

Dog, Advanced

Dog CR 1/2

XP 200

N Small [animal](#)

Init +1; **Senses** low-light vision, [scent](#); [Perception](#) +10

Defense

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)

hp 8 (1d8+4)

Fort +6, **Ref** +5, **Will** +3

Offense

Speed 40 ft.

Melee bite +4 (1d4+3)

Statistics

Str 17, **Dex** 17, **Con** 19, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 15 (19 vs. trip)

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

Skills [Acrobatics](#) +3 (+11 jumping), [Perception](#) +10, [Survival](#) +3 (+7 scent tracking); **Racial Modifiers** +4 [Acrobatics](#) when jumping, +4 [Survival](#) when tracking by scent

Ecology

Environment any

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

Treasure none

Dog, Rabid

This small dog has a rough coat and a hungry look in its dark brown eyes.

Dog 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** +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

Ecology

Environment any

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

Treasure none

The normal dog statistics presented here describe any small dog of about 20–50 pounds in weight. They can also be used for small wild canines such as coyotes, jackals, and feral dogs.

In the wild, dogs are vicious and territorial creatures. Yet even more harrowing than a pack of wild dogs is the rabid dog. Rabies often affects animals like bats, wolverines, and rats, but the transformation of a normally friendly family pet goes through when it becomes rabid makes the dog perhaps the most notorious of the disease's classic carriers.

A rabid creature can transmit rabies to a victim with a bite. Its CR increases by 1 (or up one step, in the case of a creature whose CR is less than 1).

Rabies

Type disease, injury; **Save** Fortitude DC 14

Onset 2d6 weeks; **Frequency** 1/day

Effect 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); **Cure** 2 consecutive saves