

Pathfinder Corgi

Corgi _____ **CR 1/3**

XP 135

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** +2

Offense

Speed: 35 ft.

Melee: bite +2 (1d4+1)

Statistics

Str 12, **Dex** 12, **Con** 14, **Int** 2, **Wis** 14, **Cha** 6

Base Atk 0, **CMB** 0, **CMD** 11 (15 vs trip)

Feats Skill Focus (Perception)

Skills Perception +9, Survival +2 (+6 scent tracking)

Racial Modifiers: +4 Survival when tracking by scent

Ecology

Environment temperate hills or forest

Organization solitary, pair, or pack (3-12)

Treasure none

Pathfinder Dire Corgi

Dire Corgi _____ **CR 5**

XP 1600

N Large Animal

Init +2; **Senses** low-light vision, scent; Perception +15

Defense

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 52 (7d8+21)

Fort +8, **Ref** +7, **Will** +4

Offense

Speed: 40 ft.

Melee: bite +10 (2d6+5 + trip)

Space 10 ft.;

Statistics

Str 20, **Dex** 14, **Con** 16, **Int** 2, **Wis** 14, **Cha** 6

Base Atk 5, **CMB** 11, **CMD** 23 (27 vs trip)

Feats Skill Focus (Perception), Improved Natural Armor, Improved Natural Attack, Run

Skills Perception +15, Survival +2 (+6 scent tracking)

Racial Modifiers: +4 Survival when tracking by scent

Ecology

Environment temperate hills or forest

Organization solitary, pair, or pack (3-12)

Treasure none

Pathfinder Dread Corgi

Dread Corgi CR 10

XP 9600

NG Large Magical Beast

Init +3; **Senses** low-light vision, scent; Perception +16

Defense

AC 24, touch 12, flat-footed 21 (+3 Dex, +12 natural, -1 size)

hp 95 (10d10+40)

Fort +11, **Ref** +10, **Will** +6

Offense

Speed: 40 ft.

Melee: 2 bites +15 (2d6+6)

Space: 10 ft.

Special Attack Howl

Statistics

Str 22, **Dex** 16, **Con** 18, **Int** 12, **Wis** 16, **Cha** 12

Base Atk 10, **CMB** 15, **CMD** 30 (34 vs trip)

Feats Improved Initiative, Improved Natural Armor, Improved Natural Attack, Run, Skill Focus (Perception)

Skills Perception +16, Survival +13 (+17 scent tracking) 30

Racial Modifiers: +4 Survival when tracking by scent

Languages Common, Sylvan (cannot speak)

Ecology

Environment temperate hills or forest

Organization solitary, pair, or pack (3-12)

Treasure none

Special Abilities

Howl (Su) - Will DC 19: As a standard action the dread corgi can howl affecting a 30' radius. All creatures within this area must succeed at a DC 19 Will save or be fascinated by cuteness for 1d4 rounds.

Pathfinder Second Edition Corgi

Corgi Creature -1

N SMALL ANIMAL

Perception +6; Low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +8, Athletics +4, Stealth +6, Survival +4

Str +1, **Dex** +3, **Con** +1, **Int** -4, **Wis** +1, **Cha** +1
AC 16, **Fort** +4, **Ref** +8, **Will** +4

HP 7

Speed 30 feet

Melee (1action) Jaws +6, **Damage** 1d4+1 piercing

Quick Flank: ® As a reaction when an ally moves adjacent to an enemy that the corgi is also adjacent to, the corgi can step around the enemy to create flank or move toward a position that better flanks the enemy.

Pathfinder Second Edition Dire Corgi

Dire Corgi Creature 5

N LARGE ANIMAL

Perception +12; Low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +15, Athletics +13, Stealth +13, Survival +12

Str +6, **Dex** +5, **Con** +4, **Int** -4, **Wis** +2, **Cha** +2
AC 22, **Fort** +11, **Ref** +12, **Will** +9

HP 80

Speed 30 feet

Melee (1action) Jaws +15 (Reach 10), **Damage** 2d8+7 piercing

Quick Flank: ® As a reaction when an ally moves adjacent to an enemy that the corgi is also adjacent to, the corgi can step around the enemy to create flank or move toward a position that better flanks the enemy.

Pathfinder Second Edition Dread Corgi

Dread Corgi Creature -1

N LARGE BEAST

Perception +17; Low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +20, Athletics +18, Stealth +16, Survival +16

Str +7, **Dex** +6, **Con** +4, **Int** +3, **Wis** +4, **Cha** +3
AC 28, **Fort** +14, **Ref** +16, **Will** +14

HP 125

Speed 30 feet

Melee (1action) Jaws +20 (reach 10'), **Damage** 2d10+11 piercing

Combined Bite (3 actions): Both heads bite in unison. Make two attacks against the same target multiple attack penalty is applied normally but added after the attacks. If both bites hit the target is then shaken by both heads for an additional 2s10 damage.

5th Edition Corgi

Corgi

Small beast, unaligned

Armor Class 14 (natural armor)

Hit Points 9 (2d8)

Speed 35 ft.

Str 12 (+1)

Dex 16 (+3)

Con 10 (+0)

Int 3 (-4)

Wis 12 (+1)

Cha 10 (+0)

Skills Perception +3, Stealth +5

Senses Passive Perception 13

Languages: -

Challenge ¼ (50 xp)

Proficiency Bonus +2

Keen Smell The corgi has advantage on Wisdom (Perception) checks that rely on smell.

Actions:

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit:6 (2d4+1) piercing damage.

5th Edition Dire Corgi

Dire Corgi

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 32 (5d10+5)

Speed 40 ft.

Str 16 (+3)

Dex 16 (+3)

Con 12 (+1)

Int 3 (-4)

Wis 12 (+1)

Cha 10 (+0)

Skills Perception +3, Stealth +5

Senses Passive Perception 13

Languages: -

Challenge 1 (200 xp)

Proficiency Bonus +2

Keen Smell The corgi has advantage on Wisdom (Perception) checks that rely on smell.

Actions:

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit:10 (2d6+3) piercing damage.

5th Edition Dread Corgi

Dread Corgi

Large Monstrosity, Unaligned

Armor Class 15 (natural armor)

Hit Points 52 (7d10+14)

Speed 40 ft.

Str 18 (+4)

Dex 16 (+3)

Con 14 (+2)

Int 3 (-4)

Wis 12 (+1)

Cha 10 (+0)

Skills Perception +3, Stealth +5

Senses Passive Perception 13

Languages: -

Challenge 3 (700 xp)

Proficiency Bonus +2

Keen Smell The corgi has advantage on Wisdom (Perception) checks that rely on smell.

Actions:

Multiattack. The dread corgi makes two attacks, each a bite with one head.

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit:13 (2d8+4) piercing damage.

Starfinder Corgi

Corgi CR 1/2

XP 200

N Small Animal

Init +2; **Senses** low-light vision; **Perception** +3

Defense HP 9

EAC 12; **KAC** 14

Fort +1; **Ref** +2, **Will** +1

Offense

Speed 30 ft.

Melee bite +3 (1d4+1 P)

Statistics

Str +1; **Dex** +2; **Con** +1; **Int** -4; **Wis** +1; **Cha** +1

Skills Acrobatics +3; Athletics +2; Stealth +3

Ecology

Environment temperate hills

Organization solitary, pair, or pack (3-6)

Starfinder Dire Corgi

Dire Corgi CR 4

XP 1,200

N Large Animal

Init +2; **Senses** low-light vision; **Perception** +10

Defense HP 50

EAC 16; **KAC** 18

Fort +6; **Ref** +6, **Will** +3

Offense

Speed 35 ft.

Melee bite +10 (1d8+6 P)

Space 10 ft.; **Reach** 10 ft.

Statistics

Str +3; **Dex** +2; **Con** +2; **Int** -4; **Wis** +1; **Cha** +1

Skills Acrobatics +8; Athletics +9; Stealth +6

Ecology

Environment temperate hills

Organization solitary, pair, or pack (3-6)

Starfinder Dread Corgi

Dread Corgi CR 6

XP 2,400

N Large magical beast

Init +3; **Senses** low-light vision; **Perception** +3

Defense HP 9

EAC 15; **KAC** 17

Fort +19; **Ref** +7, **Will** +5

Offense

Speed 35 ft.

Melee bite +14 (1d8+9 P)

Space 10 ft.; **Reach** 10 ft.

Offensive Abilities: multiple heads (2 bites)

Statistics

Str +3; **Dex** +2; **Con** +2; **Int** -1; **Wis** +1; **Cha** +1

Skills Acrobatics +10; Athletics +13; Stealth +10

Ecology

Environment temperate hills

Organization solitary, pair, or pack (3-6)

Notes: Dread corgis have two heads which each bite different targets (if available).

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