MANDRAGORA

Tiny Plant

Hit Dice: 1d8+1 (5 hp)
Initiative: +0
Speed: 30 ft, burrow 20 ft
AC: 15 (+2 size, +3 natural)
Attacks: 2 tentacle slaps +2 melee
Damage: Tentacle slap 1d4
Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft (5 ft with tentacles)
Special Attacks: Improved grab, constrict 1d4
Special Qualities: Plant, light sensitivity, fire resistance 20,
tremorsense, SR 15
Saves: Fort +3, Ref +0, Will +0
Abilities: Str 11, Dex 11, Con 13, Int 8, Wis 10, Cha 9
Skills: Hide +8
Climate/Terrain: Temperate and warm forest and marsh
Organization: Solitary or colony (3-18)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral evil
Advancement: 2-3 HD (Tiny)

The mandragora is a vegetable monster that lurks in dark woodlands
hunting and hungering for human flesh. This creatures lair in groups in
the heavy soil of the forest floor, usually near shrubs or small trees. The
mandragoras construct a system of burrows under the ground which
enables them to attach themselves to the roots of other plants when no
humanoid victims are available.

Mandragoras are vaguely shaped like a humanoid, but no one would
confuse them for anything even remotely human. From the bottom of
their trunk sprouts a series of small, splayed, hair-like appendages with
which it walks, burrows, and takes root. They have two long tentacle-
like appendages with which they attack, and a pointed "head" with warty
growths that make it seem to have a human-like face. The
mandragora's covering is mottled brown and black, and constantly
oozes a foul green fluid.

COMBAT

Mandragoras attack humanoid prey by whipping around their tentacles,
which cause laceration damage and can strangle opponents.

Improved Grab (Ex): To use this ability, the mandragora must hit an
opponent of up to Medium-size with a tentacle attack. If it gets a hold, it
can constrict.

Constrict (Ex): A mandragora deals 1d4 points of damage with a
successful grapple check against Medium-size or smaller creatures.
Because it seizes its opponent by the neck, a creature in the
mandragora's grasp cannot speak or cast spells with verbal
components.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis,
stunning, and polymorphing. Not subject to critical hits.

Light Sensitivity (Ex): Abrupt exposure to bright light (such as
sunlight or a daylight spell) stuns the madragora for 1 round. In addition,
they suffer a –1 circumstance penalty to all attack rolls, saves, and
checks while operating in bright light.
**Tremorsense (Ex):** Mandragoras can automatically sense the location of anything within 120 feet that is in contact within the ground.