

Shadowmist

Male Advanced Horse (Advanced Horse +2, Advanced +0) - CL2 - CR 2
True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	20	+5	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	21	+5	
Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	2	-4	
WIS WISDOM	17	+3	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+3	+5				
Endurance: +4 vs. hot or cold environments and to resist damage from suffocation							

REFLEX (DEXTERITY)	+7 =	+3	+4				
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WILL (WISDOM)	+3 =		+3				
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 =			+4	-1	+2			

Touch AC 13	Flat-Footed AC 11
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		BAB	Strength	Size	Misc
CM Bonus	+7	= +1	+5	+1	-

			BAB	Strength	Dexterity	Size
CM Defense	21	= 10	+1	+5	+4	+1
25 vs. Trip						

Base Attack	+1	HP 19
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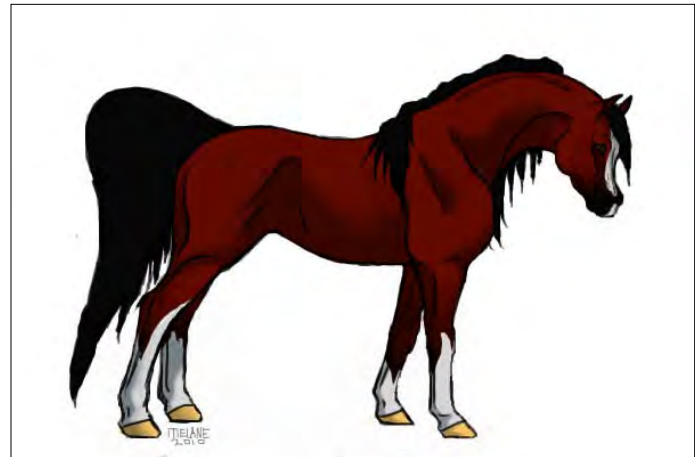
Initiative	+4	Damage / Current HP
Speed	50 ft	

Hooves x2 (Advanced Horse)

Main hand: +0, 1d4+2 Crit: x2
Light, B

Unarmed strike

Main hand: +5, 1d4+5 Crit: x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (4)	-	
Run: +4 to jump with a running start, Speed greater than 30' : +8 jump				
Appraise	-4	INT (-4)	-	
Bluff	+0	CHA (0)	-	
Climb	+5	STR (5)	-	
Diplomacy	+0	CHA (0)	-	
Disable Device	-	DEX (4)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+2	DEX (4)	-	
Handle Animal	-	CHA (0)	-	
Heal	+3	WIS (3)	-	
Intimidate	+0	CHA (0)	-	
Linguistics	-	INT (-4)	-	
Perception	+8	WIS (3)	2	
Ride	+4	DEX (4)	-	
Sense Motive	+3	WIS (3)	-	
Sleight of Hand	-	DEX (4)	-	
Spellcraft	-	INT (-4)	-	
Stealth	+0	DEX (4)	-	
Survival	+3	WIS (3)	-	
Swim	+5	STR (5)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				
Use Magic Device	-	CHA (0)	-	

Feats

Endurance
Run

Special Abilities

Low-Light Vision
Scent (Ex)

Background

The Thistletop goblins have captured horses many times before, bringing them back here for their chieftain to kill during cruel bloodsports in the exercise yard. Yet always before, these captured horses were light riding horses. Locked inside this room is a terrible mistake—a heavy warhorse named Shadowmist, stolen several days ago from traveling merchants. The goblins murdered the two caravan guards and one of the two remaining horses (the merchants escaped on horseback to Sandpoint), but Shadowmist proved to be more than a match for the goblins. Through a mixture of luck and false bravado, the goblins managed to knock Shadowmist unconscious while only losing four of their own. They bound up the horse's legs, loaded it into the merchants' wagon, and hauled it back here as a prize for Chief Ripnugget. Though the methods by which they managed to drag the unconscious horse through the thistle maze and across the rope bridge were as ingenious as they were ill-advised and risky, the goblins managed to get the horse here.

Tragedy struck when the excited goblins dumped the horse in the exercise yard, cut its bonds, and poured a potion of cure light wounds into its mouth so that their chief could show off his horse-killing skills on a live horse. Shadowmist immediately leapt up and began racing in circles in the yard. The goblins panicked and fled, shrieking for Chief Ripnugget to kill the creature, but when he tried to do so, the horse proved even tougher than Ripnugget was expecting. The chief took a crushing blow to the arm, breaking it and forcing him to flee. Enraged, he accused the goblins who had caught the horse of trying to assassinate him, then told them to trap the monster in the shed while he figured out what to do with it. Mortified, the goblins managed to lure the horse into the shed (losing three of their number in the process—two outside, one inside), but in the end managed to nail the door shut while Shadowmist stomped and raged inside. None of the bodies hide anything of value.

Ripnugget asked Gogmurt to come “take care of the monster horse,” but the druid has refused to help as long as Ripnugget allows Nualia to stay in Thistletop. Enraged at the druid's answer, the equally stubborn goblin chief has decided to let Shadowmist reach the verge of starvation before attempting to kill him again.

Shadowmist is a magnificent creature, yet his days in captivity have begun to take their toll. Slowly starving, the wild-eyed horse can be a great asset for the PCs if they can calm him down with a DC 25 wild empathy or Handle Animal check or magic like charm animal. If the PCs offer Shadowmist food, they gain a +10 bonus on their checks to calm the horse down.

Experience & Wealth

Current Cash: **You have no money!**

Endurance

Feat

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Run

Feat

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Low-Light Vision

Racial Ability, Senses

See twice as far as a human in low light, distinguishing color and detail.

Scent (Ex)

Racial Ability

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.