**COOSHEE**

Medium-Size Beast  
**Hit Dice:** 3d10+6 (22 hp)  
**Initiative:** +2 (Dex)  
**Speed:** 40 ft  
**AC:** 15 (+2 Dex, +3 natural)  
**Attacks:** 2 claws +5 melee, bite +0 melee  
**Damage:** Claw 1d4+3, bite 1d8+1  
**Face/Reach:** 5 ft by 5 ft/5 ft  
**Special Attacks:** Trip, improved grab  
**Special Qualities:** Scent, sprint, resistance to charm, darkvision 60 ft, low-light vision  
**Saves:** Fort +5, Ref +5, Will +2  
**Abilities:** Str 17, Dex 15, Con 15, Int 4, Wis 12, Cha 6  
**Skills:** Hide +4*, Listen +3, Move Silently +4, Spot +3, Wilderness Lore +3*  
**Climate/Terrain:** Any land and underground  
**Organization:** Solitary, pair, or pack (4-9)  
**Challenge Rating:** 2  
**Treasure:** None  
**Alignment:** Always neutral (good tendencies)  
**Advancement:** 4-7 HD (Medium-size); 8-9 HD (Large)

Cooshees are called elven dogs, as they are rarely found in the company of any other humanoid except elves. Elves use them as guard dogs and hunting dogs.

A cooshee appears as a 4-foot tall dog and weighs around 200 pounds. Its fur is green with brown spots and patches. Its tail is long and curls over its back and its ears come to a point above its head.

The cooshee’s bark can be heard up to one mile away. They rarely ever bark, except to warn their masters or other cooshees.

**COMBAT**

Cooshee will attempt to trip their opponents. Once down, an opponent is grappled and bitten.

**Trip (Ex):** A cooshee that hits with a claw or bite attack can attempt to trip the opponent as a free action (see page 139 in the Player’s Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the cooshee.

**Improved Grab (Ex):** To use this ability, the cooshee must hit an opponent of Medium-size or smaller with two claw attacks. If it gets a hold, it automatically deals bite damage each round it maintains the hold.

**Sprint (Ex):** Once per hour, a cooshee can take a charge action to move ten times its normal speed (400 feet).

**Resistance to Charm (Ex):** Cooshee gain a +4 bonus on all saves against charm-type effects.

**Skills:** *Cooshees receive a +4 racial bonus to Wilderness Lore checks when tracking by scent. *Due to their coloration, cooshees gain a +8 racial bonus to Hide checks when in forest areas.

The Cooshee first appeared in module S4 (Gary Gygax, 1982).