

DOG

N Small animal

Init +1; Senses low-light vision, scent; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)

hp 6 (1d8+2)

Fort +4, Ref +3, Will +1

OFFENSE

Speed 40 ft.

Melee bite +2 (1d4+1)

STATISTICS

Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6

Base Atk +0; CMB +0; CMD 11 (15 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4

Acrobatics when jumping, +4 Survival when tracking by scent

Tricks (DC 10) Attack, Come, Defend, Down, Guard, and Heel

RIDING DOG

N Medium Animal

Init +2; Senses low-light vision, scent; Perception +8

DEFENSE

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

hp 13 (2d8+4)

Fort +5, Ref +5, Will +1

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+3 plus trip)

STATISTICS

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

Base Atk +1; CMB +3; CMD 15 (19 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4

Acrobatics when jumping, +4 Survival when tracking by scent

Tricks (DC 10) Attack, Come, Defend, Down, Guard, and Heel

BOG SCREAMER

N Medium plant

Init -5; Senses low-light vision; Perception -5

DEFENSE

AC 8, touch 5, flat-footed 8 (-5 Dex, +3 natural)

hp 11(2d8+2)

Fort +4, Ref —, Will -4

OFFENSE

Speed: 0 ft.

Melee N/A

STATISTICS

Str \emptyset , Dex \emptyset , Con 13, Int \emptyset , Wis 2, Cha 1

Base Atk +1; CMB -5; CMD 0

Special Attacks: Shriek, putrid burst

Putrid Burst (Ex) When disturbed (such as struck in combat or stepped on) the fungus emits a burst of putrid smelling gas that fills its square and all adjacent squares. All living things capable of smell must make a DC 12 Fortitude save or become nauseated for 1 round.

AQUATIC VIOLET FUNGUS

N Medium plant (aquatic)

Init -1; Senses low-light vision; Perception +0

DEFENSE

AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)

hp 30 (4d8+12)

Fort +7, Ref +0, Will +1

Immune plant traits

OFFENSE

Speed 10 ft.; swim 10 ft.

Melee 4 tentacles +4 (1d4+1 plus rot)

Space 5 ft.; Reach 10 ft.

STATISTICS

Str 12, Dex 8, Con 16, Int —, Wis 11, Cha 9

Base Atk +3; CMB +4; CMD 13

SPECIAL ABILITIES

Rot (Ex) A creature struck by a violet fungus's tentacle must succeed on a DC 15 Fortitude save or the flesh around the point of contact swiftly begins to rot away, exposing raw bone with shocking swiftness. This hideous affliction causes 1d4 points of Strength damage and 1d4 points of Constitution damage. This is a poison effect. The save DC is Constitution-based.

Knowledge (Dungeoneering) or (Nature)

DC 13 – Plant traits. This man sized purple mushroom cluster is in fact an aquatic variant of violet fungus, a carnivorous creature that can swim, albeit slowly, on a mass of small feelers.

DC 18 – As well as being partially mobile, violet fungi also have lengthy poisonous tentacles that can incapacitate the unwary traveler.

DC 23 – Aquatic violet fungi are often found growing among bog screamers which they closely resemble.



SHAMBLING MOUND

N Large plant

Init +0; Senses darkvision 60 ft., low-light vision; Perception +11

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, –1 size)

hp 67 (9d8+27)

Fort +9, Ref +5, Will +5

Defensive Abilities plant traits; Immune electricity; Resist fire 10

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 2 slams +11 (2d6+5 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks constrict (2d6+7)

STATISTICS

Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9

Base Atk +6; CMB +12 (+16 grapple); CMD 22

Feats Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Skills Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; Racial Modifiers +4 Perception, +4

Stealth (+12 in swamps or forests)

Languages Common, Sylvan (cannot speak)

SQ electric fortitude

SPECIAL ABILITIES

Electric Fortitude (Ex) Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

Knowledge (Nature)

DC 16 – Plant traits. Shambling mounds, also called shamblers, appear to be heaps of rotting vegetation. They are actually intelligent, carnivorous plants with a fondness for elf flesh in particular. What serve as a shambler's brain and sensory organs are located in its upper body. Shambling mounds are strange creatures, more akin to animate tangles of creeping parasitic vines than single rooted plants.

DC 21 – Shambling mounds are naturally resistant to fire, and are completely immune to electricity. In fact, electricity accelerates the growth of these creatures and can actually strengthen them. Shamblers are frighteningly stealthy in their native environments. Blending in with the surrounding terrain, they can lie in wait for days on end without moving, waiting patiently for a potential meal.

DC 26 – Shambling mounds normally lead solitary, nomadic existences in deep forests and fetid swamps, although they can also be found underground living among damp fungal thickets. Disturbing rumors persist, however, of shamblers gathering in strange congregations around great earthen mounds in the depths of marshes and jungles, often during the height of violent electrical storms. Their reasons for doing so are unknown, and many sages have wondered whether there is some obscure and alien purpose at work.

Traits: A plant creature possesses the following traits (unless otherwise noted in a creature's entry).

- Low-light vision.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to paralysis, poison, polymorph, sleep effects, and stunning.
- Plants breathe and eat, but do not sleep.



GHoul

CE Medium undead

Init +2; Senses darkvision 60 ft.; Perception +7

DEFENSE

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

hp 13 (2d8+4)

Fort +2, Ref +2, Will +5

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

STATISTICS

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14

Base Atk +1; CMB +2; CMD 14

Skills Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

Feats Weapon Finesse

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. A humanoid that dies of ghoul fever rises as a ghoul at the next midnight.

GHAST

CE Medium undead

Init +4; Senses darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 17 (2d8+8)

Fort +4, Ref +4, Will +7

Defensive Abilities channel resistance +2

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 15, affects elves normally), stench

STATISTICS

Str 17, Dex 19, Con —, Int 17, Wis 18, Cha 18

Base Atk +1; CMB +4; CMD 18

Skills Acrobatics +6, Climb +8, Perception +9, Stealth +9, Swim +4

Feats Weapon Finesse

SPECIAL ABILITIES

Disease (Su) Ghoul Fever: Bite—injury; save Fort DC 15; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight.

Paralysis (Su) Creatures damaged by a ghaſt's natural attacks must make a successful DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. More dangerous than ghouls, a ghaſt's paralysis even affects elves. Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Stench (Ex) Ghaſt's exude an overwhelming stink of death and corruption in a 10-foot radius. Those within the stench must succeed at a DC 15 Fortitude save, or be sickened for 1d6+4 minutes.

HUMAN ZOMBIE

NE Medium undead

Init +0; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, Ref +0, Will +3

DR 5/slashing; Immune undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, Dex 10, Con —, Int —, Wis 10, Cha 10

Base Atk +1; CMB +4; CMD 14

Feats Toughness

Special Qualities staggered

A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift and immediate actions.

Undead Traits: An undead creature possesses the following traits:

- No Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).
- Darkvision 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).
- Immunity to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning.
- Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy (such as an inflict spell) can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Undead do not breathe, eat, or sleep.

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