60 ft. fly (Average) (12 squares)

AC: 14 (+3 dex, +1 size), touch 14, flat-footed 11

Base Attack/Grapple: +0/-4

Attack: 2 claws +4 melee (1d4)

Full attack: 2 claws +4 melee (1d4), bite -1 melee (1d4)

Face/Reach: 5 ft./5 ft.

Special Qualities: low-light vision

Saves: Fort +3, Ref +5, Will +1

Abilities: Str 11, Dex 16, Con 13, Int 2, Wis 12, Cha 5

Skills: Balance +7, Hide +7, Listen +5, Spot +5

Feats: Flyby Attack, Weapon Finesse

Environment: Coastal forests and plains

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement: 2-5 HD (Small)

An arol is a coastal fishing bird that resembles a cross between a raptor and an owl, having several strong features of both. They hunt mainly fish and other small sea creatures. These massive birds can weigh up to 18 lbs. and can have a wingspan over 7 ft.

Arols may be reared from hatchlings (DC 16), and can be trained to hunt for fish. Arols are aggressive towards other birds and will kill them if given the chance.

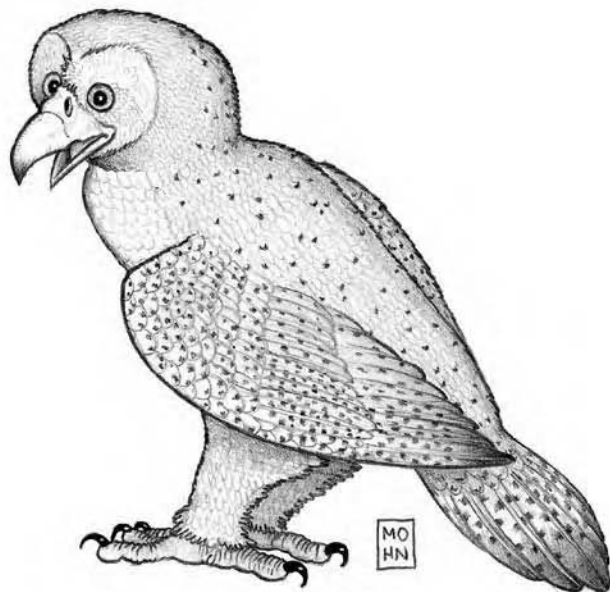
COMBAT

An arol that spots prey snatches it from the water, taking the creature with it as it flies by if the victim is brought to 0 hit points or less. An arol can carry up to its own weight when it flies.

Low-light Vision (Ex): An arol can see in conditions of lowered light as well as a human can in daylight.

Feats: Arols gain the feat Flyby Attack as a free racial feat.

Skills: Arols have a +2 racial bonus to all Listen and Spot skill checks



Small Animal (Cephalopod)**Hit Dice:** 2d8+2 (7 hp)**Initiative:** +3**Speed:** 20 ft. swim (4 squares)**AC:** 14 (+3 Dex, +1 size), touch 13, flat-footed 11**Base Attack/Grapple:** +1/+0**Attack:** Tongue +4 melee (1d4-3 and poison)**Full attack:** Tongue +4 melee (1d4-3 and poison)**Face/Reach:** 5 ft./5 ft.**Special Attacks:** Poison**Special Qualities:** Low-light vision, DR 1**Saves:** Fort +4, Ref +6, Will +2**Abilities:** Str 7, Dex 16, Con 13, Int 1, Wis 12, Cha 4**Skills:** Listen +6, Spot +6, Swim +10**Feats:** Ability Focus (poison), Alertness**Environment:** Any ocean**Organization:** Colony (1-100)**Challenge Rating:** 1**Treasure:** None**Alignment:** Always neutral**Advancement:** 3-7 HD (Medium)

A brushtongue appears as a shelled creature with large black eyes and many tentacles. Brushtongues have a strange, tube shaped mouth inside of which darts a brush-like tongue.

COMBAT

A brushtongue usually attacks en masse, darting in and out to deliver a poisonous attack. Brushtongues like to immobilize prey by dropping their Strength to 0 where the prey either drowns or is immobilized so the brushtongues can finish their meal in peace.

Damage Reduction 1

(Ex): A brushtongue's hard shell gives it a natural DR 1.

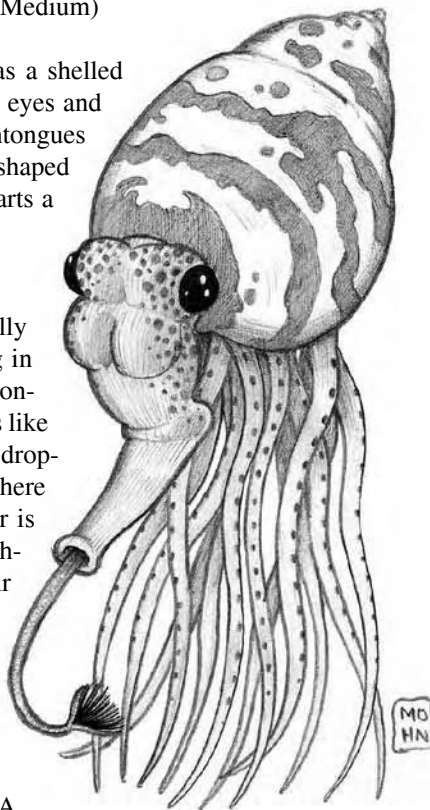
Low-light Vision (Ex): A

brushtongue can see in conditions of lowered light as well as a human can in daylight.

Poison (Ex): Each successful tongue attack a victim suffers from a brushtongue requires a Fortitude saving throw (DC 14) or the creature takes 1d4 Strength damage. 1 minute later a second Fortitude saving throw

is required.

Skills: A brushtongue uses its Dexterity score instead of its Strength score for all Swim skill checks. A brushtongue has a +4 racial bonus to all Swim based skill checks.



Large Animal**Hit Dice:** 3d8+6 (19 hp)**Initiative:** +2**Speed:** 40 ft. (8 squares)**Armor Class:** 13 (+2 Dex, +2 natural, -1 size), flat-footed 11, touch 11**Base Attack/grapple:** +2/+8**Attack:** Gore +1 melee (1d8+3 x3)**Full attack:** Gore +1 melee (1d8+3 x3)**Space/Reach:** 10 ft./5 ft.**Special Attacks:** Augmented critical**Special Qualities:** Low-light vision, scent**Saves:** Fort +5, Ref +5, Will +2**Abilities:** Str 19, Dex 15, Con 15, Int 1, Wis 12, Cha 5**Skills:** Jump +10, Listen +5, Spot +5**Feats:** Alertness, Run**Climate/Terrain:** Any plains**Organization:** Solitary or herd (3-18)**Challenge Rating:** 2**Treasure:** None**Alignment:** Always neutral**Advancement:** 4-8 HD (Large)

Cafret (Pronounced Caf-ree) are large deer-like animals with a single horn that springs from the back of their skull and curves forward like a giant hook over the animals' head. They are cream colored with a white underside and possess several gray stripes on their flanks.

Cafret are valued for their milk, meat, and hides, but are especially valued as mounts. A Handle Animal check (DC 18) is required to successfully rear a wild cafret, and a Handle Animal check (DC 15) to train it as a mount once it is reared.

To train a cafret for war, six weeks of training and a Handle Animal check (DC 20) are required. At the end of this time, it loses the Prey descriptor, and the cafret's gore attack increases to "Gore +6 melee 1d8+6 (x3)".

COMBAT

Wild cafret tend to flee against predators unless any young are present, in which case they receive a +2 circumstance to all attack rolls, as they are fiercely protective of their young.

Cafret that are trained for war act as any other mount in a tactical situation.

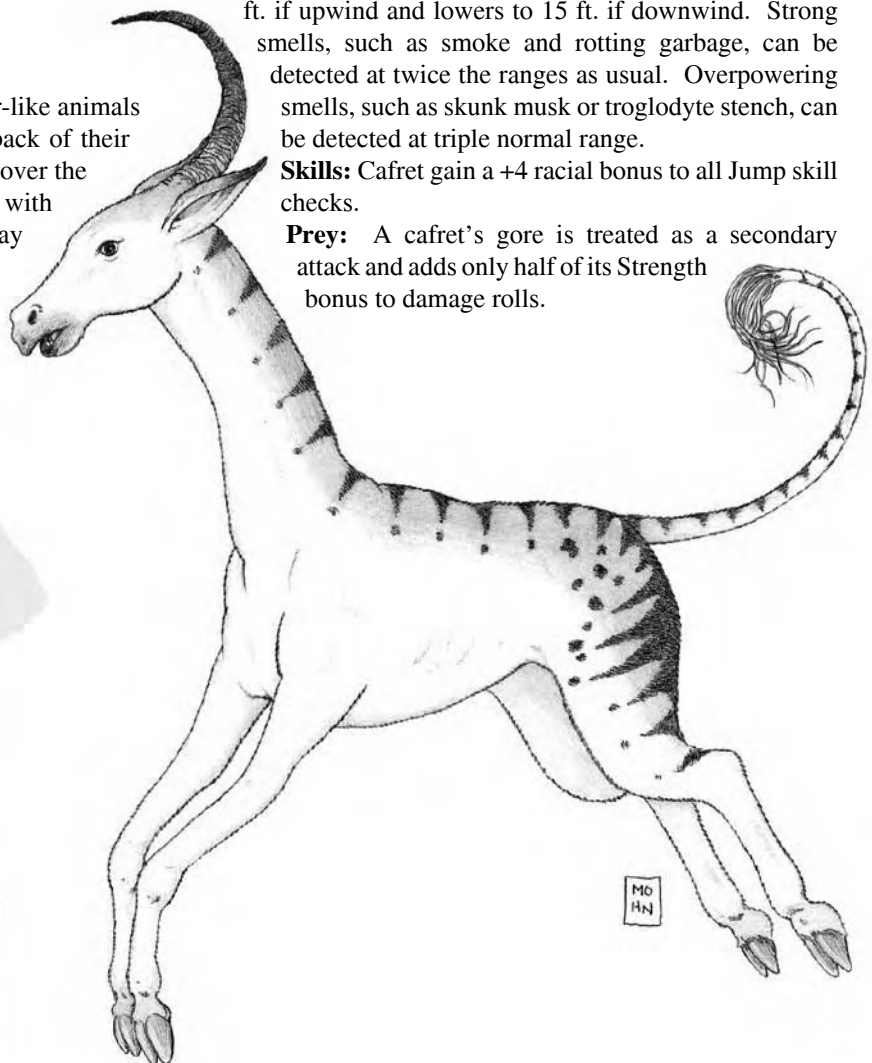
Augmented Critical (Ex): A cafret's horn is a deadly weapon, and deals a x3 damage on a successful critical hit.

Low-light Vision (Ex): Cafret can see in conditions of lowered light as well as a human can in daylight.

Scent (Ex): A cafret can detect approaching creatures, sniff out hidden foes, and track by sense of smell. Creatures with the Scent special quality can identify familiar odors just as other creatures can detect familiar sights with its eyes. The creature can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if upwind and lowers to 15 ft. if downwind. Strong smells, such as smoke and rotting garbage, can be detected at twice the ranges as usual. Overpowering smells, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Skills: Cafret gain a +4 racial bonus to all Jump skill checks.

Prey: A cafret's gore is treated as a secondary attack and adds only half of its Strength bonus to damage rolls.



Medium Animal (Mammal)

Hit Dice: 2d8+4 (13 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

AC: 14 (+3 dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +1/+3

Attack: Claw +4 melee (1d4+1)

Full attack: 2 claws +4 melee (1d4+1), bite +0 melee (1d6+1, x3)

Face/Reach: 5 ft./5 ft.

Special Attacks: Augmented critical

Special Qualities: Low-light vision

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 16, Con 15, Int 2, Wis 12, Cha 5

Skills: Climb +4, Balance +6, Jump +4, Listen +4, Spot +4

Feats: Multiattack, Weapon Finesse (claws)

Environment: Sub-arctic to temperate mountains and plains

Organization: Solitary, kip (2-4) or pride (5-12)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-7 HD (Medium)

A snow sabre is a great cat the size of a jaguar, weighing around 160 lbs. and measuring about 6-8 feet long (with tail). These great cats are pure white over most of their bodies, with black tufts of fur at their ears and the tip of the tail. They also sport three gray stripes on the forehead.

Snow sabres are hunted for their beautiful fur, which can bring up to 30 gp. per pelt. A snow sabre kitten fetches up to 500 gp and can be reared (DC 17).

Snow sabres can be trained to become hunting cats.

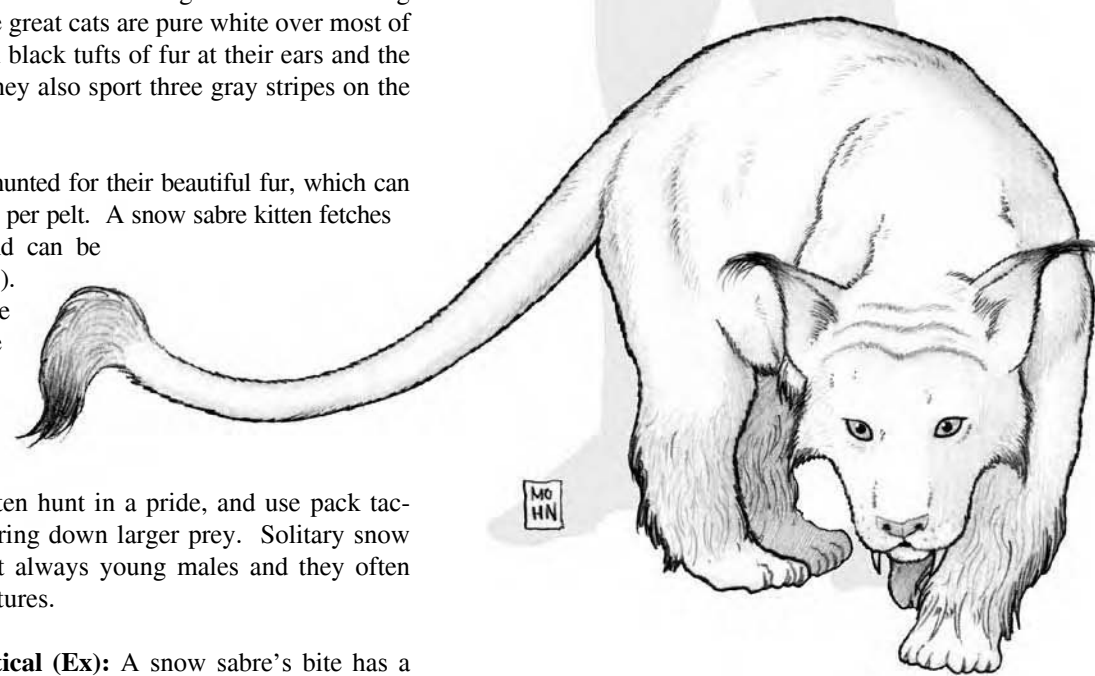
COMBAT

Snow sabres in the wild most often hunt in a pride, and use pack tactics in order to bring down larger prey. Solitary snow sabres are almost always young males and they often hunt smaller creatures.

Augmented Critical (Ex): A snow sabre's bite has a critical multiplier of x3.

Claw Hold (Ex): A snow sabre that hits with both claw attacks gains a +4 circumstance bonus to its bite attack.

Low-light Vision (Ex): A snow sabre can see in conditions of lowered light as well as a human can in daylight.



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Skills: Snow sabres gain a +2 racial bonus to all Climb, Balance, Jump, Listen and Spot skill checks.

Feats: A snow sabre gains the feat Weapon Finesse (claws) as a racial feat.



Tiny Animal (Mammal)**Hit Dice:** 1/4d8 (1 hp)**Initiative:** +4**Speed:** 40 ft. (8 squares)**AC:** 16 (+4 Dex, +2 size), touch 16, flat-footed 12**Base Attack/Grapple:** +0/-11**Attack:** Bite -1 melee (1d3-3)**Full attack:** Bite -1 melee (1d3-3)**Face/Reach:** 1½ ft./0 ft.**Special Qualities:** Low-light vision**Saves:** Fort +2, Ref +6, Will +1**Abilities:** Str 6, Dex 18, Con 11, Int 2, Wis 12, Cha 5**Skills:** Jump +6, Listen +6, Spot +3, Hide +14**Feats:** Skill Focus (Listen)**Environment:** Temperate Plains**Organization:** Solitary, pack (3-18), or colony (6-36)**Challenge Rating:** 1/8**Treasure:** None**Alignment:** Always neutral**Advancement:** ½ HD-4 HD (Tiny)

Dist appear as a 1-2 ft. tall hare-like creature that stands on its two hind legs. Dist come in a wide variety of colors, from solid blacks, whites and browns to patches and combinations of oranges, yellows and grays.

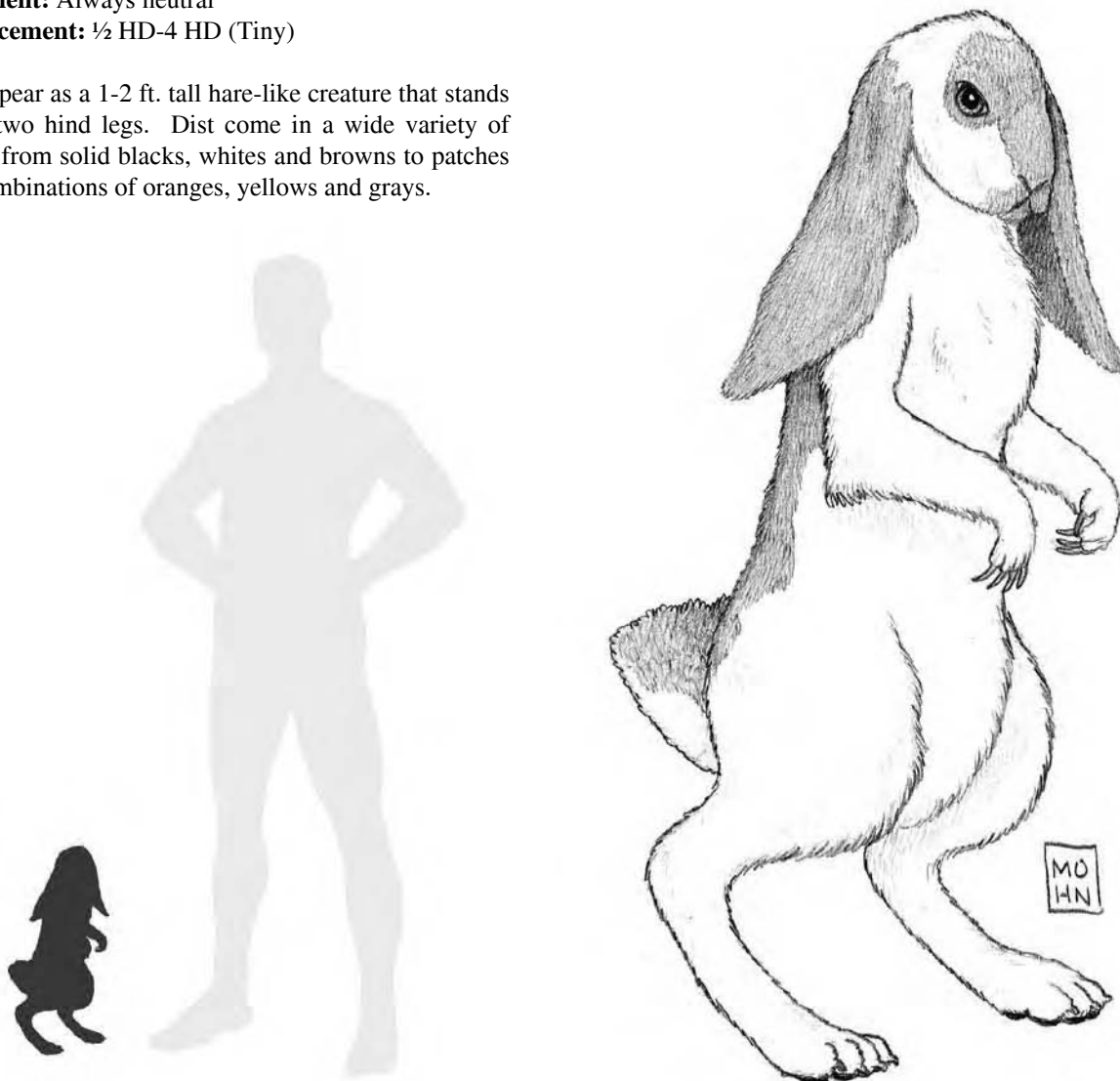
Dist may be successfully reared (DC 16) and make interesting (if skittish) pets. Dist may be used as familiars, and grant their masters a +3 bonus to all Jump skill checks.

COMBAT

Wild dist are poor combatants and usually flee at the first sign of danger, attempting to hide as soon as an opportunity presents itself. Dist in colonies use scouts that warn other dist of impending danger.

Low-light Vision (Ex): Dist can see in conditions of lowered light as well as a human can in daylight.

Skills: Dist are master jumpers, and may always take a 10 on all Jump based skill checks, even when rushed or threatened. A Dist uses its Dexterity score instead of its Strength score for all Jump skill checks.



Small Animal

Hit Dice: 1d8+3 (7 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 13 (+2 Dex, +1 size), flat-footed 11, touch 13

Base Attack/grapple: +0/-3

Attack: Bite +1 melee (1d4+2)

Full attack: Bite +1 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Racial enemy

Special Qualities: Low-light vision, scent

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

Abilities: Str 12, Dex 14, Con 17, Int 2, Wis 12, Cha 6

Skills: Jump +4, Listen +5, Move Silently +4, Spot +2

Feats: Track

Climate/Terrain: Any land or underground

Organization: solitary or pack (2-6)

Challenge Rating: ½

Treasure: none

Alignment: Always neutral

Advancement: 2-5 HD (Medium sized)

Goblin terriers are small rust to black in color, having coarse, wiry fur. Goblin terriers are specially bred dogs that specialize in entering goblin warrens and killing goblins. As well as being extremely loyal, they are alert, energetic and tough. Many gnomes have goblin terriers as pets and guards, often treating them like a part of the family.

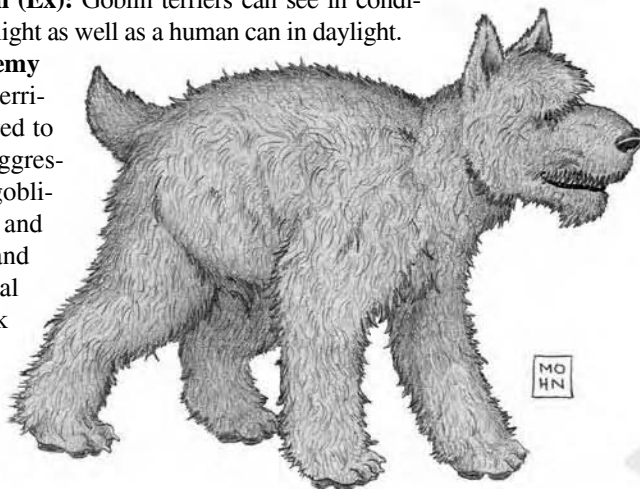
COMBAT

Goblin terriers attack enemies with great fervor, biting, growling and shaking their head when they grab flesh. Goblin terriers are good attack dogs, and work well in hunting packs.

Low-light Vision (Ex): Goblin terriers can see in conditions of lowered light as well as a human can in daylight.

Racial Enemy

(Ex): Goblin terriers have been bred to be extremely aggressive towards goblinoids (goblins and hobgoblins), and receive a +2 racial bonus to attack and damage rolls.



Scent (Ex): A goblin terrier can detect approaching creatures, sniff out hidden foes, and track by sense of smell. Creatures with the Scent special quality can identify familiar odors just as other creatures can detect familiar sights with its eyes. Goblin terriers can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if upwind and lowers to 15 ft. if downwind. Strong smells, such as smoke and rotting garbage, can be detected at twice the ranges as usual. Overpowering smells, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Skills: Goblin terriers gain a +2 racial bonus when tracking by scent. This ability increases to +4 if tracking goblinoids. Goblin terriers gain a +2 racial bonus to all Jump, Listen and Move Silently skill checks.



Large Animal**Hit Dice:** 3d8+9 (22 hp)**Initiative:** +1**Speed:** 40 ft. (8 squares)**Armor Class:** 12 (+1 Dex, +2 natural, -1 size), flat-footed 11, touch 10**Base Attack/grapple:** +2/+9**Attack:** Bite +7 melee (1d8+7)**Full attack:** Bite +7 melee (1d8+7)**Space/Reach:** 10 ft./5 ft.**Special Attacks:** Improved grab, trip**Special Qualities:** Low-light vision, scent**Saves:** Fort +6, Ref +4, Will +2**Abilities:** Str 21, Dex 12, Con 16, Int 2, Wis 12, Cha 5**Skills:** Jump +7, Listen +5, Spot +5**Feats:** Alertness, Weapon Focus (bite)**Climate/Terrain:** Any plains**Organization:** Solitary or pack (2-8)**Challenge Rating:** 3**Treasure:** None**Alignment:** Always neutral**Advancement:** 4-8 HD (Large)

A dovo stands 6ft. at the shoulder, and resembles a massive canine with an elongated snout. Dovo have coats ranging from brown and white patterns to solid black.

Dovo are valued as mounts. A Handle Animal check (DC 18) is required to successfully rear a wild dovo, and a Handle Animal check (DC 15) to train it as a mount once it is reared.

To train a dovo for war, six weeks of training and a Handle Animal check (DC 20) are required.

COMBAT

Wild dovo use pack tactics to take down prey, which enables them to take down larger animals when they hunt. A dovo used as a mount reacts as any other mount would in combat.

Constricting Bite (Ex): On a successful grapple check, a dovo automatically deals 1d8+7 points of damage each round until the grapple is broken.

Improved Grab (Ex): To use this ability, a dovo must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Low-light Vision (Ex): Dovo can see in conditions of lowered light as well as a human can in daylight.

Scent (Ex): A dovo can detect approaching creatures, sniff out hidden foes, and track by sense of smell. Creatures with the Scent special quality can identify familiar odors just as other creatures can detect familiar sights with its eyes. The creature can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if upwind and lowers to 15 ft. if downwind. Strong smells, such as smoke and rotting garbage, can be detected at twice the ranges as usual. Overpowering smells, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Trip (Ex): A dovo that hits with a bite attack can attempt to trip an opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dovo.



Medium Animal (Amphibian)**Hit Dice:** 3d8+6 (19 hp)**Initiative:** +6 (+2 Dex, +4 Improved Initiative)**Speed:** 20 ft. (4 squares), swim 20 ft.**AC:** 12 (+2 Dex), touch 10, flat-footed 12**Base Attack/Grapple:** +2/+4 (+8 tongue)**Attack:** Tongue +5 ranged touch (1) or Bite +4 melee (1d6+3 and 1 acid)**Full attack:** Tongue +5 ranged touch (1) or Bite +4 melee (1d6+3 and 1 acid)**Face/Reach:** 5 ft./5 ft. (10 ft. with tongue)**Special Attacks:** Acid, adhesive tongue**Special Qualities:** Amphibious, low-light vision**Saves:** Fort +3, Ref +3, Will +1**Abilities:** Str 15, Dex 15, Con 15, Int 1, Wis 12, Cha 4**Skills:** Hide +2 (+10), Jump +8, Listen +4, Spot +4, Swim +8**Feats:** Improved Initiative, Weapon Focus (tongue)**Environment:** Temperate freshwater rivers & lakes**Organization:** Solitary**Challenge Rating:** 2**Treasure:** None**Alignment:** Always neutral**Advancement:** 4-9 HD (Large)

A nablop is a human-sized, four-legged amphibian that has smooth gray-green skin and a whitish underbelly. Nablops are aggressive shoreline predators that are almost always hungry. A nablop will attack any creature its own size or smaller, but prefers small-sized prey.

Nablops make exceedingly poor pets. Even if a nablop can be reared (DC 18), there is no way to train one from attacking livestock, other pets, and even children.

COMBAT

Nablops are stupid, but cunning, using camouflage and stealth so prey comes to them. When a creature approaches within 10', a nablop lashes out with its tongue to grab and devour unsuspecting prey.

Acid (Ex): A nablop's mouth has a resin-like material that is a strong corrosive and deals an additional 1 point of acid damage when it uses its tongue or makes a bite attack.

Amphibious (Ex): Nablops are true amphibians, having both lungs and gills. Nablops can breathe water and air equally, but must remain moist to survive. A nablop can stay out of the water for 2 hours before suffering 1 point of Constitution damage per hour they are out of water.

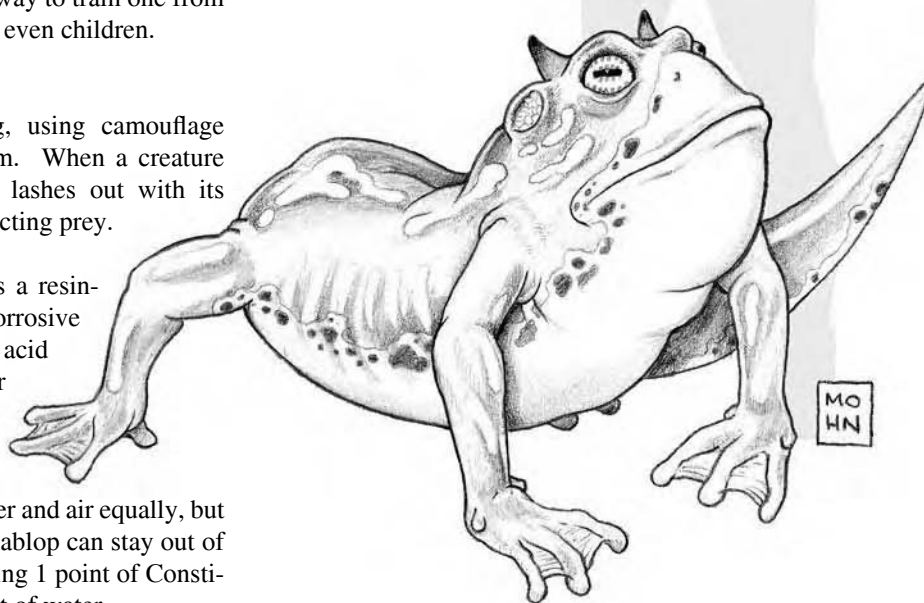
Adhesive Tongue (Ex): A nablop's tongue is coated with a

sticky resin-like adhesive. A nablop attacks with its tongue using a ranged touch attack. If the opponent fails its grapple check, part of its body is drawn into the nablops' mouth and automatically takes 1d6+3 points of damage every round until the grapple is broken or the nablop is dead.

Improved Grab (Ex): If a nablop makes a successful ranged touch attack with its tongue, it can immediately make a grapple check as a free action (with a +4 bonus due to the resin-like coating) that does not provoke an attack of opportunity.

Low-light Vision (Ex): A nablop can see in conditions of lowered light as well as a human can in daylight.

Skills: Nablops have a +4 racial bonus to all Jump and Swim skill checks. Nablops also receive a +8 racial bonus to their Hide skill checks when partially submerged in water or mud. These bonuses are factored in the skill listings above.



Medium Animal (Mammal)**Hit Dice:** 4d8+12 (30 hp)

Initiative: +2

Speed: 30 ft. (6 squares)**AC:** 14 (+2 Dex, +2 natural), touch 12, flat-footed 12**Base Attack/Grapple:** +3/+6**Attack:** Bite +7 melee (1d6+3)**Full attack:** Bite +7 melee (1d6+3), 2 claws +3 melee (1d4+3)**Face/Reach:** 5 ft./5 ft.**Special Qualities:** Cold Resistance 2, low-light vision, scent**Saves:** Fort +7, Ref +6, Will +3**Abilities:** Str 17, Dex 14, Con 17, Int 2, Wis 12, Cha 5**Skills:** Hide +4, Intimidate +7, Jump +4, Listen +2, Spot +2**Feats:** Iron Will, Multiattack, Weapon Focus (bite)**Environment:** Cold forests, mountains and plains**Organization:** Solitary**Challenge Rating:** 3**Treasure:** None**Alignment:** Always neutral**Advancement:** 5-8 HD (Medium)

A rund appears as a four-legged creature similar to a bear or large dog the size of a man. A rund has a powerful build, a broad head filled with sharp, rending teeth and long, wicked claws. They are a uniform dark gray color.

COMBAT

A rund attacks creatures that have the smell of blood on them before any other opponent.

A rund is drawn to fresh blood and will go to great lengths to find the source of blood. A rund is a fearless opponent and always attacks to the death (which luckily keeps their numbers down).

Cold Resistance (Ex): A rund's thick fur gives it a natural cold resistance of 2.

Low-light Vision (Ex): Rund's can see in conditions of lowered light as well as a human can in daylight.

Scent (Ex): Rund can detect approaching creatures, sniff out hidden foes, and track by sense of smell. Creatures with the Scent special quality can identify familiar odors just as other creatures can detect familiar sights with its eyes. Rund can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if upwind and lowers to 15 ft. if downwind. Strong smells, such as smoke and rotting garbage, can be detected at twice the ranges as usual. Overpowering smells, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Feats: A rund has Iron Will as a bonus racial feat.

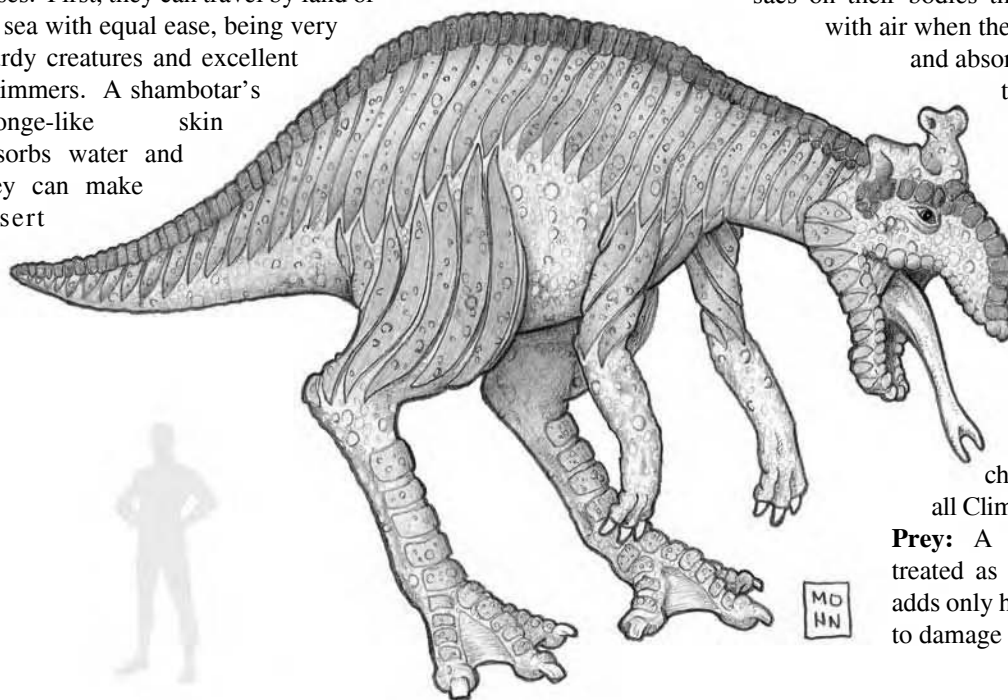
Skills: A rund gains a +8 racial bonus to all Intimidate skill checks



Huge Animal (Reptile)**Hit Dice:** 15d8+70 (133 hp)**Initiative:** +0**Speed:** 40 ft. (8 squares), swim 20 ft. (4 squares)**AC:** 17 (+9 natural, -2 size), touch 8, flat-footed 17**Base Attack/Grapple:** +10/+28**Attack:** Stomp +13 melee (2d6+5)**Full attack:** Stomp +13 melee (2d6+5)**Face/Reach:** 15 ft./15 ft.**Special Attacks:** Trample**Special Qualities:** Low-light vision, scent**Saves:** Fort +16, Ref +9, Will +4**Abilities:** Str 30, Dex 10, Con 21, Int 1, Wis 10, Cha 4**Skills:** Climb +19, Listen +4, Spot +4, Swim +31**Feats:** Diehard, Endurance, Great Fortitude, Skill Focus (Climb), Skill Focus (Swim)**Environment:** Any temperate**Organization:** Solitary, pair or herd (3-30)**Challenge Rating:** 6**Treasure:** None**Alignment:** Always neutral**Advancement:** 16-20 HD (Huge)

A shambotar is an immense bipedal reptilian creature that stands 15 ft. at the shoulder. Shambotars are herbivores and have a prehensile tongue that easily rips vegetation from their roots. Shambotars are naturally docile creatures and only attack if they or their young are threatened.

Shambotars are used as beasts of burden for several purposes. First, they can travel by land or by sea with equal ease, being very sturdy creatures and excellent swimmers. A shambotar's sponge-like skin absorbs water and they can make desert



treks like a camel. Second, they are fairly inexpensive to feed, as they eat a wide variety of wild vegetation and have a fairly slow metabolism. Lastly, they are easy to rear (requiring only a DC 25) for a creature their size and are docile by nature. A healthy trained shambotar can fetch 4,000 gp on the open market, and a young shambotar can bring up to 1,000 gp.

Carrying Capacity: A shambotar has the following carrying capacities: Light load: Up to 800 lbs., Medium Load: 801-1600 lbs., Heavy Load: 1601-2400 lbs.

COMBAT

Wild shambotars form a circle around their young and face outward to any attackers, stomping them if they approach too close.

Low-light Vision (Ex): Shambotar can see in conditions of lowered light as well as a human can in daylight.

Scent (Ex): A shambotar can detect approaching creatures, sniff out hidden foes, and track by sense of smell. Creatures with the Scent special quality can identify familiar odors just as other creatures can detect familiar sights with its eyes. Shambotar can detect approaching creatures within 30 ft. by sense of smell. This increases to 60 ft. if upwind and lowers to 15 ft. if downwind. Strong smells, such as smoke and rotting garbage, can be detected at twice the ranges as usual. Overpowering smells, such as skunk musk or troglodyte stench, can be detected at triple normal range.

Spongeskin (Ex): A shambotar has sponge-like skin sacs on their bodies that automatically inflate with air when the shambotar enters water and absorbs water when the creature leaves it. Shambotars gain a +8 racial bonus to resist the effects of starvation and thirst.

Trample (Ex): 2d6+15, Reflex half (DC 27). The save DC is Strength based.

Skills: A shambotar receives a +8 racial bonus to all Swim skill checks and a +4 bonus to all Climb based skill checks.

Prey: A shambotar's stomp is treated as a secondary attack and adds only half of its Strength bonus to damage rolls.



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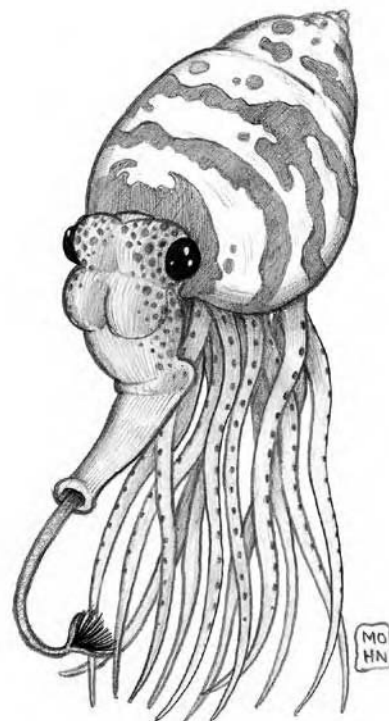
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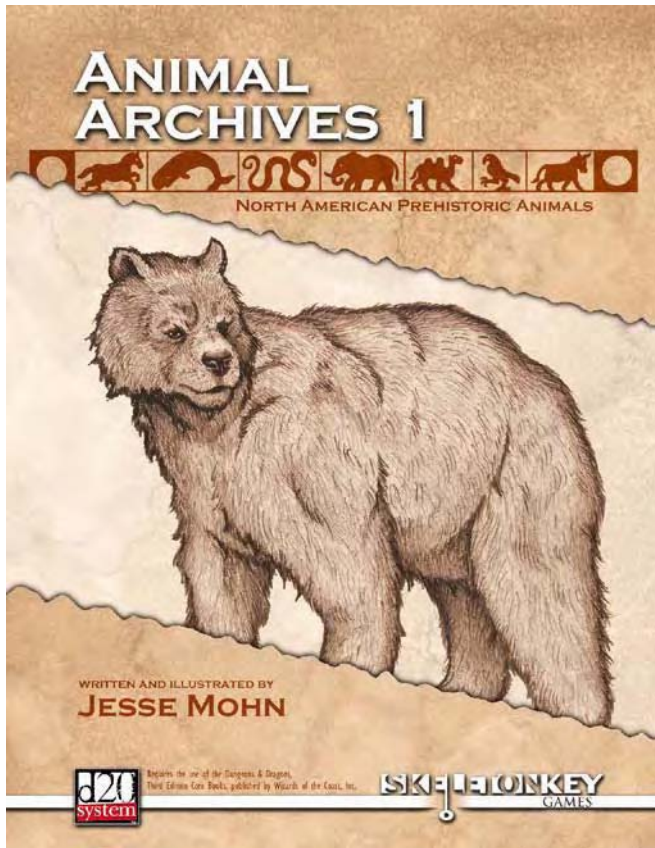
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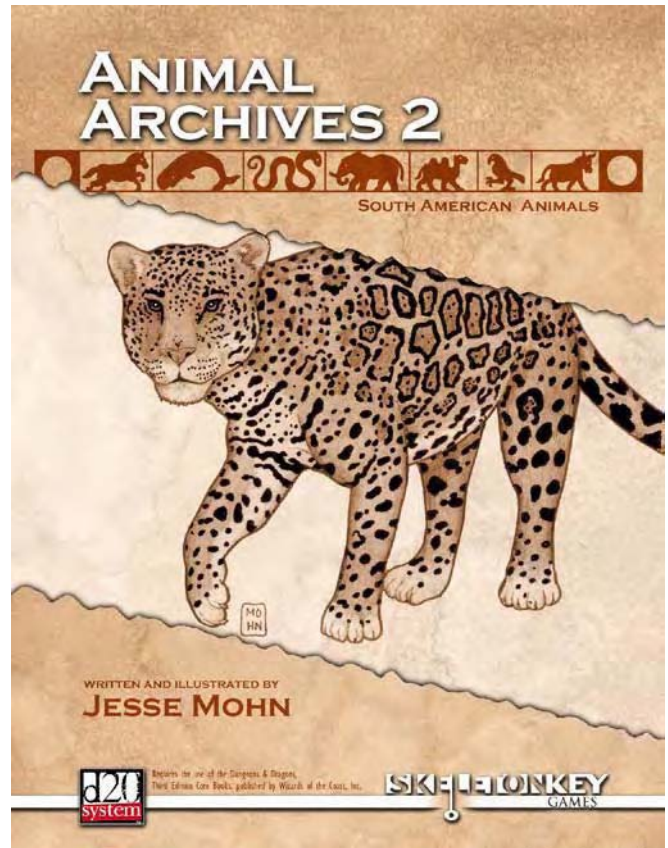
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