	AC:	T:	FltF:	Init:	CMB/CMD	Save F/R/W:	HP:	Skill S/D/C:
BASE	13	13	10	+3	+12/25	+13/+10/+11	120	-/-/-
Bonuses:								
Bull's Strength:	+0	+0	+0	+0	+1/+1	+0/+0/+0	+0	+1/+0/+0
Cat's Grace:	+2	+2	+0	+2	+0/+2	+0/+0/+0	+0	+0/+2/+0
Enlarged:	-2	-2	-1	-1	+1/+3	+0/-1/+0	+0	+1/-1/+0
Haste	+1	+1	+0	+0	+1/+0	+0/+1/+0	+0	+0/+0/+0
Rage:	-2	-2	-2	+0	+2/+2	+2/+0/+2	+24	+2/+0/+2
Fatigue:	-1	-1	+0	-1	+0/-1	+0/-1/+0	+0	+0/-1/+0
Mage Armor:	+4	+0	+4	+0	+0/+0	+0/+0/+0	+0	+0/+0/+0
Beast Shape D	+8	+7	+5	+3	-5/-2	+0/+3/+0	+0	-2/+3/+0
Beast Shape T	+5	+4	+3	+2	-2/+0	+0/+2/+0	+0	+0/+2/+0
Beast Shape S	+4	+2	+3	+1	-1/+0	+0/+1/+0	+0	+0/+1/+0
Beast Shape SMB	+6	+3	+4	+2	-1/+1	+0/+2/+0	+0	+0/+2/+0
Beast Shape M	+4	+0	+4	+0	+2/+2	+0/+0/+0	+0	+1/+0/+0
Beast Shape MMB	+5	+1	+4	+1	+2/+3	+0/+1/+0	+0	+2/+1/+0
Beast Shape L	+2	-2	+3	-1	+3/+2	+0/-1/+0	+0	+2/-1/+0
Beast Shape H	+2	-4	+4	-2	+5/+3	+0/-2/+0	+0	+3/-2/+0
Shield:	+4	+4	+0	+0	+0/+0	+0/+0/+0	+0	+0/+0/+0
Protect frm Evil:	+2	+2	+2	+0	+0/+0	+2/+2/+2	+0	+0/+0/+0

	Rnge:	Crit:	To hit:	Dmg (lg):	Special:
Holy Cld Irn Grtswrd 2h	5'	19-20/x2	+13/8	2d6+5.5(3d6)	S magic +2d6vEvil
Msterwrk Heavy Flail 2h	5'	19-20/x2	+13/8	d10+4.5(2d8)	B disarm trip
Dagger (1h)	5'	19-20/x2	+12/7	d4+3 (d6)	PS
Claws	5'	20/x2	+12/12	d4+3 (d6)	PS magic
Unarmed (AoO)	5'	20/x2	+12/7	d4+3 (d6)	B nonlethal

Beast Shape			To hit	Die	2h	1h	halfs
			Bonus	Die	2h	1h	halfs
Beast Shape D	-10'		+13/+8	-	-3	-2	-0.25
Beast Shape T	-5'		+13/+8	-	-1.5	-1	-0.5
Beast Shape S	-		+13/+8	-	+0	+0	+0
Beast Shape M	-		+13/+8	-	+0	+0	+0
Beast Shape MMB	-		+14/+9	-	+1.5	+1	+0.5
Beast Shape L	+5'		+13/+8	-	+3	+2	+1
Beast Shape H	+10'		+13/+8	-	+4.5	+3	+1.5

All weapons			Bonus	Die	2h	1h	halfs
Arcane Strike	-		+0	+3	magic		
Haste	-		+1(x2)/+1	+0			

By Weapon Type			Bonus	Die	2h	1h	halfs
Bull's Strength	-		+1/+1		+1.5	+1	+0.5
Enlarged	+5'		+1/+1	(^die)	+1.5	+1	+0.5
Power Attack	-		+0/-3	-	+9	+6	+6
Rage	-		+2/+2	-	+3	+2	+1
Fatigue	-		-1/-1	-	1.5	-1	-0.5

Ranged:			+12/7
Cat's Grace			+2/+2
Enlarged			-1/-1
Beast Shape D			+6/+6
Beast Shape T			+4/+4
Beast Shape S			+2/+2
Beast Shape SMB			+3/+3
Beast Shape L			-1/-1
Beast Shape H			-2/-2
Fatigue			-1/-1

Lesser Metamagic Empower Rod: OOO
Rage: OOOOOOOOOOOO Claws: OOOOOOO +2 DC: O
 Effective Caster Level 9 Concentration Checks: +15
 Cantrips DC 14:
  Detect Magic
  Detect Poison
  Ghost Sound
  Light
  Mage Hand
  Message
  Prestidigitation
  Read Magic
 1st Circle DC 15: OOOOOOO
  Comprehend Languages
  Cause Fear
  Enlarge Person
  Mage Armor
  Ray of Enfeeblement
  Shield
 2nd Circle DC 16: OOOOOOO
  Bull's Strength
  Cat's Grace
  Defensive Shock
  Mirror Image
  Scorching Ray
 3rd Circle DC 17: OOOOOOO
  Fireball
  Fly
  Haste
 4th Circle DC 18: OOOOO
  Black Tentacles
  Greater Invisibility
 5th Circle DC 19: OOO
  Beast Shape III

Beast Shape Forms:
  Gain from the form: burrow 30 feet, climb 90 feet, fly 90 feet (good), swim 90
feet, blindsense 30 feet, darkvision 60 feet, low-light vision, scent, constrict,
ferocity, grab, jet, poison, pounce, rake, trample, trip, and web.
  Diminutive animal: If the form you take is that of a Diminutive animal, you gain
a +6 size bonus to your Dexterity, a -4 penalty to your Strength, and a +1 natural
armor bonus.
  Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size
bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor
bonus.
  Small animal: If the form you take is that of a Small animal, you gain a +2 size
bonus to your Dexterity and a +1 natural armor bonus.
Small magical beast: If the form you take is that of a Small magical beast, you
gain a +4 size bonus to your Dexterity, and a +2 natural armor bonus.
  Medium animal: If the form you take is that of a Medium animal, you gain a +2
size bonus to your Strength and a +2 natural armor bonus.
  Medium magical beast: If the form you take is that of a Medium magical beast, you
gain a +4 size bonus to your Strength, and a +4 natural armor bonus.
  Large animal: If the form you take is that of a Large animal, you gain a +4 size
bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor
bonus.
  Huge animal: If the form you take is that of a Huge animal, you gain a +6 size
bonus to your Strength, a -4 penalty to your Dexterity, and a +6 natural armor
bonus.

Flying and land
Climbing and Land
Climbing, Swimming and Land
Swimming, and land
Swimming, no land

        "Bat","Diminutive","animal","blindsense 20 ft., low-light vision","5 ft., fly 40 ft. (good)","1d3 (1h)","1 ft.","0 ft.",,,"FLY",0,0,0,"LAND"

        "Cat","Tiny","animal","low-light vision, scent","30 ft.","2 claws 1d3 (1h), bite 1d3 (1h)","2-1/2 ft.","0 ft.",,,0,0,0,0,"LAND"
        "Hawk","Tiny","animal","low-light vision","10 ft., fly 60 ft. (average)","2 talons 1d4 (1h)","2-1/2 ft.","0 ft.",,,"FLY",0,0,0,"LAND"
        "Lizard","Tiny","animal","low-light vision","20 ft., climb 20 ft.","bite1d4 (1h)","2-1/2 ft.","0 ft.",,,0,"CLIMB",0,0,"LAND"
        "Monkey","Tiny","animal","low-light vision","30 ft., climb 30 ft.","bite 1d3 (1h)","2-1/2 ft.","0 ft.",,,0,"CLIMB",0,0,"LAND"
        "Owl","Tiny","animal","low-light vision","10 ft., fly 60 ft. (average)","2 talons 1d4 (1h)","2-1/2 ft.","0 ft.",,,"FLY",0,0,0,"LAND"
        "Poison Frog","Tiny","animal","low-light vision","10 ft., swim 20 ft.","bite 1 plus poison (half)","2-1/2 ft.","0 ft.",,"Poison (Ex) Injury; save Fort DC 10; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save",0,0,0,"SWIM","LAND"
        "Rat","Tiny","animal","low-light vision, scent","15 ft., climb 15 ft., swim 15 ft.","bite 1d3 (1h)","2-1/2 ft.","0 ft.",,,0,"CLIMB",0,"SWIM","LAND"
        "Raven","Tiny","animal","low-light vision","10 ft., fly 40 ft. (average)","bite 1d3 (1h)","2-1/2 ft.","0 ft.",,,"FLY",0,0,0,"LAND"
        "Viper","Tiny","animal","low-light vision, scent","20 ft., climb 20 ft., swim 20 ft.","bite 1d2 (1h)","2-1/2 ft.","0 ft.",,"Poison (Ex) Bite-injury; save Fort DC 9; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.",0,"CLIMB",0,"SWIM","LAND"
        "Weasel","Tiny","animal","low-light vision, scent","20 ft., climb 20 ft.","bite 1d4 (1h)","2-1/2 ft.","0 ft.",,"Attach (Ex) When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.",0,"CLIMB",0,0,"LAND"

        "Dire Rat","Small","animal","low-light vision, scent","40 ft., climb 20 ft., swim 20 ft.","bite 1d4 (1h)","5 ft.","5 ft.",,,0,"CLIMB",0,"SWIM","LAND"
        "Dog","Small","animal","low-light vision, scent","40 ft.","bite 1d4 (1h)","5 ft.","5 ft.",,,0,0,0,0,"LAND"
        "Eagle","Small","animal","low-light vision","10 ft., fly 80 ft. (average)","2 talons +1d4 (1h), bite1d4 (1h)","2-1/2 ft.","0 ft.",,,"FLY",0,0,0,"LAND"
        "Electric Eel","Small","animal","low-light vision","5 ft., swim 30 ft.","bite 1d4 (1h)","5 ft.","5 ft.",,,0,0,0,"SWIM","LAND"
        "Octopus","Small","animal (aquatic)","low-light vision","20 ft., swim 30 ft., jet 200 ft.","bite 1d3 (1h) (poison), tentacles (grab)","5 ft.","5 ft.",,"Ink Cloud (Ex) An octopus can emit a 10-foot-radius sphere of ink once per minute as a free action. The ink provides total concealment in water, and persists for 1 minute. Jet (Ex) An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line while jetting, and does not provoke attacks of opportunity when it does so. Poison (Ex) Bite-injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1 Str; cure 1 save.",0,0,0,"SWIM","LAND"

        "Cockatrice","Small","magical beast","darkvision 60 ft., low-light vision, scent","20 ft., fly 60 ft. (poor)","bite 1d4 (1h)","5 ft.","5 ft.",,,"FLY",0,0,0,"LAND"
        "Darkmantle","Small","magical beast","blindsense 30 ft., darkvision 60 ft., low-light vision","20 ft., fly 30 ft. (poor)","slam 1d4 plus grab (2h)","5 ft.","5 ft.",,"Grab (Ex) A darkmantle can use its grab attack against a foe of any

size.","FLY",0,0,0,"LAND"
	"Shocker Lizard","Small","magical beast","darkvision 60 ft., low-light vision","40 ft., climb 20 ft., swim 20 ft.","bite 1d4 (1h)","5 ft.","5 ft.",,,0,"CLIMB",0,"SWIM","LAND"

	"Boar","Medium","animal","low-light vision, scent","40 ft.","gore 1d7 melee (2h)","5 ft.","5 ft.","ferocity",,0,0,0,0,"LAND"
	"Cheetah","Medium","animal","low-light vision, scent","50 ft.","bite +6 1d6 plus trip (1h), 2 claws 1d3 (1h)","5 ft.","5 ft.",,"Sprint (Ex) Once per hour, a cheetah can move at 10 times its normal speed (500 feet) when it makes a charge.",0,0,0,0,"LAND"
	"Constrictor Snake","Medium","animal","scent","20 ft., climb 20 ft., swim 20 ft.","bite 1d4 plus grab (1h)","5 ft.","5 ft.",,,0,"CLIMB",0,"SWIM","LAND"
	"Deinonychus","Medium","animal","low-light vision, scent","60 ft.","2 talons 1d8 (1h),bite 1d6 (1h), 2 foreclaws 1d4+(half)","5 ft.","5 ft.","pounce",,0,0,0,0,"LAND"
	"Dolphin","Medium","animal","blindsense 30 ft., low-light vision","swim 80 ft.","slam 1d4 (1h)","5 ft.","5 ft.",,"Hold Breath (Ex) A dolphin can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.",0,0,0,"SWIM",0
	"Giant Frog","Medium","Animal","low-light vision, scent","30 ft., swim 30 ft.","bite 1d6 plus grab (1h) or tongue touch grab","5 ft.","5 ft. (15 ft. with tongue)",,"Tongue (Ex) A giant frog's tongue is a primary attack with reach equal to three times the frog's normal reach (15 feet for a Medium giant frog). A giant frog's tongue deals no damage on a hit, but can be used to grab. A giant frog does not gain the grappled condition while using its tongue in this manner.",0,0,0,"SWIM","LAND"
	"Goblin Dog","Medium","animal","low-light vision, scent","50 ft.","bite 1d6 (1h)","5 ft.","5 ft.",,,0,0,0,0,"LAND"
	"Hyena","Medium","animal","low-light vision, scent","50 ft.","bite 1d6 plus trip (1h)","5 ft.","5 ft.",,,0,0,0,0,"LAND"
	"Leopard","Medium","animal","low-light vision, scent","30 ft., climb 20 ft.","bite 1d6 plus grab (1h), 2 claws 1d3 (1h)","5 ft.","5 ft.","pounce, rake (2 claws +6, 1d3+3)",,0,"CLIMB",0,0,"LAND"
	"Monitor Lizard","Medium","animal","low-light vision, scent","30 ft., swim 30 ft.","bite 1d8 plus grab and poison (1h)","5 ft.","5 ft.",,"Poison (Su) Bite-injury; save Fort DC 14; onset 1 minute; frequency 1/hour for 6 hours; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based.",0,0,0,"SWIM","LAND"
	"Pony","Medium","animal","low-light vision, scent","40 ft.","2 hooves 1d3 (half)","5 ft.","5 ft.",,,0,0,0,0,"LAND"
	"Riding Dog","Medium","Animal","low-light vision, scent","40 ft.","bite 1d6 plus trip (1h)","5 ft.","5 ft.",,,0,0,0,0,"LAND"
	"Squid","Medium","animal (aquatic)","low-light vision","swim 60 ft., jet 240 ft.","bite 1d3 (1h), tentacles 1d4 plus grab (half)","5 ft.","5 ft.",,"Ink Cloud (Ex) A squid can emit a 5-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute. Jet (Ex) A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.",0,0,0,"SWIM",0
	"Venomous Snake","Medium","animal","low-light vision, scent","20 ft., climb 20 ft., swim 20 ft.","bite 1d4 plus poison (1h)","5 ft.","5 ft.",,"Poison (Ex) Bite-injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.",0,"CLIMB",0,"SWIM","LAND"
	"Wolf","Medium","animal","low-light vision, scent","50 ft.","bite 1d6 plus trip (1h)","5 ft.","5 ft.",,,0,0,0,0,"LAND"
	"Wolverine","Medium","animal","low-light vision, scent","30 ft., burrow 10 ft., climb 10 ft.","2 claws 1d6 (1h), bite 1d4+ (1h)","5 ft.","5 ft.",,,0,"CLIMB","BURROW",0,"LAND"

"Basilisk","Medium","magical beast","darkvision 60 ft., low-light vision, scent","20 ft.","bite 1d8 (1h)","5 ft.","5 ft.",,"Gaze (Ex) Turn to stone permanently (as flesh to stone), range 30 feet, Fortitude DC 15 negates. A creature petrified in this matter that is then coated (not just splashed) with fresh basilisk blood (taken from a basilisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.",0,0,0,0,"LAND"
"Worg","Medium","magical beast","darkvision 60 ft., low-light vision, scent","30 ft.","bite 1d6 plus trip (1h)","5 ft.","5 ft.",,,0,0,0,0,"LAND"

"Aurochs","Large","animal","low-light vision, scent","40 ft.","gore 1d8 (2h)","10 ft.","5 ft.","stampede, trample (2d6+9, DC 17)","Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.",0,0,0,0,"LAND"
"Axe Beak [BB]","Large","animal","low-light vision","50 ft.","bite 1d8 (2h)","10 ft.","10 ft.",,"Sudden Charge (Ex) When making a charge attack, an axe beak makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the axe beak is not tripped in return.",0,0,0,0,"LAND"
"Bison","Large","animal","low-light vision, scent","40 ft.","gore 2d6 (2h)","10 ft.","5 ft.","stampede (see aurochs), trample (2d6+12, DC 20)",,0,0,0,0,"LAND"
"Brown (Grizzly) Bear","Large","animal","low-light vision, scent","40 ft.","2 claws 1d6 plus grab (1h), bite 1d6 (1h)","10 ft.","5 ft.",,,0,0,0,0,"LAND"
"Crocodile","Large","animal","low-light vision","20 ft., swim 30 ft.","bite 1d8 plus grab (1h) and tail slap 1d12+ (half)","10 ft.","5 ft.",,"Death Roll (Ex) When grappling a foe of its size or smaller, a crocodile can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The crocodile inflicts its bite damage and knocks the creature prone. If successful, the crocodile maintains its grapple. Hold Breath (Ex) A crocodile can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning. Sprint (Ex) Once per minute a crocodile may sprint, increasing its land speed to 40 feet for 1 round.",0,0,0,"SWIM","LAND"
"Dire Ape","Large","animal","low-light vision, scent","30 ft., climb 30 ft.","bite 1d6 (1h), 2 claws 1d4 (1h)","10 ft.","10 ft.","rend (2 claws, 1d4+6)",,0,"CLIMB",0,0,"LAND"
"Dire Bat","Large","animal","Blindsense 30 ft.","20 ft., fly 40 ft. (good)","bite 1d8 (1h)","10 ft.","5 ft.",,,"FLY",0,0,0,"LAND"
"Dire Bear","Large","animal","low-light vision, scent","40 ft.","2 claws 1d6 plus grab (1h), bite 1d8 (1h)","10 ft.","5 ft.",,,0,0,0,0,"LAND"
"Dire Boar","Large","animal","low-light vision, scent","40 ft.","gore 2d6 (2h)","5 ft.","5 ft.","ferocity",,0,0,0,0,"LAND"
"Dire Hyena","Large","animal","low-light vision, scent","50 ft.","bite 2d6 plus trip (2h)","10 ft.","10 ft.",,,0,0,0,0,"LAND"
"Dire Lion","Large","Animal","low-light vision, scent","40 ft.","bite 1d8 plus grab (1h), 2 claws 1d6 (1h)","10 ft.","5 ft.","pounce, rake (2 claws +13, 1d6+7)",,0,0,0,0,"LAND"
"Dire Tiger","Large","animal","low-light vision, scent","40 ft.","2 claws +18 (2d4+8 plus grab), bite +18 (2d6+8/19-20 plus grab)","10 ft.","5 ft.","pounce, rake (2 claws +18, 2d4+8)",,0,0,0,0,"LAND"
"Dire Wolf","Large","animal","low-light vision, scent","50 ft.","bite 1d8 plus trip (2h)","10 ft.","5 ft.",,,0,0,0,0,"LAND"
"Dire Wolverine","Large","animal","low-light vision, scent","30 ft., climb 10 ft.","2 claws 1d8 (1h), bite 1d6 (1h)","10 ft.","5 ft.",,,0,"CLIMB",0,0,"LAND"
"Gorilla","Large","animal","low-light vision, scent","30 ft., climb 30 ft.","2 slams 1d6 (1h)","10 ft.","10 ft.",,,0,"CLIMB",0,0,"LAND"

"Horse","Large","animal","low-light vision, scent","50 ft.","2 hooves 1d4 (half)","10 ft.","5 ft.",,,0,0,0,0,"LAND"
"Lion","Large","Animal","low-light vision, scent","40 ft.","bite 1d8 plus grab (1h), 2 claws 1d4 (1h)","10 ft.","5 ft.","pounce, rake (2 claws +7, 1d4+5)",,0,0,0,0,"LAND"
"Lizard","Large","animal","low-light vision, scent","30 ft., climb 30 ft.","bite 2d6 (1h), tail 1d8 (half)","10 ft.","5 ft.",,,0,"CLIMB",0,0,"LAND"
"Pteranodon","Large","animal","low-light vision, scent","10 ft., fly 50 ft. (clumsy)","bite 2d6 (2h)","10 ft.","10 ft.",,,,"FLY",0,0,0,"LAND"
"Rhinoceros","Large","animal","scent","40 ft.","gore 2d6 (2h)","10 ft.","5 ft.","powerful charge (gore, 4d6+12)",,0,0,0,0,"LAND"
"Tiger","Large","animal","low-light vision, scent","40 ft.","2 claws 1d8 plus grab (1h), bite 2d6 plus grab (1h)","10 ft.","5 ft.","pounce, rake (2 claws +10, 1d8+6)",,0,0,0,0,"LAND"
"Wooly Rhinoceros","Large","animal","scent","30 ft.","gore 2d8 (2j)","10 ft.","5 ft.","powerful charge (gore, 4d8+18), trample (2d6+13, DC 23)",,0,0,0,0,"LAND"
"Giant Moray Eel","Large","animal (aquatic)","low-light vision, scent","swim 30 ft.","bite 2d6 plus grab (2h)","10 ft.","10 ft.",,"Gnaw (Ex) If a giant moray begins a round with a grabbed foe, it inflicts automatic bite damage (2d6+9 points of damage). A giant moray eel possesses a second set of jaws in its throat that aid in swallowing-it can make a second bite attack (+11 attack, 1d6+4) against a foe it has already grabbed.",0,0,0,"SWIM",0
"Giant Octopus","Large","animal (aquatic)","low-light vision","20 ft., swim 30 ft., jet 200 ft.","bite 1d8 plus poison (1h), 8 tentacles 1d4 plus grab (half)","10 ft.","10 ft. (20 ft. with tentacle)",,"Poison (Ex) Bite-injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 saves.",0,0,0,"SWIM","LAND"
"Shark","Large","animal (aquatic)","blindsense 30 ft., keen scent","swim 60 ft.","bite 1d8 (2h)","10 ft.","5 ft.",,,0,0,0,"SWIM",0

"Ankylosaurus","Huge","animal","low-light vision, scent","30 ft.","tail 3d6 plus stun (2h)","15 ft.","15 ft.",,"Stun (Ex) The ankylosaurus's tail can deliver a powerful, stunning blow. A creature struck by this attack must make a DC 23 save or be dazed for 1 round. If the strike is a critical hit and the target fails its save, it is instead stunned for 1d4 rounds. The save DC is Strength-based.",0,0,0,0,"LAND"
"Elasmosaurus","Huge","animal","low-light vision, scent","20 ft., swim 50 ft.","bite 2d8 (2h)","15 ft.","20 ft.",,,0,0,0,"SWIM","LAND"
"Elephant","Huge","animal","low-light vision, scent","40 ft.","gore 2d8 (2h), slam 2d6 (2h)","15 ft.","10 ft.","trample (2d8+15; DC 25)",,0,0,0,0,"LAND"
"Mastadon","Huge","animal","low-light vision, scent","40 ft.","gore 2d8 (2h), slam 2d6 (2h)","15 ft.","15 ft.","trample (2d8+18, DC 29)",,0,0,0,0,"LAND"
"Orca","Huge","animal","blindsense 30 ft., low-light vision","swim 80 ft.","bite 2d6 (2h)","15 ft.","10 ft.",,,0,0,0,"SWIM",0
"Stegosaurus","Huge","animal","low-light vision, scent","30 ft.","tail 4d6 plus trip (2h)","15 ft.","15 ft.",,,0,0,0,0,"LAND"
"Triceratops","Huge","animal","low-light vision, scent","30 ft.","gore 2d10 (2h)","15 ft.","15 ft.","powerful charge (gore, 4d10+16), trample (1d8+12, DC 25)",,0,0,0,0,"LAND"
"Giant Squid","Huge","animal (aquatic)","low-light vision","swim 60 ft., jet 260 ft.","bite 2d6 (1h), 2 arms 1d6 (1h), tentacles 4d6 plus grab (half)","15 ft.","15 ft. (30 ft. with arms and tentacles)",,,0,0,0,"SWIM",0