

## Boilborn – CR 1 – DC 11 Dung 01-06%

### XP 400

N Tiny [ooze](#)

Init –5; Senses [blindsight](#) 30 ft.; [Perception](#) –4

### DEFENSE

AC 7, [touch](#) 7, [flat-footed](#) 7 (–5 [Dex](#), +2 [size](#))

hp 15 (2d8+6)

Fort +3, Ref –5, Will –4

Immune [ooze traits](#); Resist acid 10

### OFFENSE

Speed 10 ft., climb 10 ft., swim 10 ft.

Melee slam +4 (1d2+1 plus [disease](#))

Special Attacks death throes, [disease](#)

Space 2 ft.; Reach 0 ft.

### STATISTICS

Str 12, Dex 1, Con 17, Int —, Wis 2, Cha 1

Base Atk +1; CMB –6; CMD 5 (can't be [tripped](#))

Skills [Climb](#) +9, [Swim](#) +9

### SPECIAL ABILITIES

#### Death Throes (Su)

When killed, a boilborn pops in a 10-foot-radius burst that deals 2d6 points of acid damage (DC 14 [Reflex](#) half). Creatures taking damage must succeed at a DC 12 [Fortitude](#) save or contract leprosy.

#### Disease (Su)

**Leprosy:** Injury; save [Fort](#) DC 12; onset 2d4 weeks; frequency 1/week; effect 1d2 [Cha](#) damage; cure 2 consecutive saves. This save is [Constitution](#)-based.

## Dire Rat – CR 1 – DC 11 Nature (1d6) 07-09%

### XP 135

N Small [animal](#)

Init +3; Senses low-light vision, [scent](#); [Perception](#) +4

### DEFENSE

AC 14, touch 14, flat-footed 11 (+3 [Dex](#), +1 [size](#))

hp 5 (1d8+1)

Fort +3, Ref +5, Will +1

### OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus [disease](#))

Special Attacks [disease](#)

### STATISTICS

Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 4

Base Atk +0; CMB –1; CMD 12 (16 vs. trip)

Feats [Skill Focus](#) ([Perception](#))

Skills [Climb](#) +11, [Perception](#) +4, [Stealth](#) +11, [Swim](#) +11; Racial Modifiers uses Dex to modify [Climb](#) and [Swim](#)

### SPECIAL ABILITIES

#### Disease (Ex)

Filth fever: Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex [damage](#) and 1d3 Con [damage](#); cure 2 consecutive saves. The save DC is Constitution-based.

## Giantpede, Giant – CR ½ - DC 11 Nature (1d4) 10-13%

### XP 200

N Medium [vermin](#)

Init +2; Senses [darkvision](#) 60 ft.; [Perception](#) +4

### DEFENSE

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

hp 5 (1d8+1)

Fort +3, Ref +2, Will +0

Immune mind-affecting effects

### OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +2 (1d6–1 plus [poison](#))

Special Attacks [poison](#)

### STATISTICS

Str 9, Dex 15, Con 12, Int —, Wis 10, Cha 2

Base Atk +0; CMB –1; CMD 11 (can't be tripped)

Feats [Weapon Finesse](#)<sup>B</sup>

Skills [Climb](#) +10, [Perception](#) +4, [Stealth](#) +10; Racial Modifiers +4 [Perception](#), +8

[Stealth](#)

### SPECIAL ABILITIES

#### Poison (EX)

Bite—injury; save **Fort** DC 13; frequency 1/round for 6 rounds; effect 1d3 Dex [damage](#); cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

## Giant Fly – CR 1 – DC 11 Nature 14-18%

### XP 400

N Medium [vermin](#)

Init +3; Senses [darkvision](#) 60 ft.; [Perception](#) +2

### DEFENSE

AC 13, [touch](#) 13, [flat-footed](#) 10 (+3 [Dex](#))

hp 15 (2d8+6)

Fort +6, Ref +3, Will –2

Immune disease, mind-affecting effects

### OFFENSE

Speed 20 ft., climb 20 ft., fly 60 ft. (good)

Melee bite +2 (1d6+1 plus disease)

### STATISTICS

Str 12, Dex 17, Con 16, Int —, Wis 7, Cha 2

Base Atk +1; CMB +2; CMD 15 (21 vs. [trip](#))

Skills [Climb](#) +9, [Fly](#) +7, [Perception](#) +2; Racial Modifiers +4 [Perception](#)

### SPECIAL ABILITIES

#### Disease (Ex)

**Filth Fever:** Bite—injury; save [Fortitude](#) DC 14; onset 1d3 days; frequency 1/day; effect 1d3 [Dex](#) damage and 1d3 [Con](#) damage; cure 2 consecutive saves.

## Beetle, Fire – CR 1/3 – DC 11 Nature (1d6) 19-23%

### XP 135

N Small vermin

Init +0; Senses low-light vision; [Perception](#) +0

### DEFENSE

AC 12, touch 11, flat-footed 12 (+1 natural, +1 size)

hp 4 (1d8)

Fort +2, Ref +0, Will +0

Immune mind-affecting effects

### OFFENSE

Speed 30 ft., fly 30 ft. (poor)

Melee bite +1 (1d4)

### STATISTICS

Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7

Base Atk +0; CMB –1; CMD 9 (17 vs. trip)

Skills [Fly](#) –2

SQ luminescence

### SPECIAL ABILITIES

#### Luminescence (Ex)

A fire beetle's glowing glands provide light in a 10-foot radius. A dead fire beetle's luminescent glands continue to glow for 1d6 days after its death.

## Gremlin, Vexgit – CR 1 – DC 11 Nature 24-28%

### XP 400

LE Tiny [fey](#)

Init +1; Senses [darkvision](#) 120 ft., [low-light vision](#); [Perception](#) +5

### DEFENSE

AC 15, [touch](#) 13, [flat-footed](#) 14 (+1 [Dex](#), +2 [natural](#), +2 [size](#))

hp 8 (1d6+5)

Fort +2, Ref +3, Will +3

DR 5/cold iron; SR 12

### OFFENSE

Speed 20 ft., climb 20 ft.

Melee warhammer +0 (1d4–2/x3), bite –2 (1d3–2)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks speedy sabotage, wrecking crew

Spell-Like Abilities (CL 1st; [concentration](#) +1)

At will—[prestidigitation](#)

1/hour—[rusting grasp](#), [snare](#)

### STATISTICS

Str 6, Dex 13, Con 14, Int 12, Wis 13, Cha 11

Base Atk +0; CMB –1; CMD 7

Feats [Skill Focus](#) ([Disable Device](#)), [Toughness](#)<sup>B</sup>, [Weapon Finesse](#)<sup>B</sup>

Skills [Appraise](#) +2, [Climb](#) +13, [Craft](#) (traps) +5, [Disable Device](#) +9, [Knowledge](#) (engineering) +2, [Perception](#) +5, [Stealth](#) +13 (+17 in metal or stony areas, +9 when moving); **Racial Modifiers** +4 [Disable Device](#), +4 [Stealth](#) in metal or stony areas, –4 [Stealth](#) when moving

Languages Undercommon

## Young Slime Mold – CR 1/3 – DC 11 Nature (1d6) 29-32%

### XP 135

N Small ooze

Init +1; Senses Perception -5

### DEFENSE

AC 12, [touch](#) 12, [flat-footed](#) 11 (+1 [Dex](#), +1 [size](#))

hp 6 (1d8+2)

Fort +2, Ref +1, Will -5

Immune ooze traits; Resist fire 10

### OFFENSE

Speed 30ft

Melee slam +1 (1d3)

### STATISTICS

Str 10, Dex 12, Con 15, Int —, Wis 1, Cha 1

Base Atk +0; CMB -1; CMD 10

SQ freeze

### SPECIAL ABILITIES

#### Freeze(ex)

The creature can hold itself so still it appears to be an inanimate object of the appropriate shape (a statue, patch of fungus, and so on). The creature can take 20 on its [Stealth](#) check to hide in plain sight as this kind of inanimate object.

## Cockroach Swarm – CR 2 – DC 12 Nature 33-35%

### XP 600

N Diminutive [vermin](#) ([swarm](#))

Init +2; Senses [darkvision](#) 60 ft., [tremorsense](#) 30 ft.; [Perception](#) +4

### DEFENSE

AC 16, [touch](#) 16, [flat-footed](#) 14 (+2 [Dex](#), +4 [size](#))

hp 26 (4d8+8)

Fort +6, Ref +3, Will +1

Defensive Abilities [swarm traits](#), Immune weapon damage

Weaknesses [light sensitivity](#), [swarm traits](#)

### OFFENSE

Speed 20 ft., climb 20 ft., fly 30 ft. (poor)

Melee [swarm](#) (1d6)

Space 10 ft.; Reach 0 ft.

Special Attacks [distraction](#) (DC 14)

### STATISTICS

Str 1, Dex 15, Con 14, Int —, Wis 10, Cha 2

Base Atk +3; CMB —; CMD —

Skills [Climb](#) +10, [Fly](#) +4, [Perception](#) +4, [Stealth](#) +14; Racial Modifiers +4

[Perception](#)

SQ [hold breath](#)

### SPECIAL ABILITIES

#### Hold Breath (Ex)

A cockroach can hold its breath for a number of rounds equal to four times its [Constitution](#) score before it risks drowning.

## Giant Maggot – CR ½ - DC 11 Nature (1d6) 36-39%

### XP 200

N Medium [vermin](#)

**Init** –1; **Senses** [darkvision](#) 60 ft.; [Perception](#) –3

### DEFENSE

**AC** 9, [touch](#) 9, [flat-footed](#) 9 (–1 [Dex](#))

**hp** 7 (1d8+3)

**Fort** +5, **Ref** –1, **Will** –3

**Immune** [disease](#), mind-affecting effects

### OFFENSE

**Speed** 10 ft., [burrow](#) 5 ft.

**Melee** bite +0 (1d6)

**Special Attacks** regurgitate

### STATISTICS

**Str** 10, **Dex** 8, **Con** 16, **Int** —, **Wis** 5, **Cha** 1

**Base Atk** +0; **CMB** +0; **CMD** 9 (can't be [tripped](#))

### SPECIAL ABILITIES

#### Regurgitate (Ex)

Once per day, a giant maggot can empty its putrid stomach upon one creature within 5 feet. The target must make a DC 13 [Fortitude](#) save or be [sickened](#) for 1 minute (or until the target spends a full-round action with at least a gallon of water to wash off the filth). The save DC is [Constitution](#)-based.

## Pilo - CR 2 – DC 12 Nature 40-46%

### XP 600

N Small animal

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

### DEFENSE

**AC** 14, touch 12, flat-footed 13 (+1 [Dex](#), +2 natural, +1 size)

**hp** 19 (3d8+6)

**Fort** +5, **Ref** +4, **Will** +3

**Defensive Abilities** roll up

### OFFENSE

**Speed** 30 ft.

**Melee** gore +4 (1d6+1 plus poison), tail slap –1 (1d4)

**Special Attacks** poison, quills

### STATISTICS

**Str** 13, **Dex** 13, **Con** 14, **Int** 2, **Wis** 14, **Cha** 7

**Base Atk** +2; **CMB** +2 (+4 bull rush); **CMD** 13 (15 vs. bull rush, 21 vs. trip)

**Feats** Improved Bull Rush, Power Attack

**Skills** [Perception](#) +8

### SPECIAL ABILITIES

**Poison (Ex)** Quills—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1d2 [Dex](#); *cure* 1 save.

**Quills (Ex)** Any creature attacking a pilo with natural weapons or an unarmed strike takes 1d6 points of piercing damage. A creature that grapples a pilo takes 2d6 points of piercing damage each round it is engaged in a grapple. A pilo can also use its quills to damage any opponent it successfully bull rushes. Any creature that takes damage from a pilo's quills risks being poisoned.

**Roll Up (Ex)** As a move action, a pilo can tuck itself into a ball. This grants the pilo a +4 bonus to its natural armor, but its speed is reduced to 10 feet.

## ROPEFIST THUGS - CR 1/2 (1d6) 47-51%

**XP 200 each**

Human rogue 1

CN Medium humanoid (human)

**Init** +1; **Senses** Perception +3

### DEFENSE

**AC** 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

**hp** 14 each (1d8+6)

**Fort** +2, **Ref** +3, **Will** -1

### OFFENSE

**Speed** 30 ft.

**Melee** unarmed strike +3 (1d3+4)

**Ranged** sling +1 (1d4+3)

**Special Attacks** sneak attack +1d6

### TACTICS

**During Combat** The Ropefist thugs prefer to fight with their fists—they wrap their hands in coils of rope more as an affectation than anything else, and are equally good at pummeling foes with or without this decoration. They prefer to gang up on foes if possible. A thug drinks his *potion of cure light wounds* if reduced to 7 or fewer hit points.

**Morale** A Ropefist thug who's reduced to 4 or fewer hit points attempts to flee, but if cornered, she fights to the death.

### STATISTICS

**Str** 16, **Dex** 13, **Con** 15, **Int** 10, **Wis** 8, **Cha** 12

**Base Atk** +0; **CMB** +3; **CMD** 14

**Feats** Improved Unarmed Strike, Toughness

**Skills** Acrobatics +5, Bluff +5, Climb +7, Intimidate +5, Knowledge (local) +4, Perception +3, Sense Motive +3, Sleight of Hand +5, Stealth +5

**Languages** Common

**SQ** trapfinding +1

**Combat Gear** *potion of cure light wounds*; **Other Gear** mwk studded leather, sling with 10 bullets, sunrod, 3d6 gp

## TSAALGREND - CR 2 – DC 17 Nature 52-57%

**XP 600**

N Small plant

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +4

### DEFENSE

**AC** 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

**hp** 19 (3d8+6)

**Fort** +5, **Ref** +3, **Will** +1

**Immune** plant traits; **Resist** acid 5, electricity 5

**Weaknesses** light blindness, vulnerable to fire

### OFFENSE

**Speed** 10 ft., climb 10 ft., fly 40 ft. (poor)

**Melee** bite +5 (1d4+1 plus grab), 2 tendrils +0 (1d4 plus grab)

**Special Attacks** grab, spores

### STATISTICS

**Str** 13, **Dex** 15, **Con** 15, **Int** 3, **Wis** 10, **Cha** 8

**Base Atk** +2; **CMB** +2; **CMD** 14 (16 vs. trip)

**Feats** Flyby Attack, Weapon Finesse

**Skills** Climb +9, Fly +5, Perception +4

### SPECIAL ABILITIES

**Grab (Ex)** A tsaalgrend can grab a foe of up to one size category larger than itself.

**Spores (Ex)** As a standard action, a tsaalgrend can release a cloud of toxic spores in a 10-foot-radius spread. Each living creature within this area must succeed at a DC 13 Fortitude save or become paralyzed with fear as the victim vividly hallucinates for 1d4 rounds. A creature that successfully saves against this effect is immune to the same tsaalgrend's spores for 24 hours. The save DC is Constitution-based.

## Vegepygmy – CR ½ - DC 11 Nature (1d6) 58-63%

XP 200

N Small [plant](#)

Init +2; Senses darkvision 60 ft., low-light vision; [Perception](#) +7

### DEFENSE

AC 16, touch 13, flat-footed 14; (+2 Dex, +3 natural, +1 size)

hp 5 (1d8+1)

Fort +3, Ref +2, Will +0

Defensive Abilities [plant traits](#), DR 5/slashing or bludgeoning; Immune electricity

### OFFENSE

Speed 30 ft.

Melee 2 claws +1 (1d4) or longspear +1 (1d6)

### STATISTICS

Str 11, Dex 14, Con 12, Int 8, Wis 11, Cha 11

Base Atk +0; CMB –1; CMD 11

Feats [Skill Focus](#) ([Perception](#))

Skills [Perception](#) +7, [Stealth](#) +10 (+18 in vegetation); Racial Modifiers +4 [Stealth](#) (+12 in vegetation)

Languages Undercommon, Vegepygmy (cannot speak)

## Fungal Crawler – CR3 – DC 13 Dung 64-68%

XP 800

N Small [aberration](#)

Init +9; Senses [darkvision](#) 60 ft.; [Perception](#) +6

### DEFENSE

AC 16, [touch](#) 16, [flat-footed](#) 11 (+5 [Dex](#), +1 [size](#))

hp 26 (4d8+8)

Fort +3, Ref +6, Will +5

Defensive Abilities plant defenses; Immune mind-affecting effects, [paralysis](#), [poison](#), polymorph effects, sleep, stunning

### OFFENSE

Speed 20 ft., climb 40 ft.

Melee bite +6 (1d6+2 plus [poison](#)), 2 claws +6 (1d4+2)

Special Attacks leap

### STATISTICS

Str 14, Dex 20, Con 15, Int 2, Wis 13, Cha 7

Base Atk +3; CMB +4; CMD 19 (27 vs. trip)

Feats [Improved Initiative](#), [Step Up](#)

Skills [Acrobatics](#) +10 (+14 jump), [Climb](#) +10, [Perception](#) +6; Racial Modifiers +8 [Climb](#), +14\* on [Acrobatics](#) checks made to jump

### SPECIAL ABILITIES

#### Leap (Ex)

A fungal crawler can perform a special kind of [pounce](#) attack by jumping into combat. When a fungal crawler charges, it can make a DC 20 [Acrobatics](#) check to jump into the air and land next to its enemies. If it makes the [Acrobatics](#) check, it can follow up with four claw attacks against foes in reach, but it cannot make a bite attack.

#### Plant Defenses (Ex)

A fungal crawler is part plant and shares many of the immunities that plant creatures possess. A fungal crawler is immune to mind-affecting effects, [paralysis](#), [poison](#), [polymorph](#), sleep, and stunning.

#### Poison (Ex)

Bite—injury; save [Fort](#) DC 14; frequency 1/round for 4 rounds; effect 1d2 [Str](#) and 1d2 [Con](#); cure 1 save. The save DC is [Constitution](#)-based.

## Giant Amoeba – CR 1 – DC 11 Dung (1d4) 69-74%

XP 400

N Small [ooze](#) ([aquatic](#))

Init –5; Senses [blindsight](#) 30 ft.; [Perception](#) –5

### DEFENSE

AC 6, [touch](#) 6, [flat-footed](#) 6 (–5 [Dex](#), +1 [size](#))

hp 15 (2d8+6)

Fort +3, Ref –5, Will –5

Defensive Abilities [ooze](#) traits

### OFFENSE

Speed 10 ft., climb 10 ft., swim 20 ft.

Melee slam +3 (1d3+1 plus 1d3 acid and [grab](#))

Special Attacks [constrict](#) (1d3+1 plus 1d3 acid)

### STATISTICS

Str 12, Dex 1, Con 16, Int —, Wis 1, Cha 1

Base Atk +1; CMB +1 (+5 [grapple](#)); CMD 6 (can't be [tripped](#))

Skills [Climb](#) +9, [Swim](#) +9; Racial Modifiers +8 [Climb](#), +8 [Swim](#)

SQ [amphibious](#)

## Grick – CR 3 – DC 13 Dung 75-79%

XP 800

N Medium [aberration](#)

Init +2; Senses [darkvision](#) 60 ft., [scent](#); [Perception](#) +12

### DEFENSE

AC 15, [touch](#) 12, [flat-footed](#) 13 (+2 [Dex](#), +3 [natural](#))

hp 27 (5d8+5)

Fort +2, Ref +3, Will +6

DR 10/magic

### OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +4 (1d4+1), 4 tentacles –1 (1d4)

### STATISTICS

Str 12, Dex 14, Con 13, Int 3, Wis 14, Cha 5

Base Atk +3; CMB +4; CMD 16 (can't be [tripped](#))

Feats [Combat Reflexes](#), [Skill Focus](#) ([Perception](#)), [Stand Still](#)

Skills [Climb](#) +9, [Perception](#) +12, [Stealth](#) +6 (+14 in rocky terrain); Racial

Modifiers +8 [Stealth](#) in rocky terrain

Languages Aklo (cannot speak)



## Gremlin, Jinkin – CR 4 – DC 11 Nature (1d4) 80-86%

XP 400

CE Tiny [fey](#)

Init +4; Senses [darkvision](#) 120 ft., [low-light vision](#); [Perception](#) +6

### DEFENSE

AC 18, [touch](#) 17, [flat-footed](#) 13 (+4 [Dex](#), +1 [dodge](#), +1 [natural](#), +2 [size](#))

hp 6 (1d6+3)

Fort +0, Ref +6, Will +4

DR 5/cold iron; SR 12

### OFFENSE

Speed 40 ft.

Melee short sword +6 (1d3–4/19–20), bite +1 (1d2–4)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks [sneak attack](#) +1d6, tinker

Spell-Like Abilities (CL 1st; [concentration](#) +3)

At will—[prestidigitation](#)

1/hour—[dimension door](#) (self plus 5 lbs. only)

### STATISTICS

Str 3, Dex 19, Con 11, Int 14, Wis 14, Cha 15

Base Atk +0; CMB +2; CMD 9

Feats [Dodge](#), [Toughness](#)<sup>B</sup>, [Weapon Finesse](#)<sup>B</sup>

Skills [Bluff](#) +6, [Craft](#) (traps) +10, [Disable Device](#) +9, [Escape Artist](#) +8, [Perception](#)

+6, [Sleight of Hand](#) +8, [Stealth](#) +16, [Use Magic Device](#) +6; Racial Modifiers +4

[Craft](#) (traps), +4 [Disable Device](#)

Languages Undercommon

### SPECIAL ABILITIES

#### Tinker(sp)

Requires 6 jinkin and an hour so inapplicable to random encounters

## Skulk – CR 1 – DC 16 Local (1d4) 87-91%

XP 400

CE Medium [humanoid](#) (skulk)

Init +6; Senses [low-light vision](#); [Perception](#) +5

### DEFENSE

AC 12, [touch](#) 12, [flat-footed](#) 10 (+2 [Dex](#))

hp 16 (3d8+3)

Fort +2, Ref +5, Will +3

### OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6/19–20)

Ranged dagger +4 (1d4/19–20)

Special Attacks [sneak attack](#) +1d6

### STATISTICS

Str 11, Dex 14, Con 13, Int 10, Wis 14, Cha 7

Base Atk +2; CMB +2; CMD 14

Feats [Improved Initiative](#), [Skill Focus](#) ([Stealth](#))

Skills [Perception](#) +5, [Stealth](#) +16; Racial Modifiers +8 [Stealth](#)

Languages Common, Undercommon

SQ camouflaged step, chameleon skin

### SPECIAL ABILITIES

#### Camouflaged Step (Ex)

Skulks can pass through forest and subterranean settings almost without a trace. Add +10 to the DC to track a skulk in these environments.

**Chameleon Skin (Ex)**A skulk's [racial bonus](#) to [Stealth](#) comes from his ability to change the color of his skin to match his surroundings, even complex or regular patterns like bricks and mortar. A skulk loses this conditional bonus if he is wearing armor, or if he wears any clothing that covers more than one-quarter of his body, as skulks can only change their own flesh, not things they carry. A skulk normally conceals small items behind his body; by putting his back to a wall and changing his front half, he can hide the item because observers don't have line of sight to the item.

## Violet Fungus – CR 3 – DC 13 Nature 92-96%

**XP 800**

N Medium [plant](#)

**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.

**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.

## Gray Ooze – CR 4 – DC 14 Dung 97-100%

**XP 1,200**

N Medium [ooze](#)

**Init** –5; **Senses** blindsight 60 ft.; [Perception](#) –5

### DEFENSE

**AC** 5, touch 5, flat-footed 5 (–5 Dex)

**hp** 50 (4d8+32)

**Fort** +9, **Ref** –4, **Will** –4

**Defensive Abilities** [ooze traits](#); **Immune** cold, fire

### OFFENSE

**Speed** 10 ft.

**Melee** slam +6 (1d6+4 plus 1d6 acid and [grab](#))

**Special Attacks** acid, [constrict](#) (1d6+1 plus 1d6 acid)

### STATISTICS

**Str** 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

**SQ** transparent

### SPECIAL ABILITIES

**Acid (Ex)** The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

**Transparent (Ex)** Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 [Perception](#) check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.