

Level 6 Small Animal

[+1 Size modifier, +2 Size Bonus to Dexterity, +1 Natural Armor bonus, +1 Size modifier; +3 AC total, +1 to hit total]

Dinosaur, Velociraptor	60'		Low Light Vision Scent	Bite 1d4+S, 2x Talons 1d6+S (19-20/x2)
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Level 6 Medium Animal

[+2 Size Bonus to Strength, +2 Natural Armor bonus; +2 AC total]

Dinosaur, Deinonychus	60'		Low Light Vision Scent	2 x Talons 1d8+S, 2 x Bite 1d6+S, 2 x Foreclaws -5 1d4+S/2 Pounce
Dinosaur, Dimorphodon	10'	Fly 60' (average)	Low Light Vision Scent	Bite 1d3+Sx1.5 Level 8: Poison Fort 12, 1/rnd x 4, 1-2 Str, cure 1 save

Level 7 Tiny Animal

[-2 Strength, +2 Size modifier, +4 Size Bonus to Dexterity, +1 Natural Armor bonus, +2 Size modifier; +5 AC total, +1 to hit total -1 Str bonus total]

Dinosaur, Compsagnathus	40'	Swim 20'	Low Light Vision Scent	Bite 1d3+Sx1.5 Level 8: Poison Fort 12, 1/rnd x 4, 1-2 Str, cure 1 save
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Level 7 Large Animal

[+4 Size Bonus to Strength, -1 Size modifier, -2 to Dexterity, +4 Natural Armor bonus, -1 Size modifier; +2 AC total, +1 to hit total +2 Str bonus total]

Dinosaur, Dimetrodon	30'		Low Light Vision Scent	Bite 1d8+Sx1.5
Dinosaur, Pachycephalosaur	40'		Low Light Vision Scent	10' reach Slam 2d6+Sx1.5
Dinosaur, Plesiosaurus	5'	Swim 60'	Low Light Vision Scent	10' reach Bite 2d6+Sx1.5
Megafauna, Arsinoitherium	30'		Low Light Vision Scent	Gore 4d8+Sx1.5 Level 8: Trample full round action, automatic overrun against creatures at least one size smaller (provokes AoO) 2d8+Sx2 damage Reflex save for half DC 23
Megafauna, Glyptodon	20'		Low Light Vision Scent	2 x Claws 1d10+S
Megafauna, Megalaceros	50'		Low Light Vision Scent	Gore 2d6+S, 2 x Hooves -5 1d4+S/2
Pterosaur, Pteradon	10'	Fly 50' (clumsy)	Low Light Vision Scent	10' reach Bite 2d6+Sx1.5

Level 7 Large Giant

Level 7: [+4 Size Bonus to Strength, -1 Size modifier, -2 to Dexterity, +1 Natural Armor bonus, -1 Size modifier; -1 AC total, +1 to hit total, +2 Str bonus total]

Level 12: [+6 Size Bonus to Strength, -1 Size modifier, -2 to Dexterity +4 to Constitution, +4 Natural Armor bonus, -1 Size modifier; +2 AC total, +2 to hit total, +3 Str bonus total]

Level 14: [+8 Size Bonus to Strength, -1 Size modifier, -2 to Dexterity +6 to Constitution, +6 Natural Armor bonus, -1 Size modifier; +4 AC total, +3 to hit total, +4 Str bonus total]

Cyclops	30'		Low Light Vision		10' Reach Weapon
Ettin	40'		Low Light Vision		10' Reach Weapon
Giant, Ash	40'		Low Light Vision	Rock Catching	10' Reach Weapon Weapon + Slam -5 1d8+S/2 2 x Slam 1d8+S Rock Throwing 60' 2d6 Level 14: Rock Throwing 120' 2d10
Giant, Cave	40'		Low Light Vision Darkvision 60'	Rock Catching	10' Reach Weapon Rock Throwing 60' 2d6 Level 14: Rock Throwing 120' 2d10
Giant, Cliff	40'		Low Light Vision	Rock Catching Resist Acid 10 Resist Fire 10	10' Reach Weapon Weapon + Slam -5 1d8+S/2 2 x Slam 1d8+S Rock Throwing 60' 2d6 Level 14: Rock Throwing 120' 2d10
Giant, Desert	50'		Low Light Vision	Rock Catching Immune Fire	10' Reach + Weapon Rock Throwing 60' 2d6 Level 14: Rock Throwing 120' 2d10
Giant, Fire	40'		Low Light Vision	Rock Catching Immune Fire Vulnerable Cold	10' Reach + Weapon Weapon + Slam -5 1d8+S/2 2 x Slam 1d8+S Rock Throwing 60' 2d6 Level 14: Rock Throwing 120' 2d10
Giant, Frost	40'		Low Light Vision	Rock Catching Immune Cold Vulnerable Fire	10' Reach + Weapon Weapon + Slam -5 1d8+S/2 2 x Slam 1d8+S Rock Throwing 60' 2d6 Level 14: Rock Throwing 120' 2d10

Giant, Hill	40'		Low Light Vision	Rock Catching	10' Reach + Weapon Weapon + Slam -5 1d8+S/2 2 x Slam 1d8+S Rock Throwing 60' 2d6 Level 14: Rock Throwing 120' 2d10
Giant, Marsh	40'	Level 14: Swim 20'	Low Light Vision	Rock Catching	10' Reach + Weapon Weapon + Slam -5 1d8+S/2 2 x Slam 1d8+S Rock Throwing 60' 2d6 Level 14: Rock Throwing 120' 2d10
Giant, River	40'		Low Light Vision	Rock Catching	10' Reach + Weapon Weapon + Slam -5 1d8+S/2 2 x Slam 1d8+S Rock Throwing 60' 2d6 Level 14: Rock Throwing 120' 2d10
Giant, Shadow	30'		Low Light Vision Darkvision 60'	Rock Catching	10' Reach + Weapon Weapon + Slam -5 1d8+S/2 2 x Slam 1d8+S Rock Throwing 60' 2d6 Level 14: Rock Throwing 120' 2d10
Giant, Slag	40'		Low Light Vision	Rock Catching Resist Fire 30	10' Reach + Weapon Weapon + Slam -5 1d8+S/2 2 x Slam 1d8+S Rock Throwing 60' 2d6 Level 14: Rock Throwing 120' 2d10
Giant, Stone	40'		Low Light Vision Darkvision 60'	Rock Catching	10' Reach + Weapon Weapon + Slam -5 1d8+S/2 2 x Slam 1d8+S Rock Throwing 60' 2d6 Level 14: Rock Throwing 120' 2d10
Giant, Wood	40'		Low Light Vision	Rock Catching	10' Reach + Weapon Weapon + Slam -5 1d8+S/2 2 x Slam 1d8+S

Merrow, freshwater	40'	Level 14: Swim 40'	Low Light Vision		10' Reach + Weapon 10' Reach 2 x Claws 1d6+S plus grab
Ogre	40'		Low Light Vision Darkvision 60'		10' Reach + Weapon
Troll	30'		Low Light Vision Darkvision 60'	Regeneration 5 Acid or Fire	10' Reach + Weapon 10' Reach Bite 1d8+S 2 x Claws 1d6+S + Rend 2 Claws 1d6+Sx1.5
Troll, Ice	30'		Low Light Vision Darkvision 60'	Regeneration 5 Acid or Fire Immune Cold Vulnerable Fire	10' Reach + Weapon 10' Reach Weapon + Bite -5 1d6+S/2 2 x -5 Claws 1d4+S/2 + Rend 2 Claws 1d6+Sx1.5 10' reach Bite 1d6+S 2 x Claws 1d4+S + Rend 2 Claws 1d6+Sx1.5
Troll, Moss	30'		Low Light Vision Darkvision 60'	Regeneration 5 Fire Vulnerable Fire	10' Reach + Weapon 10' Reach Bite 1d4+S 15' Reach 2 x Claws 1d4+S
Troll, Rock	30'		Low Light Vision Darkvision 60'	Regeneration 5 Acid or Sonic Vulnerable Sunlight	10' Reach + Weapon 10' Reach Bite 1d8+S 2 x Claws 1d6+S + Rend 2 Claws 1d6+Sx1.5
Troll Scrag	20'	Level 14: Swim 40'	Low Light Vision Darkvision 60'	Regeneration 5 (in contact with water) Acid or Fire	10' Reach + Weapon 10' Reach Bite 1d8+S 2 x Claws 1d6+S + Rend 2 Claws 1d6+Sx1.5
Ved	30'		Low Light Vision		10' Reach + Weapon

Level 8 Huge Animal

[+6 Size Bonus to Strength, -2 Size modifier, -4 to Dexterity, +6 Natural Armor bonus, -2 Size modifier; +2 AC total, +1 to hit total, +3 Str bonus total]

Dinosaur, Allosaurus	50'		Low Light Vision	15' reach Bite 2d6+S (19-20/x2) plus grab, 2 x Claws 1d8+Sx1.5
			Scent	Pounce, Rake 2 x Claws 1d8+S
Dinosaur, Ankylosaurus	30'		Low Light Vision	15' Reach Tail 3d6+Sx1.5
			Scent	
Dinosaur, Elasomysaurus	20'	Swim 50'	Low Light Vision	20' Reach Bite 2d8+Sx1.5
			Scent	
Dinosaur, Iguanodon	30'		Low Light Vision	15' Reach 2 x Claws 1d8+S (20/x3)
			Scent	
Dinosaur, Parasaurolophus	30'		Low Light Vision	15' Reach Tail 2d6+Sx1.5
			Scent	Trample full round action, automatic overrun against creatures at least one size smaller (provokes AoO) 2d6+Sx2 damage Reflex save for half DC 19
Dinosaur, Stegasaurus	30'		Low Light Vision	15' Reach Tail 4d6+Sx1.5 plus Trip
			Scent	
Dinosaur, Triceratops	30'		Low Light Vision	15' Reach Gore 2d10+Sx1.5
			Scent	Trample full round action, automatic overrun against creatures at least one size smaller (provokes AoO) 1d8+Sx2 damage Reflex save for half DC 25
Megafauna, Archelon	15'	Swim 50'	Low Light Vision	10' reach Bite: 1d10+Sx1.5
			Scent	
Megafauna, Baluchitherium	40'		Low Light Vision	10' reach 2 x Hooves 2d8+S
			Scent	Trample full round action, automatic overrun against creatures at least one size smaller (provokes AoO) 1d8+Sx1.5 damage Reflex save for half DC 25
Megafauna, Megalania	30'	Swim 30'	Low Light Vision	10' Reach Bite 2d8+Sx1.5, plus Grab and Poison
			Scent	Poison Fort 19, 1/rnd x 6, 1-4 Dex, cure 2 consecutive save
Megafauna, Megatherium	30'	Climb 10'	Low Light Vision	10' reach 2 x Claws 1d8+S plus Trip
			Scent	Rend: 2 x Claws 1d8+Sx1.5

Level 14 Huge Giant

Level 14: [+8 Size Bonus to Strength, -2 Size bonus, -2 to Dexterity +6 to Constitution, +6 Natural Armor bonus, -2 Size modifier; +3 AC total, +2 to hit total, +4 Str bonus total]

Athatch	50'		Low Light Vision Darkvision 60'	Resist Cold 10	15' Reach + Weapon 15' Reach 2 x Slam 1d8+S Bite 2d6+S 15' Reach + Weapon, -5 Bite 2d6+S/2 Rock Throwing 120' 2d10
Giant, Cloud	50'		Low Light Vision	Rock Catching	15' Reach + Weapon 15' Reach 2 x Slam 2d6+S Rock Throwing 120' 2d10
Giant, Jungle	40'		Low Light Vision	Rock Catching	15' Reach 2 x Slam 2d6+S/2
Giant, Ocean	50'	Swim 40'	Low Light Vision	Resist Cold 30 Resist Electricity 30	15' Reach + Weapon 15' Reach 2 x Slam 2d6+S Rock Throwing 120' 2d10
Giant, Storm	50'	Swim 40'	Low Light Vision	Rock Catching Immune Electricity	15' Reach + Weapon 15' Reach 2 x Slam 2d6+S
Giant, Taiga	30'		Low Light Vision	Rock Catching	15' Reach + Weapon 15' Reach 2 x Slam 1d8+S Rock Throwing 120' 2d10
Merrow, Saltwater	40'	Swim 40'	Low Light Vision		15' Reach 2 x Slam 1d8+S
Troll, Jotund	30'		Low Light Vision	Regeneration 5 Acid or Fire	15' Reach + Weapon, -5 Bite 2d6+S/4 -5 Claw 1d8+S/4 15' Reach 2 x Slam 1d8+S