

# ADVANCED BESTIARY



## FLESH PLANT

Whether created by magic, summoned from another plane, or spawned by an evolutionary process gone terribly awry, flesh plants are mobile mounds of flesh that take the familiar forms of plants.

A flesh plant is horrible to see. Its skin-covered bones resemble twigs, and its ropy intestines climb like vines through its body. Veined flaps of skin stiffened by cartilage look like a hideous cross between ears and leaves.

Like plants drawing water, flesh plants feed by sucking blood from the ground or from the corpses of creatures they have killed. A toxin that prevents blood from clotting allows flesh plants to cause bleeding wounds that can cripple prey. A single strike is often sufficient, and a flesh plant can “hunt” by surprising a creature with a single attack and then tracking the victim’s blood and scent trail to the spot where it collapsed or died.

### CREATING A FLESH PLANT

“Flesh” is an inherited or acquired template that can be added to any plant (referred to hereafter as the base plant). A flesh plant uses all the base plant’s statistics and special abilities except as noted here.

**CHALLENGE RATING:** Same as the base plant +1.

**ALIGNMENT:** Usually neutral.

**TYPE:** The plant’s type changes to aberration with the augmented plant subtype. It loses all abilities granted by the plant type. Do not recalculate base attack bonuses, saves, or skill points.

**SENSES:** A flesh plant gains the scent special ability, darkvision 60 feet, and tremorsense +20 feet.

**ARMOR CLASS:** A flesh plant’s body is made of muscle, soft organs, and cartilage, instead of vegetable matter. The base plant’s natural armor bonus is replaced by a new one based on its size, as given on **TABLE 2-20**.

**TABLE 2-20:**  
**FLESH PLANT NATURAL ARMOR**

SIZE	NATURAL ARMOR
Medium or smaller	0
Large	2
Huge	5
Gargantuan	9
Colossal	14

**DEFENSIVE ABILITIES:** A flesh plant gains fast healing 2, plus 2 more for every 10 racial HD.

Any plant-based weaknesses (e.g., vulnerability to fire, need for sunshine) are lost.

**SPEED:** Each of the flesh plant's speeds increases by +10 feet over the corresponding speeds of the base plant. If the base plant lacks a land speed, the flesh plant gains a land speed of 10 feet.

**ATTACKS:** A flesh plant's natural attacks gain the bleed (1d4 hp) universal ability due to a toxin weeping from its flesh. Creatures immune to poison are immune to a flesh plant's bleed ability.

**ABILITIES:** Str +4, Dex +4, Con +4. If the base plant lacks an Intelligence score, the flesh plant gains an Intelligence score of 1.

**FEATS:** If the flesh plant gains an Intelligence score, it gains the standard number of feats for its total Hit Dice.

**SKILLS:** If the base plant has a bonus on Stealth checks based on its resemblance to natural plants or the ability to camouflage itself with color in a natural environment, the flesh plant loses that bonus.

The standard class skills for an aberration are class skills for a flesh plant.

**ORGANIZATION:** Solitary.

## SAMPLE FLESH PLANT

*A bolt of flesh in the shape of its tree, red blood vessels pulse beneath its barklike skin.*

### FLESH TREANT

Flesh treants are too large to hide successfully from prey, so they employ group hunting techniques. Using animated trees to flush prey toward them, flesh treants spread out in a line to strike at forest creatures as they flee by. Any creatures not killed outright by their crushing limbs are tracked through the woods by the trail of blood left behind.

When a flesh treant has fed well, blood travels visibly up through its body, reddening the trunk and pulsing up through the lowest limbs and "leaves" to its top. At a great distance, a well-fed flesh treant might even be mistaken for a tree whose leaves are changing to autumn colors, but even a casual inspection reveals its hideous nature.



#### FLESH TREANT

CR 9 • XP 6,400

N Huge aberration (augmented plant) (*Pathfinder® Roleplaying Game Bestiary™*)

**Init** +1; **Senses** darkvision 60 ft., scent, tremorsense 20 ft.; **Perception** +14

#### DEFENSE

**AC** 14, touch 9, flat-footed 13 (+1 Dex, -2 size, +5 natural)

**hp** 138 (12d8+84); fast healing 4

**Fort** +15, **Ref** +5, **Will** +9

**DR** 10/slashing

**Weakness** vulnerability to fire

#### OFFENSE

**Speed** 40 ft.

**Melee** 2 slams +19 (2d6+11/19-20 plus bleed)

**Ranged** rock +19 (2d6+16)

**Space** 15 ft.;

**Reach** 15 ft.

**Special Attacks** bleed (1d4), double damage against objects, rock throwing (180 ft.), trample (2d6+16 plus bleed, DC 27)



## STATISTICS

**Str** 33, **Dex** 12, **Con** 25, **Int** 12, **Wis** 16, **Cha** 13

**Base Atk** +9; **CMB** +22 (+24 sunder); **CMD** 33 (35 vs. sunder)

**Feats** Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Intimidate +16, Knowledge (nature) +16, Perception +14, Sense Motive +11

**Languages** Common, Sylvan, Treant; treespeech

**SQ** animate trees

## ECOLOGY

**Environment** any forest

**Organization** solitary

**Treasure** standard

## SPECIAL ABILITIES

**Animate Trees (Sp)** A flesh treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the flesh treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

**Double Damage Against Objects (Ex)** A flesh treant or animated tree that makes a full attack against an object or structure deals double damage.

**Treespeech (Ex)** A flesh treant has the ability to converse with plants as if subject to a continual *speak with plants* spell, and most plants greet them with an attitude of friendly or helpful.



It's **NOT** just a  
**MONSTER**  
**BOOK.**  
It's a  
**FORCE**  
**MULTIPLIER.**

**BUY IT NOW**  
AT THE  
**GREEN RONIN ONLINE STORE** 