

**VULTURE** **CR 1/2**

N Small animal

**Init** +1; **Senses** low-light vision, scent; Perception +9**DEFENSE****AC** 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)**hp** 6 (1d8+2)**Fort** +6, **Ref** +3, **Will** +1; +4 vs. disease**OFFENSE****Speed** 10 ft., fly 50 ft. (average)**Melee** bite +2 (1d6+1)**STATISTICS****Str** 12, **Dex** 13, **Con** 14, **Int** 2, **Wis** 13, **Cha** 7**Base Atk** +0; **CMB** +0; **CMD** 11**Feats** Great Fortitude**Skills** Fly +7, Perception +9; **Racial Modifiers** +8 Perception**DOG** **CR 1/3**

N Small animal

**Init** +1; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)**hp** 6 (1d8+2)**Fort** +4, **Ref** +3, **Will** +1**OFFENSE****Speed** 40 ft.**Melee** bite +2 (1d4+1)**STATISTICS****Str** 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +0; **CMB** +0; **CMD** 11 (15 vs. trip)**Feats** Skill Focus (Perception)**Skills** Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent**HORSE (LIGHT)** **CR 1**

N Large animal

**Init** +2; **Senses** low-light vision, scent; Perception +6**DEFENSE****AC** 11, touch 11, flat-footed 9 (+2 Dex, -1 size)**hp** 15 (2d8+6)**Fort** +6, **Ref** +5, **Will** +1**OFFENSE****Speed** 50 ft.**Melee** 2 hooves -2 (1d4+1)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 16, **Dex** 14, **Con** 17, **Int** 2, **Wis** 13, **Cha** 7**Base Atk** +1; **CMB** +5; **CMD** 17 (21 vs. trip)**Feats** Endurance, Run<sup>B</sup>**Skills** Perception +6**SQ** docile**SPECIAL ABILITIES****Docile (Ex)** Unless specifically trained for combat (see the Handle Animal skill), a horse's hooves are treated as secondary attacks.**ASSASSIN VINE** **CR 3**

N Large plant

**Init** +0; **Senses** blindsight 30 ft., low-light vision; Perception +1**DEFENSE****AC** 15, touch 9, flat-footed 15 (+6 natural, -1 size)**hp** 30 (4d8+12)**Fort** +7, **Ref** +1, **Will** +2**Immune** electricity, plant traits; **Resist** cold 10 and fire 10**OFFENSE****Speed** 5 ft.**Melee** slam +7 (1d8+7 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d8+7), entangle**STATISTICS****Str** 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)**SQ** camouflage**SPECIAL ABILITIES****Camouflage (Ex)** Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.**Entangle (Su)** An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.**HARPY** **CR 4**

CE Medium monstrous humanoid

**Init** +2; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 16, touch 13, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 natural)**hp** 38 (7d10)**Fort** +4, **Ref** +7, **Will** +6**OFFENSE****Speed** 20 ft., fly 80 ft. (average)**Melee** morningstar +8/+3 (1d8+1), 2 talons +3 (1d6)**Special Attacks** captivating song**STATISTICS****Str** 12, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 17**Base Atk** +7; **CMB** +8; **CMD** 21**Feats** Dodge, Flyby Attack, Great Fortitude, Skill Focus (Bluff)**Skills** Bluff +7, Fly +12, Intimidate +7, Perception +7, Perform (song) +5**Languages** Common**Gear** leather armor, morningstar**SPECIAL ABILITIES****Captivating Song (Su)** A harpy's song has the power to infect the minds of those that hear it, calling them to the harpy's side. When a harpy sings, all creatures aside from other harpies within a 300-foot spread must succeed on a DC 16 Will saving throw or become captivated. A creature that successfully saves is not subject to the same harpy's song for 24 hours. A victim under the effects of the captivating song moves toward the harpy using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the harpy simply stands and offers no resistance to the harpy's attacks. This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.