

Stirge

CR 1/2

XP 200

N Tiny magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, *scent*, Perception +1

-----**DEFENSE**-----

AC 16, touch 16, flat-footed 12 (+4 Dex, +2 size)

hp 5 (1d10)

Fort +2, **Ref** +6, **Will** +1

-----**OFFENSE**-----

Speed 10 ft., fly 40 ft. (average)

Melee touch +7 (attach)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks blood drain

-----**STATISTICS**-----

Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)

Feats Weapon Finesse

Skills Fly +8, Stealth +16

SQ diseased

-----**SPECIAL ABILITIES**-----

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.

Blood Drain (Ex) A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to filth fever, blinding sickness, or a similar disease (See Afflictions). Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Eagle

CR 1/2

XP 200

N Small animal

Init +2; **Senses** low-light vision; Perception +10

-----**DEFENSE**-----

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +4, **Will** +2

-----**OFFENSE**-----

Speed 10 ft., fly 80 ft. (average)

Melee 2 talons +3 (1d4), bite +3 (1d4)

-----**STATISTICS**-----

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +0; **CMB** -1; **CMD** 11

Feats Weapon Finesse

Skills Fly +8, Perception +10; **Racial Modifiers** +8 Perception

Princess Crackling

CR 2

XP 600

Common Boar

N Medium animal

Init +0; **Senses** low-light vision, *scent*; Perception +6

-----DEFENSE-----

AC 14, touch 10, flat-footed 14 (+4 natural)

hp 18 (2d8+9)

Fort +6, **Ref** +3, **Will** +1

Defensive Abilities ferocity

-----OFFENSE-----

Speed 40 ft.

Melee gore +4 (1d8+4)

-----STATISTICS-----

Str 17, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness

Skills Perception +6

Combat Gear *gourd of fire burping* (2)

-----SPECIAL ABILITIES-----

Ferocity (Ex) A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Gourd of Fire Burping

Aura faint evocation; **CL** 4th

Slot none; **Price** 250 gp; **Weight** —

A lesser version of the *elixir of fire breath*, a *gourd of fire burping* can be imbibed as a normal elixir or, in the case of a user with a large enough mouth and low enough standards, be completely consumed in one crunchy gulp. Once the user has consumed the gourd, she can immediately expel a belch of fire in a 15-foot cone, dealing 2d6 points of fire damage to all creatures in the area. A successful DC 12 Reflex save halves the damage. If the user elects not to use the fire breath at once, she can store the breath for up to an hour before it dissipates.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *burning hands* or *produce flame*; **Cost** 125 gp

Feral Rottweiler

CR 2

XP 400

Advanced Riding Dog

N Medium Animal

Init +2; **Senses** low-light vision, *scent*; Perception +8

-----DEFENSE-----

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 17 (2d8+8)

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

-----OFFENSE-----

Speed 40 ft.

Melee bite +5 (1d6+5 plus trip)

-----STATISTICS-----

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

Base Atk +1; CMB +3; CMD 19 (23 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

Broody Owlbear

CR 4

XP 1,200

N Large magical beast

Init +5; **Senses** darkvision 60 ft., low-light vision, *scent*; Perception +12

-----DEFENSE-----

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 47 (5d10+20)

Fort +10, **Ref** +5, **Will** +2

-----OFFENSE-----

Speed 30 ft.

Melee 2 claws +8 (1d6+4 plus grab), bite +8 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

-----STATISTICS-----

Str 19, Dex 12, Con 18, Int 2, Wis 12, Cha 10

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills Perception +12

Guffy

CR 2

XP 600

Female human ogrekin fighter 2

CE Medium humanoid (giant)

Init +5; **Senses** low-light vision; Perception +1

-----DEFENSE-----

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural)

hp 25 (2d10+10)

Fort +7, **Ref** +1, **Will** +1; +1 vs fear

Defensive Abilities bravery +1

-----OFFENSE-----

Speed 30 ft.

Melee mwk morningstar +8 (1d8+5), bite +2 (1d4+2)

-----TACTICS-----

During Combat Guffy focuses her attacks on one goblin at a time—preferably the one with the biggest head (Reta, if you're using the pregenerated goblins).

Morale If reduced to fewer than 10 hp, Guffy flees outside, then runs up the roof of this room to get her father's help in area 8.

-----STATISTICS-----

Str 21, Dex 13, Con 18, Int 8, Wis 12, Cha 6

Base Atk +2; **CMB** +7; **CMD** 18

Feats Cleave, Improved Initiative, Iron Will, Power Attack

Skills Climb +9, Swim +9

Languages Giant

SQ deformities (oversized maw, weak mind)

Combat Gear *gourd of fire burping*; **Gear** chain shirt, masterwork morningstar

-----SPECIAL ABILITIES-----

Oversized Maw (Ex) This ogrekin has a bite attack.

Weak Mind (Ex) This ogrekin's head is huge and misshapen. It has a -2 penalty on Will saving throws.

Turkey Vultures

CR 1

XP 400

Advanced Vultures

N Small animal

Init +1; **Senses** low-light vision, *scent*; Perception +11

-----DEFENSE-----

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

hp 8 (1d8+4)

Fort +8, **Ref** +5, **Will** +3; +4 vs. disease

-----OFFENSE-----

Speed 10 ft., fly 50 ft. (average)

Melee bite +4 (1d6+3)

-----STATISTICS-----

Str 16, **Dex** 17, **Con** 18, **Int** 6, **Wis** 17, **Cha** 11

Base Atk +0; **CMB** +2; **CMD** 15

Feats Great Fortitude

Skills Fly +9, Perception +11; **Racial Modifiers** +8 Perception