

Bulette, Juvenile

CR 5

N Large Magical Beast

Initiative: +1; **Senses:** Darkvision 60 ft., Low-light Vision, Scent, Tremorsense 60 ft.

Defense

AC: 21, **Flat-Footed:** 20, **Touch:** 10

(+1 DEX, +11 natural, -1 size)

HP: 57 (6d10+24)

DR: None

Fort: +9, **Ref:** +6, **Will:** +2

SR: None

Resistances: None

Immunities: None

Defensive Abilities: None

Offense

Speed: 30 ft., burrow 30 ft.

Melee: Bite +13 (2d6+7) and 2 Claws +7 (1d10+3)

Special Abilities: Earth Furrow, Overbearing Assault

Statistics

STR 25 (+7)

DEX 13 (+1)

CON 18 (+4)

INT 2 (-4)

WIS 11 (+0)

CHA 6 (-2)

Base Attack +6; **Grapple** +17; **Space/Reach** 10 ft. / 5 ft.

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Iron Will, Power Attack, Weapon Focus (Bite)

Skills: Listen +9 (+9 ranks, +0 wis)

Languages: None

SQ: None

Combat Gear: None

Other Gear: None

General Information

Environment: Temperate Hills

Organization: Solitary or brood (1-2 bulette and 1 juvenile bulette)

Treasure: None

The ground shakes and rolls and then bursts open to reveal a terrible, armor-plated, bullet-shaped creature with a large snapping maw and short, powerful legs.

While most bulette are foul-tempered, juvenile bulettes are even more so, going out of their way to attack any creature that they perceive as encroaching upon their territory. Physically, juvenile bulette resemble their huge parents in all ways except size; however, they do possess several unique abilities that their larger parents do not – though they lack the jumping abilities of larger members of their species.

In combat, juvenile bulette typically remain underground until their prey walks overhead, once in the proper position, the juvenile bulette then bursts forth from the earth in an attempt to knock as many of its foes prone as possible.

Ability Information

Earth Furrow (Ex): As part of a move action, a juvenile bulette can burst forth from the ground and knock nearby enemies prone. When emerging from the ground after burrowing, any enemies within 10 feet of the juvenile bulette must succeed on a DC 16 fortitude save or be knocked prone. The save DC is constitution based.

Overbearing Assault (Ex): When attacking a prone creature, a juvenile bulette gains a +4 bonus to attack and damage rolls.

Lore

A successful knowledge (arcana) check will reveal the following information about a juvenile bulette:

DC 16 This is a juvenile bulette, a particularly rare specimen amongst its species. This reveals all magical beast traits.

DC 21 A juvenile bulette lacks the jumping abilities that a typical bulette possesses, but makes up for it with their superior burrowing abilities. Should a juvenile bulette erupt forth from the ground near prey, it can knock that prey prone.

DC 26 Juvenile bulettes are especially adept at attacking and killing prey that has been knocked prone.