



ANIMAL CARDS

These cards contain information directly out of the d20 System Reference Document, or SRD, for use in combat or whenever it's inconvenient to reference the *Monster Manual*. The information has been condensed to fit on the cards, but the changes were kept to a minimum wherever possible. Descriptions of special abilities were omitted, as well as physical descriptions. Comments and questions are always welcome at dndcounters@gmail.com. This document is available at <http://dndcounters.tripod.com/resources.htm>.

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<p style="text-align: center;">APE</p> <p>Large Animal Hit Dice: 4d8+11 (29 hp) Initiative: +2 Speed: 30 ft. (6 squares), climb 30 ft. Armor Class: 14, touch 11, flat-footed 12 Base Attack/Grapple: +3/+12 Attack: Claws +7 melee (1d6+5) Full Attack: 2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2) Space/Reach: 10 ft./10 ft. SQ: Low-light vision, scent Saves: Fort +6, Ref +6, Will +2 Abilities: S 21, D 15, C 14, I 2, W 12, C 7 Skills: Climb +14, Listen +6, Spot +6 Feats: Alertness, Toughness</p> <p>Apes can always choose to take 10 on Climb checks, even if rushed or threatened.</p>	<p style="text-align: center;">BAT</p> <p>Diminutive Animal Hit Dice: 1/4 d8 (1 hp) Initiative: +2 Speed: 5 ft. (1 square), fly 40 ft. (good) Armor Class: 16, touch 16, flat-footed 14 Base Attack/Grapple: +0/-17 Space/Reach: 1 ft./0 ft. SQ: Blindsight 20 ft., low-light vision Saves: Fort +2, Ref +4, Will +2 Abilities: S 1, D 15, C 10, I 2, W 14, C 4 Skills: Hide +14, Listen +8*, Move Silently +6, Spot +8* Feats: Alertness</p> <p>*A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.</p>	<p style="text-align: center;">BEAR, POLAR</p> <p>Large Animal Hit Dice: 8d8+32 (68 hp) Initiative: +1 Speed: 40 ft. (8 squares), swim 30 ft. Armor Class: 15, touch 10, flat-footed 14 Base Attack/Grapple: +6/+18 Attack: Claw +13 (1d8+8) Full Attack: 2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4) Space/Reach: 10 ft./5 ft. SA: Improved grab SQ: Low-light vision, scent Saves: Fort +10, Ref +7, Will +3 Abilities: S 27, D 13, C 19, I 2, W 12, C 6 Skills: Hide -2*/+10, Listen +5, Spot +7, Swim +16 Feats: Endurance, Run, Track</p> <p>Can always take 10 on Swim and use the run action for swimming in a straight line. *In snow.</p>
<p style="text-align: center;">BABOON</p> <p>Medium Animal Hit Dice: 1d8+1 (5 hp) Initiative: +2 Speed: 40 ft. (8 squares), climb 30 ft. Armor Class: 13, touch 12, flat-footed 11 Base Attack/Grapple: +0/+2 Attack: Bite +2 melee (1d6+3) Full Attack: Bite +2 melee (1d6+3) Space/Reach: 5 ft./5 ft. SQ: Low-light vision, scent Saves: Fort +3, Ref +4, Will +1 Abilities: S 15, D 14, C 12, I 2, W 12, C 4 Skills: Climb +10, Listen +5, Spot +5 Feats: Alertness</p> <p>Baboons can always choose to take 10 on Climb checks, even if rushed or threatened.</p>	<p style="text-align: center;">BEAR, BLACK</p> <p>Medium Animal Hit Dice: 3d8+6 (19 hp) Initiative: +1 Speed: 40 ft. (8 squares) Armor Class: 13, touch 11, flat-footed 12 Base Attack/Grapple: +2/+6 Attack: Claw +6 melee (1d4+4) Full Attack: 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2) Space/Reach: 5 ft./5 ft. SQ: Low-light vision, scent Saves: Fort +5, Ref +4, Will +2 Abilities: S 19, D 13, C 15, I 2, W 12, C 6 Skills: Climb +4, Listen +4, Spot +4, Swim +8 Feats: Endurance, Run</p>	<p style="text-align: center;">BISON</p> <p>Large Animal Hit Dice: 5d8+15 (37 hp) Initiative: +0 Speed: 40 ft. (8 squares) Armor Class: 13, touch 9, flat-footed 13 Base Attack/Grapple: +3/+13 Attack: Gore +8 melee (1d8+9) Full Attack: Gore +8 melee (1d8+9) Space/Reach: 10 ft./5 ft. SA: Stampede SQ: Low-light vision, scent Saves: Fort +7 Ref +4, Will +1 Abilities: S 22, D 10, C 16, I 2, W 11, C 4 Skills: Listen +7, Spot +5 Feats: Alertness, Endurance</p>
<p style="text-align: center;">BADGER</p> <p>Small Animal Hit Dice: 1d8+2 (6 hp) Initiative: +3 Speed: 30 ft. (6 squares), burrow 10 ft. Armor Class: 15, touch 14, flat-footed 12 Base Attack/Grapple: +0/-5 Attack: Claw +4 melee (1d2-1) Full Attack: 2 claws +4 melee (1d2-1) and bite -1 melee (1d3-1) Space/Reach: 5 ft./5 ft. SA: Rage SQ: Low-light vision, scent Saves: Fort +4, Ref +5, Will +1 Abilities: S 8, D 17, C 15, I 2, W 12, C 6 Skills: Escape Artist +7, Listen +3, Spot +3 Feats: Track, Weapon Finesse</p>	<p style="text-align: center;">BEAR, BROWN</p> <p>Large Animal Hit Dice: 6d8+24 (51 hp) Initiative: +1 Speed: 40 ft. (8 squares) Armor Class: 15, touch 10, flat-footed 14 Base Attack/Grapple: +4/+16 Attack: Claw +11 melee (1d8+8) Full Attack: 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4) Space/Reach: 10 ft./5 ft. SA: Improved grab SQ: Low-light vision, scent Saves: Fort +9, Ref +6, Will +3 Abilities: S 27, D 13, C 19, I 2, W 12, C 6 Skills: Listen +4, Spot +7, Swim +12 Feats: Endurance, Run, Track</p>	<p style="text-align: center;">BOAR</p> <p>Medium Animal Hit Dice: 3d8+12 (25 hp) Initiative: +0 Speed: 40 ft. (8 squares) Armor Class: 16, touch 10, flat-footed 16 Base Attack/Grapple: +2/+4 Attack: Gore +4 melee (1d8+3) Full Attack: Gore +4 melee (1d8+3) Space/Reach: 5 ft./5 ft. SA: Ferocity SQ: Low-light vision, scent Saves: Fort +6, Ref +3, Will +2 Abilities: S 15, D 10, C 17, I 2, W 13, C 4 Skills: Listen +7, Spot +5 Feats: Alertness, Toughness</p>

<p style="text-align: center;">CAMEL</p> <p>Large Animal Hit Dice: 3d8+6 (19 hp) Initiative: +3 Speed: 50 ft. (10 squares) Armor Class: 13, touch 12, flat-footed 10 Base Attack/Grapple: +2/+10 Attack: Bite +0 melee (1d4+2*) Full Attack: Bite +0 melee (1d4+2*) Space/Reach: 10 ft./5 ft. SQ: Low-light vision, scent Saves: Fort +5, Ref +6, Will +1 Abilities: S 18, D 16, C 14, I 2, W 11, C 4 Skills: Listen +5, Spot +5 Feats: Alertness, Endurance</p> <p>A light load for a camel is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A camel can drag 4,500 pounds.</p>	<p style="text-align: center;">CHEETAH</p> <p>Medium Animal Hit Dice: 3d8+6 (19 hp) Initiative: +4 Speed: 50 ft. (10 squares) Armor Class: 15, touch 14, flat-footed 11 Base Attack/Grapple: +2/+5 Attack: Bite +6 melee (1d6+3) Full Attack: Bite +6 melee (1d6+3) and 2 claws +1 melee (1d2+1) Space/Reach: 5 ft./5 ft. SA: Trip SQ: Low-light vision, scent, sprint Saves: Fort +5, Ref +7, Will +2 Abilities: S 16, D 19, C 15, I 2, W 12, C 6 Skills: Hide +6, Listen +4, Move Silently +6, Spot +4 Feats: Alertness, Weapon Finesse</p>	<p style="text-align: center;">DOG</p> <p>Small Animal Hit Dice: 1d8+2 (6 hp) Initiative: +3 Speed: 40 ft. (8 squares) Armor Class: 15, touch 14, flat-footed 12 Base Attack/Grapple: +0/-3 Attack: Bite +2 melee (1d4+1) Full Attack: Bite +2 melee (1d4+1) Space/Reach: 5 ft./5 ft. SQ: Low-light vision, scent Saves: Fort +4, Ref +5, Will +1 Abilities: S 13, D 17, C 15, I 2, W 12, C 6 Skills: Jump +7, Listen +5, Spot +5, Survival +1* Feats: Alertness, Track</p> <p>*Dogs have a +4 racial bonus on Survival checks when tracking by scent.</p>
<p style="text-align: center;">CAMEL, BACTRIAN</p> <p>Large Animal Hit Dice: 3d8+9 (22 hp) Initiative: +3 Speed: 40 ft. (8 squares) Armor Class: 13, touch 12, flat-footed 10 Base Attack/Grapple: +2/+10 Attack: Bite +0 melee (1d4+2*) Full Attack: Bite +0 melee (1d4+2*) Space/Reach: 10 ft./5 ft. SQ: Low-light vision, scent Saves: Fort +6, Ref +6, Will +1 Abilities: S 18, D 16, C 16, I 2, W 11, C 4 Skills: Listen +5, Spot +5 Feats: Alertness, Endurance</p> <p>A light load for a camel is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds. A camel can drag 4,500 pounds.</p>	<p style="text-align: center;">CROCODILE</p> <p>Medium Animal Hit Dice: 3d8+9 (22 hp) Initiative: +1 Speed: 20 ft. (4 squares), swim 30 ft. Armor Class: 15, touch 11, flat-footed 14 Base Attack/Grapple: +2/+6 Attack: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6) Full Attack: As above Space/Reach: 5 ft./5 ft. SA: Improved grab SQ: Hold breath, low-light vision Saves: Fort +6, Ref +4, Will +2 Abilities: S 19, D 12, C 17, I 2, W 12, C 2 Skills: Hide +7*, Listen +4, Spot +4, Swim +12 Feats: Alertness, Skill Focus (Hide)</p> <p>A crocodile can always choose to take 10 on a Swim check and use the run action for swimming in a straight line. *In water, +6 more underwater.</p>	<p style="text-align: center;">DOG, RIDING</p> <p>Medium Animal Hit Dice: 2d8+4 (13 hp) Initiative: +2 Speed: 40 ft. (8 squares) Armor Class: 16, touch 12, flat-footed 14 Base Attack/Grapple: +1/+3 Attack: Bite +3 melee (1d6+3) Full Attack: Bite +3 melee (1d6+3) Space/Reach: 5 ft./5 ft. SA: Trip (if trained for war) SQ: Low-light vision, scent Saves: Fort +5, Ref +5, Will +1 Abilities: S 15, D 15, C 15, I 2, W 12, C 6 Skills: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1* Feats: Alertness, Track</p> <p>A lt. load is 100 lbs.; med. 101–200; hvy. 201–300. It can drag 1,500. *Dogs have a +4 racial bonus on Survival checks when tracking by scent.</p>
<p style="text-align: center;">CAT</p> <p>Tiny Animal Hit Dice: 1/2 d8 (2 hp) Initiative: +2 Speed: 30 ft. (6 squares) Armor Class: 14, touch 14, flat-footed 12 Base Attack/Grapple: +0/-12 Attack: Claw +4 melee (1d2-4) Full Attack: 2 claws +4 melee (1d2-4) and bite -1 melee (1d3-4) Space/Reach: 2-1/2 ft./0 ft. SQ: Low-light vision, scent Saves: Fort +2, Ref +4, Will +1 Abilities: S 3, D 15, C 10, I 2, W 12, C 7 Skills: Balance +10, Climb +6, Hide +14/+18*, Jump +10, Listen +3, M. Silently +6, Spot +3 Feats: Weapon Finesse</p> <p>Cats use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. *In areas of tall grass or heavy undergrowth.</p>	<p style="text-align: center;">CROCODILE, GIANT</p> <p>Huge Animal Hit Dice: 7d8+28 (59 hp) Initiative: +1 Speed: 20 ft. (4 squares), swim 30 ft. Armor Class: 16, touch 9, flat-footed 15 Base Attack/Grapple: +5/+21 Attack: Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12) Full Attack: As above Space/Reach: 15 ft./10 ft. SA: Improved grab SQ: Hold breath, low-light vision Saves: Fort +9, Ref +6, Will +3 Abilities: S 27, D 12, C 19, I 2, W 12, C 2 Skills: Hide +1*, Listen +5, Spot +5, Swim +16 Feats: Alertness, Endurance, Skill Focus (Hide)</p> <p>A crocodile can always choose to take 10 on a Swim check and use the run action for swimming in a straight line. *In water, +6 more underwater.</p>	<p style="text-align: center;">DONKEY</p> <p>Medium Animal Hit Dice: 2d8+2 (11 hp) Initiative: +1 Speed: 30 ft. (6 squares) Armor Class: 13, touch 11, flat-footed 12 Base Attack/Grapple: +1/+1 Attack: Bite +1 melee (1d2) Full Attack: Bite +1 melee (1d2) Space/Reach: 5 ft./5 ft. SQ: Low-light vision, scent Saves: Fort +4, Ref +4, Will +0 Abilities: S 10, D 13, C 12, I 2, W 11, C 4 Skills: Balance +3, Listen +3, Spot +2 Feats: Endurance</p> <p>A light load for a donkey is up to 50 pounds; a medium load, 51–100 pounds; and a heavy load, is 101–150 pounds. A donkey can drag 750 pounds.</p>

<p style="text-align: center;">EAGLE</p> <p>Small Animal Hit Dice: 1d8+1 (5 hp) Initiative: +2 Speed: 10 ft. (2 squares), fly 80 ft. (average) Armor Class: 14 (+1 size, +2 Dex, +1 natural), touch 13, flat-footed 12 Base Attack/Grapple: +0/-4 Attack: Talons +3 melee (1d4) Full Attack: 2 talons +3 melee (1d4) and bite -2 melee (1d4) Space/Reach: 5 ft./5 ft. SQ: Low-light vision Saves: Fort +3, Ref +4, Will +2 Abilities: S 10, D 15, C 12, I 2, W 14, C 6 Skills: Listen +2, Spot +14 Feats: Weapon Finesse</p>	<p style="text-align: center;">HAWK</p> <p>Tiny Animal Hit Dice: 1d8 (4 hp) Initiative: +3 Speed: 10 ft. (2 squares), fly 60 ft. (average) Armor Class: 17, touch 15, flat-footed 14 Base Attack/Grapple: +0/-10 Attack: Talons +5 melee (1d4-2) Full Attack: Talons +5 melee (1d4-2) Space/Reach: 2-1/2 ft./0 ft. SQ: Low-light vision Saves: Fort +2, Ref +5, Will +2 Abilities: S 6, D 7, C 10, I 2, W 14, C 6 Skills: Listen +2, Spot +14 Feats: Weapon Finesse</p> <p>Hawks combine both talons into a single attack.</p>	<p style="text-align: center;">WARHORSE, HEAVY</p> <p>Large Animal Hit Dice: 4d8+12 (30 hp) Initiative: +1 Speed: 50 ft. (10 squares) Armor Class: 14, touch 10, flat-footed 13 Base Attack/Grapple: +3/+11 Attack: Hoof +6 melee (1d6+4) Full Attack: 2 hooves +6 melee (1d6+4) and bite +1 melee (1d4+2) Space/Reach: 10 ft./5 ft. SQ: Low-light vision, scent Saves: Fort +7, Ref +5, Will +2 Abilities: S 18, D 13, C 17, I 2, W 13, C 6 Skills: Listen +5, Spot +4 Feats: Endurance, Run</p> <p>A light load for a heavy warhorse is up to 300 pounds; a medium load, 301-600 pounds; and a heavy load, 601-900 pounds. A heavy warhorse can drag 4,500 pounds.</p>
<p style="text-align: center;">ELEPHANT, AFRICAN</p> <p>Huge Animal Hit Dice: 11d8+55 (104 hp) Initiative: +0 Speed: 40 ft. (8 squares) Armor Class: 15, touch 8, flat-footed 15 Base Attack/Grapple: +8/+26 Attack: Gore +16 melee (2d8+15) Full Attack: Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); or gore +16 melee (2d8+15) Space/Reach: 15 ft./10 ft. SA: Trample 2d8+15 SQ: Low-light vision, scent Saves: Fort +12, Ref +7, Will +6 Abilities: S 30, D 10, C 21, I 2, W 13, C 7 Skills and Feats: Listen +12, Spot +10, Alertness, Endurance, Iron Will, Skill Focus (Listen)</p>	<p style="text-align: center;">HORSE, HEAVY</p> <p>Large Animal Hit Dice: 3d8+6 (19 hp) Initiative: +1 Speed: 50 ft. (10 squares) Armor Class: 13, touch 10, flat-footed 12 Base Attack/Grapple: +2/+9 Attack: Hoof -1 melee (1d6+1*) Full Attack: 2 hooves -1 melee (1d6+1*) Space/Reach: 10 ft./5 ft. SQ: Low-light vision, scent Saves: Fort +5, Ref +4, Will +2 Abilities: S 16, D 13, C 15, I 2, W 12, C 6 Skills: Listen +4, Spot +4 Feats: Endurance, Run</p> <p>*If trained for war. A heavy horse can't fight while ridden. A light load for a heavy horse is up to 200 pounds; a medium load, 201-400 pounds; and a heavy load, 401-600 pounds. A heavy horse can drag 3,000 pounds.</p>	<p style="text-align: center;">WARHORSE, LIGHT</p> <p>Large Animal Hit Dice: 3d8+9 (22 hp) Initiative: +1 Speed: 60 ft. (12 squares) Armor Class: 14, touch 10, flat-footed 13 Base Attack/Grapple: +2/+9 Attack: Hoof +4 melee (1d4+3) Full Attack: 2 hooves +4 melee (1d4+3) and bite -1 melee (1d3+1) Space/Reach: 10 ft./5 ft. SQ: Low-light vision, scent Saves: Fort +6, Ref +4, Will +2 Abilities: S 16, D 13, C 17, I 2, W 13, C 6 Skills: Listen +4, Spot +4 Feats: Endurance, Run</p> <p>A light load for a light warhorse is up to 230 pounds; a medium load, 231-460 pounds; and a heavy load, 461-690 pounds. A light warhorse can drag 3,450 pounds.</p>
<p style="text-align: center;">ELEPHANT, INDIAN</p> <p>Huge Animal Hit Dice: 11d8+55 (104 hp) Initiative: +0 Speed: 40 ft. (8 squares) Armor Class: 15, touch 8, flat-footed 15 Base Attack/Grapple: +8/+26 Attack: Gore +15 melee (2d8+13) Full Attack: Slam +15 melee (2d6+9) and 2 stamps +10 melee (2d6+4); or gore +15 melee (2d8+13) Space/Reach: 15 ft./10 ft. SA: Trample 2d8+13 SQ: Low-light vision, scent Saves: Fort +12, Ref +7, Will +7 Abilities: S 28, D 10, C 21, I 2, W 15, C 7 Skills and Feats: Listen +13, Spot +11, Alertness, Endurance, Iron Will, Skill Focus (Listen)</p>	<p style="text-align: center;">HORSE, LIGHT</p> <p>Large Animal Hit Dice: 3d8+6 (19 hp) Initiative: +1 Speed: 60 ft. (12 squares) Armor Class: 13, touch 10, flat-footed 12 Base Attack/Grapple: +2/+8 Attack: Hoof -2 melee (1d4+1*) Full Attack: 2 hooves -2 melee (1d4+1*) Space/Reach: 10 ft./5 ft. SQ: Low-light vision, scent Saves: Fort +5, Ref +4, Will +2 Abilities: S 14, D 13, C 15, I 2, W 12, C 6 Skills: Listen +4, Spot +4 Feats: Endurance, Run</p> <p>*If trained for war. A light horse can't fight while ridden. A light load for a light horse is up to 150 pounds; a medium load, 151-300 pounds; and a heavy load, 301-450 pounds. A light horse can drag 2,250 pounds.</p>	<p style="text-align: center;">HYENA</p> <p>Medium Animal Hit Dice: 2d8+4 (13 hp) Initiative: +2 Speed: 50 ft. (10 squares) Armor Class: 14, touch 12, flat-footed 12 Base Attack/Grapple: +1/+3 Attack: Bite +3 melee (1d6+3) Full Attack: Bite +3 melee (1d6+3) Space/Reach: 5 ft./5 ft. SA: Trip SQ: Low-light vision, scent Saves: Fort +5, Ref +5, Will +1 Abilities: S 14, D 15, C 15, I 2, W 13, C 6 Skills: Hide +3*, Listen +6, Spot +4 Feats: Alertness</p> <p>*Hyenas have a +4 racial bonus on Hide checks in areas of tall grass or heavy undergrowth.</p>

<p style="text-align: center;">LEOPARD</p> <p>Medium Animal Hit Dice: 3d8+6 (19 hp) Initiative: +4 Speed: 40 ft (8 squares), climb 20 ft. Armor Class: 15, touch 14, flat-footed 11 Base Attack/Grapple: +2/+5 Attack: Bite +6 melee (1d6+3) Full Attack: Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1) Space/Reach: 5 ft./5 ft. SA: Improved grab, pounce, rake 1d3+1 SQ: Low-light vision, scent Saves: Fort +5, Ref +7, Will +2 Abilities: S 16, D 19, C 15, I 2, W 12, C 6 Skills and Feats: Balance +12, Climb +11, Hide +8/+12*, Jump +11, Listen +6, Move Silently +8, Spot +6, Alertness, Weapon Finesse</p> <p>*In areas of tall grass or heavy undergrowth. A leopard can always choose to take 10 on Climb.</p>	<p style="text-align: center;">LIZARD, MONITOR</p> <p>Medium Animal Hit Dice: 3d8+9 (22 hp) Initiative: +2 Speed: 30 ft. (6 squares), swim 30 ft. Armor Class: 15, touch 12, flat-footed 13 Base Attack/Grapple: +2/+5 Attack: Bite +5 melee (1d8+4) Full Attack: Bite +5 melee (1d8+4) Space/Reach: 5 ft./5 ft. SQ: Low-light vision Saves: Fort +8, Ref +5, Will +2 Abilities: S 17, D 15, C 17, I 2, W 12, C 2 Skills: Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11 Feats: Alertness, Great Fortitude</p> <p>A monitor lizard can always choose to take 10 on a Swim check and use the run action for swimming in a straight line. *In forested or overgrown areas, Hide improves by +4.</p>	<p style="text-align: center;">MULE</p> <p>Large Animal Hit Dice: 3d8+9 (22 hp) Initiative: +1 Speed: 30 ft. (6 squares) Armor Class: 13, touch 10, flat-footed 12 Base Attack/Grapple: +2/+9 Attack: Hoof +4 melee (1d4+3) Full Attack: 2 hooves +4 melee (1d4+3) Space/Reach: 10 ft./5 ft. SQ: Low-light vision Saves: Fort +6, Ref +4, Will +1 Abilities: S 16, D 13, C 17, I 2, W 11, C 6 Skills: Listen +6, Spot +6 Feats: Alertness, Endurance</p> <p>A light load for a mule is 230 pounds; a medium load, 231–460 pounds; and a heavy load, 461–690 pounds. A mule can drag 3,450 pounds. Mules have a +2 racial bonus on Dexterity checks to avoid slipping or falling.</p>
<p style="text-align: center;">LION</p> <p>Large Animal Hit Dice: 5d8+10 (32 hp) Initiative: +3 Speed: 40 ft. (8 squares) Armor Class: 15, touch 12, flat-footed 12 Base Attack/Grapple: +3/+12 Attack: Claw +7 melee (1d4+5) Full Attack: 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2) Space/Reach: 10 ft./5 ft. SA: Pounce, improved grab, rake 1d4+2 SQ: Low-light vision, scent Saves: Fort +6, Ref +7, Will +2 Abilities: S 21, D 17, C 15, I 2, W 12, C 6 Skills and Feats: Balance +7, Hide +3*, Listen +5, M. Silently +11, Spot +5, Alertness, Run</p> <p>*In areas of tall grass or heavy undergrowth, Hide improves by +8.</p>	<p style="text-align: center;">MANTA RAY</p> <p>Large Animal (Aquatic) Hit Dice: 4d8 (18 hp) Initiative: +0 Speed: Swim 30 ft. (6 squares) Armor Class: 12, touch 9, flat-footed 12 Base Attack/Grapple: +3/+9 Attack: Ram –1 melee* (1d6+1) Full Attack: Ram –1 melee* (1d6+1) Space/Reach: 10 ft./5 ft. SQ: Low-light vision Saves: Fort +4, Ref +4, Will +2 Abilities: S 15, D 11, C 10, I 2, W 12, C 2 Skills: Listen +7, Spot +6, Swim +10 Feats: Alertness, Endurance</p> <p>A manta ray 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.</p>	<p style="text-align: center;">OCTOPUS</p> <p>Small Animal (Aquatic) Hit Dice: 2d8 (9 hp) Initiative: +3 Speed: 20 ft. (4 squares), swim 30 ft.) Armor Class: 16, touch 14, flat-footed 13 Base Attack/Grapple: +1/+2 Attack: Arms +5 melee (0) Full Attack: Arms +5 melee (0) and bite +0 melee (1d3) Space/Reach: 5 ft./5 ft. SA: Improved grab SQ: Ink cloud, jet, low-light vision Saves: Fort +3, Ref +6, Will +1 Abilities: S 12, D 17, C 11, I 2, W 12, C 3 Skills and Feats: Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9, Weapon Finesse</p> <p>An octopus can always choose to take 10 on a Swim check. It can use the run action while swimming, provided it swims in a straight line.</p>
<p style="text-align: center;">LIZARD</p> <p>Tiny Animal Hit Dice: 1/2 d8 (2 hp) Initiative: +2 Speed: 20 ft. (4 squares), climb 20 ft. Armor Class: 14, touch 14, flat-footed 12 Base Attack/Grapple: +0/-12 Attack: Bite +4 melee (1d4–4) Full Attack: Bite +4 melee (1d4–4) Space/Reach: 5 ft./5 ft. SQ: Low-light vision Saves: Fort +2, Ref +4, Will +1 Abilities: S 3, D 15, C 10, I 2, W 12, C 2 Skills: Balance +10, Climb +12, Hide +10, Listen +3, Spot +3 Feats: Weapon Finesse</p> <p>Lizards can always choose to take 10 on Climb checks. Lizards use their Dexterity modifier instead of their Strength modifier for Climb checks.</p>	<p style="text-align: center;">MONKEY</p> <p>Tiny Animal Hit Dice: 1d8 (4 hp) Initiative: +2 Speed: 30 ft. (6 squares), climb 30 ft. Armor Class: 14, touch 14, flat-footed 12 Base Attack/Grapple: +0/-12 Attack: Bite +4 melee (1d3–4) Full Attack: Bite +4 melee (1d3–4) Space/Reach: 2-1/2 ft./0 ft. SQ: Low-light vision Saves: Fort +2, Ref +4, Will +1 Abilities: S 3, D 15, C 10, I 2, W 12, C 5 Skills: Balance +10, Climb +10, Hide +10, Listen +3, Spot +3 Feats: Weapon Finesse</p> <p>Monkeys can always choose to take 10 on Climb checks, even is rushed or threatened. They use their Dexterity modifier instead of their Strength modifier for Climb checks.</p>	<p style="text-align: center;">OCTOPUS, GIANT</p> <p>Large Animal (Aquatic) Hit Dice: 8d8+11 (47 hp) Initiative: +2 Speed: 20 ft. (4 squares), swim 30 ft. Armor Class: 18, touch 11, flat-footed 16 Base Attack/Grapple: +6/+15 Attack: Tentacle +10 melee (1d4+5) Full Attack: 8 tentacles +10 melee (1d4+5) and bite +5 melee (1d8+2) Space/Reach: 10 ft./10 ft. (20 ft. w/tentacle) SA: Improved grab, constrict SQ: Ink cloud, jet, low-light vision Saves: Fort +7, Ref +8, Will +3 Abilities: S 20, D 15, C 13, I 2, W 12, C 3 Skills: Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13 Feats: Alertness, Hide Focus, Toughness</p> <p>An octopus can always take 10 on Swim and use the run action while swimming in a straight line.</p>

<p style="text-align: center;">OWL</p> <p>Tiny Animal Hit Dice: 1d8 (4 hp) Initiative: +3 Speed: 10 ft. (2 squares), fly 40 ft. (average) Armor Class: 17, touch 15, flat-footed 14 Base Attack/Grapple: +0/-11 Attack: Talons +5 melee (1d4-3) Full Attack: Talons +5 melee (1d4-3) Space/Reach: 2-1/2 ft./0 ft. SQ: Low-light vision Saves: Fort +2, Ref +5, Will +2 Abilities: S 4, D 17, C 10, I 2, W 14, C 4 Skills: Listen +14, Move Silently +17, Spot +6* Feats: Weapon Finesse</p> <p>*Owls have a +8 racial bonus on Spot checks in areas of shadowy illumination.</p>	<p style="text-align: center;">PORPOISE</p> <p>Medium Animal Hit Dice: 2d8+2 (11 hp) Initiative: +3 Speed: Swim 80 ft. (16 squares) Armor Class: 15, touch 13, flat-footed 12 Base Attack/Grapple: +1/+1 Attack: Slam +4 melee (2d4) Full Attack: Slam +4 melee (2d4) Space/Reach: 5 ft./5 ft. SQ: Blindsight 120 ft., hold breath, low-light vision Saves: Fort +4, Ref +6, Will +1 Abilities: S 11, D 17, C 13, I 2, W 12, C 6 Skills: Listen +8*, Spot +7*, Swim +8 Feats: Weapon Finesse</p> <p>A porpoise can always choose to take 10 on a Swim check. It can use the run action while swimming, provided it swims in a straight line. *-4 if the porpoise's blindsight is negated.</p>	<p style="text-align: center;">RHINOCEROS</p> <p>Large Animal Hit Dice: 8d8+40 (76 hp) Initiative: +0 Speed: 30 ft. (6 squares) Armor Class: 16, touch 9, flat-footed 16 Base Attack/Grapple: +6/+8 Attack: Gore +13 melee (2d6+12) Full Attack: Gore +13 melee (2d6+12) Space/Reach: 10 ft./5 ft. SA: Powerful charge SQ: Low-light vision Saves: Fort +11, Ref +6, Will +3 Abilities: S 26, D 10, C 21, I 2, W 13, C 2 Skills: Listen +14, Spot +3 Feats: Alertness, Endurance, Improved Natural Attack (gore)</p>
<p style="text-align: center;">PONY</p> <p>Medium Animal Hit Dice: 2d8+2 (11 hp) Initiative: +1 Speed: 40 ft. (8 squares) Armor Class: 13, touch 11, flat-footed 12 Base Attack/Grapple: +1/+2 Attack: Hoof -3 melee (1d3*) Full Attack: 2 hooves -3 melee (1d3*) Space/Reach: 5 ft./5 ft. SQ: Low-light vision, scent Saves: Fort +4, Ref +4, Will +0 Abilities: S 13, D 13, C 12, I 2, W 11, C 4 Skills: Listen +5, Spot +5 Feats: Endurance</p> <p>*If trained for war. A pony can't fight while ridden. A light load for a pony is up to 75 pounds; a medium load, 76-150 pounds; and a heavy load, 151-225 pounds. A pony can drag 1,125 pounds.</p>	<p style="text-align: center;">RAT</p> <p>Tiny Animal Hit Dice: 1/4 d8 (1 hp) Initiative: +2 Speed: 15 ft. (3 squares), climb/swim 15 ft. Armor Class: 14, touch 14, flat-footed 12 Base Attack/Grapple: +0/-12 Attack: Bite +4 melee (1d3-4) Full Attack: Bite +4 melee (1d3-4) Space/Reach: 2-1/2 ft./0 ft. SQ: Low-light vision, scent Saves: Fort +2, Ref +4, Will +1 Abilities: S 2, D 15, C 10, I 2, W 12, C 2 Skills: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10 Feats: Weapon Finesse</p> <p>A rat can always choose to take 10 on a Swim check. It can use the run action while swimming, provided it swims in a straight line.</p>	<p style="text-align: center;">SHARK, MEDIUM</p> <p>Medium Animal (Aquatic) Hit Dice: 3d8+3 (16 hp) Initiative: +2 Speed: Swim 60 ft. (12 squares) Armor Class: 15, touch 12, flat-footed 13 Base Attack/Grapple: +2/+3 Attack: Bite +4 melee (1d6+1) Full Attack: Bite +4 melee (1d6+1) Space/Reach: 5 ft./5 ft. SQ: Blindsight, keen scent Saves: Fort +4, Ref +5, Will +2 Abilities: S 13, D 15, C 13, I 2, W 12, C 2 Skills: Listen +6, Spot +6, Swim +9 Feats: Alertness, Weapon Finesse</p> <p>A shark can always choose to take 10 on a Swim check. It can use the run action while swimming, provided it swims in a straight line.</p>
<p style="text-align: center;">PONY, WAR</p> <p>Medium Animal Hit Dice: 2d8+4 (13 hp) Initiative: +1 Speed: 40 ft. (8 squares) Armor Class: 13, touch 11, flat-footed 12 Base Attack/Grapple: +1/+3 Attack: Hoof +3 melee (1d3+2) Full Attack: 2 hooves +3 melee (1d3+2) Space/Reach: 5 ft./5 ft. SQ: Low-light vision, scent Saves: Fort +5, Ref +4, Will +0 Abilities: S 15, D 13, C 14, I 2, W 11, C 4 Skills: Listen +5, Spot +5 Feats: Endurance</p> <p>A light load for a war pony is up to 100 pounds; a medium load, 101-200 pounds; and a heavy load, 201-300 pounds. A war pony can drag 1500 pounds.</p>	<p style="text-align: center;">RAVEN</p> <p>Tiny Animal Hit Dice: 1/4 d8 (1 hp) Initiative: +2 Speed: 10 ft. (2 squares), fly 40 ft. (average) Armor Class: 14, touch 14, flat-footed 12 Base Attack/Grapple: +0/-13 Attack: Claws +4 melee (1d2-5) Full Attack: Claws +4 melee (1d2-5) Space/Reach: 5 ft./5 ft. SQ: Low-light vision Saves: Fort +2, Ref +4, Will +2 Abilities: S 1, D 15, C 10, I 2, W 14, C 6 Skills: Listen +3, Spot +5 Feats: Weapon Finesse</p> <p>Ravens combine both claws into a single attack.</p>	<p style="text-align: center;">SHARK, LARGE</p> <p>Large Animal (Aquatic) Hit Dice: 7d8+7 (38 hp) Initiative: +6 Speed: Swim 60 ft. (12 squares) Armor Class: 15, touch 11, flat-footed 13 Base Attack/Grapple: +5/+12 Attack: Bite +7 melee (1d8+4) Full Attack: Bite +7 melee (1d8+4) Space/Reach: 10 ft./5 ft. SQ: Blindsight, keen scent Saves: Fort +8, Ref +7, Will +3 Abilities: S 13, D 15, C 13, I 2, W 12, C 2 Skills: Listen +8, Spot +7, Swim +11 Feats: Alertness, Great Fortitude, Improved Initiative</p> <p>A shark can always choose to take 10 on a Swim check. It can use the run action while swimming, provided it swims in a straight line.</p>

<p style="text-align: center;">SHARK, HUGE</p> <p>Huge Animal (Aquatic) Hit Dice: 10d8+20 (65 hp) Initiative: +6 Speed: Swim 60 ft. (12 squares) Armor Class: 15, touch 10, flat-footed 13 Base Attack/Grapple: +7/+20 Attack: Bite +10 melee (2d6+7) Full Attack: Bite +10 melee (2d6+7) Space/Reach: 15 ft./10 ft. SQ: Blindsight, keen scent Saves: Fort +11, Ref +9, Will +4 Abilities: S 13, D 15, C 13, I 2, W 12, C 2 Skills: Listen +10, Spot +10, Swim +13 Feats: Alertness, Great Fortitude, Improved Initiative, Iron Will</p> <p>A shark can always choose to take 10 on a Swim check. It can use the run action while swimming, provided it swims in a straight line.</p>	<p style="text-align: center;">SNAKE, TINY VIPER</p> <p>Tiny Animal Hit Dice: 1/4 d8 (1 hp) Initiative: +3 Speed: 15 ft. (3 squares), climb 15 ft., swim 15 ft. Armor Class: 17, touch 15, flat-footed 14 Base Attack/Grapple: +0/-11 Attack: Bite +5 melee (1 plus poison) Full Attack: Bite +5 melee (1 plus poison) Space/Reach: 2-1/2 ft./0 ft. SA: Poison SQ: Scent Saves: Fort +2, Ref +5, Will +1 Abilities: S 4, D 17, C 11, I 2, W 12, C 2 Skills and Feats: Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5, W. Finesse</p> <p>The poison save DC is 10 and Con-based, dealing 1d6 Con/1d6 Con.</p>	<p style="text-align: center;">SNAKE, LARGE VIPER</p> <p>Large Animal Hit Dice: 3d8 (13 hp) Initiative: +7 Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft. Armor Class: 15, touch 12, flat-footed 12 Base Attack/Grapple: +2/+6 Attack: Bite +4 melee (1d4 plus poison) Full Attack: Bite +4 melee (1d4 plus poison) Space/Reach: 10 ft./5 ft. SA: Poison SQ: Scent Saves: Fort +3, Ref +6, Will +2 Abilities: S 10, D 17, C 11, I 2, W 12, C 2 Skills and Feats: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8, Improved Initiative, Weapon Finesse</p> <p>The poison save DC is 11 and Con-based, dealing 1d6 Con/1d6 Con.</p>
<p style="text-align: center;">SNAKE, CONSTRICTOR</p> <p>Medium Animal Hit Dice: 3d8+6 (19 hp) Initiative: +3 Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft. Armor Class: 15, touch 13, flat-footed 12 Base Attack/Grapple: +2/+5 Attack: Bite +5 melee (1d3+4) Full Attack: Bite +5 melee (1d3+4) Space/Reach: 5 ft./5 ft. SA: Constrict 1d3+4, improved grab SQ: Scent Saves: Fort +4, Ref +6, Will +2 Abilities: S 17, D 17, C 13, I 2, W 12, C 2 Skills: Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11 Feats: Alertness, Toughness</p>	<p style="text-align: center;">SNAKE, SMALL VIPER</p> <p>Small Animal Hit Dice: 1d8 (4 hp) Initiative: +3 Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft. Armor Class: 17, touch 14, flat-footed 14 Base Attack/Grapple: +0/-6 Attack: Bite +4 melee (1d2-2 + poison) Full Attack: Bite +4 melee (1d2-2 + poison) Space/Reach: 5 ft./5 ft. SA: Poison SQ: Scent Saves: Fort +2, Ref +5, Will +1 Abilities: S 6, D 17, C 11, I 2, W 12, C 2 Skills and Feats: Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6, W. Finesse</p> <p>The poison save DC is 10 and Con-based, dealing 1d6 Con/1d6 Con.</p>	<p style="text-align: center;">SNAKE, HUGE VIPER</p> <p>Huge Animal Hit Dice: 6d8+6 (33 hp) Initiative: +6 Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft. Armor Class: 15, touch 10, flat-footed 15 Base Attack/Grapple: +4/+15 Attack: Bite +6 melee (1d6+4 + poison*) Full Attack: Bite +6 melee (1d6+4 + poison*) Space/Reach: 15 ft./10 ft. SA: Poison* SQ: Scent Saves: Fort +6, Ref +7, Will +3 Abilities: S 16, D 15, C 13, I 2, W 12, C 2 Skills and Feats: Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11, Improved Initiative, Weapon Finesse</p> <p>The poison save DC is 14 and Con-based, dealing 1d6 Con/1d6 Con.</p>
<p style="text-align: center;">SNAKE, GIANT CONSTRICTOR</p> <p>Huge Animal Hit Dice: 11d8+14 (63 hp) Initiative: +3 Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft. Armor Class: 15, touch 11, flat-footed 12 Base Attack/Grapple: +8/+23 Attack: Bite +13 melee (1d8+10) Full Attack: Bite +13 melee (1d8+10) Space/Reach: 15 ft./10 ft. SA: Constrict 1d8+10, improved grab SQ: Scent Saves: Fort +8, Ref +10, Will +4 Abilities: S 25, D 17, C 13, I 2, W 12, C 2 Skills: Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16 Feats: Alertness, Endurance, Skill Focus (Hide), Toughness</p>	<p style="text-align: center;">SNAKE, MEDIUM VIPER</p> <p>Medium Animal Hit Dice: 2d8 (9 hp) Initiative: +3 Speed: 20 ft. (4 squares), climb 20 ft., swim 20 ft. Armor Class: 16, touch 13, flat-footed 13 Base Attack/Grapple: +1/+0 Attack: Bite +4 melee (1d4-1 plus poison) Full Attack: Bite +4 melee (1d4-1 plus poison) Space/Reach: 5 ft./5 ft. SA: Poison SQ: Scent Saves: Fort +3, Ref +6, Will +1 Abilities: S 8, D 17, C 11, I 2, W 12, C 2 Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7, W. Finesse</p> <p>The poison save DC is 11 and Con-based, dealing 1d6 Con/1d6 Con.</p>	<p style="text-align: center;">SQUID</p> <p>Medium Animal (Aquatic) Hit Dice: 3d8 (13 hp) Initiative: +3 Speed: Swim 60 ft. (12 squares) Armor Class: 16, touch 13, flat-footed 13 Base Attack/Grapple: +2/+8 Attack: Arms +4 melee (0) Full Attack: Arms +4 melee (0) and bite -1 melee (1d6+1) Space/Reach: 5 ft./5 ft. SA: Improved grab SQ: Ink cloud, jet, low-light vision Saves: Fort +3, Ref +6, Will +2 Abilities: S 14, D 17, C 11, I 2, W 12, C 2 Skills: Listen +7, Spot +7, Swim +10 Feats: Alertness, Endurance</p> <p>A squid can always choose to take 10 on a Swim check. It can use the run action while swimming, provided it swims in a straight line.</p>

<p style="text-align: center;">SQUID, GIANT</p> <p>Huge Animal (Aquatic) Hit Dice: 12d8+18 (72 hp) Initiative: +3 Speed: Swim 80 ft. (16 squares) Armor Class: 17, touch 11, flat-footed 14 Base Attack/Grapple: +9/+29 Attack: Tentacle +15 melee (1d6+8) Full Attack: 10 tentacles +15 melee (1d6+8) and bite +10 melee (2d8+4) Space/Reach: 15 ft./15 ft. (30 ft. w/tentacle) SA: Constrict 1d6+8, improved grab SQ: Ink cloud, jet, low-light vision Saves: Fort +9, Ref +11, Will +5 Abilities: S 26, D 17, C 13, I 2, W 12, C 2 Skills + Feats: Listen +10, Spot +11, Swim +16, Alertness, Diehard, Endurance, Toughness</p> <p>A shark can always choose to take 10 on a Swim check. It can use the run action while swimming, provided it swims in a straight line.</p>	<p style="text-align: center;">WEASEL</p> <p>Tiny Animal Hit Dice: 1/2 d8 (2 hp) Initiative: +2 Speed: 20 ft. (4 squares), climb 20 ft. Armor Class: 14, touch 14, flat-footed 12 Base Attack/Grapple: +0/-12 Attack: Bite +4 melee (1d3-4) Full Attack: Bite +4 melee (1d3-4) Space/Reach: 2-1/2 ft./0 ft. SA: Attach SQ: Low-light vision, scent Saves: Fort +2, Ref +4, Will +1 Abilities: S 3, D 15, C 10, I 2, W 12, C 5 Skills: Balance +10, Climb +10, Hide +11, Move Silently +8, Spot +3 Feats: Weapon Finesse</p> <p>Weasels use their Dexterity modifier for Climb checks. A weasel can always choose to take 10 on a Climb check, even if rushed or threatened.</p>	<p style="text-align: center;">ORCA</p> <p>Huge Animal Hit Dice: 9d8+48 (88 hp) Initiative: +2 Speed: Swim 50 ft. (10 squares) Armor Class: 16, touch 10, flat-footed 14 Base Attack/Grapple: +6/+22 Attack: Bite +12 melee (2d6+12) Full Attack: Bite +12 melee (2d6+12) Space/Reach: 15 ft./10 ft. SQ: Blindsight 120 ft., hold breath, low-light vision Saves: Fort +11, Ref +8, Will +5 Abilities: S 27, D 15, C 21, I 2, W 14, C 6 Skills: Listen +14/+10*, Spot +14/+10*, Swim +16 Feats: Alertness, Endurance, Run, Toughness</p> <p>A whale can always choose to take 10 on a Swim check. It can use the run action while swimming, in a straight line. *If its blindsight is negated.</p>
<p style="text-align: center;">TIGER</p> <p>Large Animal Hit Dice: 6d8+18 (45 hp) Initiative: +2 Speed: 40 ft. (8 squares). Armor Class: 14, touch 11, flat-footed 12 Base Attack/Grapple: +4/+14 Attack: Claw +9 melee (1d8+6) Full Attack: 2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3) Space/Reach: 10 ft./5 ft. SA: Improved grab, pounce, rake 1d8+3 SQ: Low-light vision, scent Saves: Fort +8, Ref +7, Will +3 Abilities: S 23, D 15, C 17, I 2, W 12, C 6 Skills: Balance +6, Hide +3/+7*, Listen +3, Move Silently +9, Spot +3, Swim +11 Feats: Alertness, Improved Natural Weapons</p> <p>*In areas of tall grass or undergrowth.</p>	<p style="text-align: center;">WHALE, BALEEN</p> <p>Gargantuan Animal Hit Dice: 12d8+78 (132 hp) Initiative: +1 Speed: Swim 40 ft. (8 squares) Armor Class: 16, touch 7, flat-footed 15 Base Attack/Grapple: +9/+33 Attack: Tail slap +17 melee (1d8+18) Full Attack: Tail slap +17 melee (1d8+18) Space/Reach: 20 ft./15 ft. SQ: Blindsight 120 ft., hold breath, low-light vision Saves: Fort +14, Ref +9, Will +5 Abilities: S 35, D 13, C 22, I 2, W 12, C 6 Skills and Feats: Listen +15/+11*, Spot +14/+11*, Swim +20, Alertness, Diehard, Endurance, Toughness (x 2)</p> <p>A whale can always choose to take 10 on a Swim check. It can use the run action while swimming, in a straight line. *If its blindsight is negated.</p>	<p style="text-align: center;">WOLF</p> <p>Medium Animal Hit Dice: 2d8+4 (13 hp) Initiative: +2 Speed: 50 ft. (10 squares) Armor Class: 14, touch 12, flat-footed 12 Base Attack/Grapple: +1/+2 Attack: Bite +3 melee (1d6+1) Full Attack: Bite +3 melee (1d6+1) Space/Reach: 5 ft./5 ft. SA: Trip SQ: Low-light vision, scent Saves: Fort +5, Ref +5, Will +1 Abilities: S 13, D 15, C 15, I 2, W 12, C 6 Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1* Feats: Track, Weapon Focus (bite)</p> <p>*Wolves have a +4 racial bonus on Survival checks when tracking by scent.</p>
<p style="text-align: center;">TOAD</p> <p>Diminutive Animal Hit Dice: 1/4 d8 (1 hp) Initiative: +1 Speed: 5 ft. (1 square). Armor Class: 15 (+4 size, +1 Dex), touch 15, flat-footed 14 Base Attack/Grapple: +0/-17 Space/Reach: 1 ft./0 ft. SQ: Amphibious, low-light vision Saves: Fort +2, Ref +3, Will +2 Abilities: S 1, D 12, C 11, I 2, W 14, C 4 Skills: Hide +21, Listen +4, Spot +4 Feats: Alertness</p>	<p style="text-align: center;">WHALE, CACHALOT</p> <p>Gargantuan Animal Hit Dice: 12d8+87 (141 hp) Initiative: +1 Speed: Swim 40 ft. (8 squares) Armor Class: 16, touch 7, flat-footed 15 Base Attack/Grapple: +9/+33 Attack: Bite +17 melee (4d6+12) Full Attack: Bite +17 melee (4d6+12) and tail slap +12 melee (1d8+6) Space/Reach: 20 ft./15 ft. SQ: Blindsight 120 ft., hold breath, L.L. vision Saves: Fort +15, Ref +9, Will +5 Abilities: S 35, D 13, C 24, I 2, W 14, C 6 Skills and Feats: Listen +15/+11*, Spot +14/+10*, Swim +20, Alertness, Diehard, Endurance, Imp.Natural Attack, Toughness</p> <p>A whale can always choose to take 10 on a Swim check. It can use the run action while swimming, in a straight line. *If its blindsight is negated.</p>	<p style="text-align: center;">WOLVERINE</p> <p>Medium Animal Hit Dice: 3d8+15 (28 hp) Initiative: +2 Speed: 30 ft. (6 squares), burrow 10 ft., climb 10 ft. Armor Class: 14, touch 12, flat-footed 12 Base Attack/Grapple: +2/+4 Attack: Claw +4 melee (1d4+2) Full Attack: 2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1) Space/Reach: 5 ft./5 ft. SA: Rage SQ: Low-light vision, scent Saves: Fort +7, Ref +5, Will +2 Abilities: S 14, D 15, C 19, I 2, W 12, C 10 Skills: Climb +10, Listen +6, Spot +6 Feats: Alertness, Toughness, Track</p> <p>Wolverines can always choose to take 10 on Climb checks, even if rushed or threatened.</p>