

**BOSS SPARROW****CR 4**

Giant giant Eagle

NG Huge magical beast

**Init** +2; **Senses** low-light vision; Perception +15**DEFENSE****AC** 16, touch 10, flat-footed 14 (+2 Dex, +6 natural, -2 size)**hp** 34 (4d10+12)**Fort** +7, **Ref** +6, **Will** +3**Defensive Abilities** evasion**OFFENSE****Speed** 10 ft., fly 80 ft. (average)**Melee** 2 claws +8 (2d6+6), bite +8 (1d8+6)**Space** 15 ft.; **Reach** 10 ft.**STATISTICS****Str** 22, **Dex** 15, **Con** 16, **Int** 10, **Wis** 15, **Cha** 11**Base Atk** +4; **CMB** +12; **CMD** 24**Feats** Alertness, Flyby Attack**Skills** Fly +7, Perception +15, Sense Motive +4; **Racial****Modifiers** +4 Perception**Languages** Auran (cannot speak)**RAN****CR 4**

Tiger

N Large animal

**Init** +6; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)**hp** 45 (6d8+18)**Fort** +8, **Ref** +7, **Will** +3**OFFENSE****Speed** 40 ft.**Melee** 2 claws +10 (1d8+6 plus grab), bite +9 (2d6+6 plus grab)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** pounce, rake (2 claws +10, 1d8+6)**STATISTICS****Str** 23, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +4; **CMB** +11 (+15 grapple); **CMD** 23 (27 vs. trip)**Feats** Improved Initiative, Skill Focus (Perception), Weapon Focus (claw)**Skills** Acrobatics +10, Perception +8, Stealth +7 (+11 in areas of tall grass), Swim +11; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)**HOBLOB AND FNUB****CR 1/3**

Goblin warrior 1

NE Small humanoid (goblinoid)

**Init** +6; **Senses** darkvision 60 ft.; Perception -1**DEFENSE****AC** 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size)**hp** 6 (1d10+1)**Fort** +3, **Ref** +2, **Will** -1**OFFENSE****Speed** 30 ft.**Melee** short sword +2 (1d4/19-20)**Ranged** short bow +4 (1d4/x3)**STATISTICS****Str** 11, **Dex** 15, **Con** 12, **Int** 10, **Wis** 9, **Cha** 6**Base Atk** +1; **CMB** +0; **CMD** 12**Feats** Improved Initiative**Skills** Ride +10, Stealth +10, Swim +4; **Racial Modifiers** +4

Ride, +4 Stealth

**Languages** Goblin**Gear** leather armor, light wooden shield, short sword, short bow with 20 arrows (*cloak of the manta ray*, F nub)**CONSTRUCTOR SNAKE****CR 2**

N Medium animal

**Init** +3; **Senses** scent; Perception +12**DEFENSE****AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)**hp** 19 (3d8+6)**Fort** +4, **Ref** +6, **Will** +2**OFFENSE****Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +5 (1d4+4 plus grab)**Special Attacks** constrict (1d4+4)**STATISTICS****Str** 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)**Feats** Skill Focus (Perception), Toughness**Skills** Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics**YETH HOUND****CR 3**

NE Medium outsider (evil, extraplanar)

**Init** +6; **Senses** darkvision 60 ft., scent; Perception +9**DEFENSE****AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)**hp** 30 (4d10+8)**Fort** +3, **Ref** +6, **Will** +6**DR** 5/silver**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** bite +7 (2d6+4 plus sinister bite and trip)**Special Attacks** bay**STATISTICS****Str** 17, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 10**Base Atk** +4; **CMB** +7; **CMD** 19 (23 vs. trip)**Feats** Improved Initiative, Skill Focus (Fly)**Skills** Fly +16, Perception +9, Stealth +9, Survival +9**Languages** Abyssal or Infernal (cannot speak)**SPECIAL ABILITIES****Bay (Su)** When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 12 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.**Flight (Su)** A yeth hound can cease or resume its flight as a free action.**Sinister Bite (Su)** A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction. In addition, a good-aligned creature bitten by a yeth hound must make a DC 14 Will save or be shaken for 1 round. If the victim is already suffering from a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and can do nothing but cower for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.**ADVANCED BAT SWARM****CR 3**

N Diminutive animal (swarm)

**Init** +4; **Senses** blindsense 20 ft., low-light vision; Perception +17**DEFENSE****AC** 20, touch 18, flat-footed 16 (+4 Dex, +2 natural, +4 size)**hp** 19 (3d8+6)**Fort** +5, **Ref** +9, **Will** +5**Defensive Abilities** swarm traits; **Immune** weapon damage**OFFENSE**

**Speed** 5 ft., fly 40 ft. (good)

**Melee** swarm (1d6)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 13), wounding

#### **STATISTICS**

**Str** 7, **Dex** 19, **Con** 15, **Int** 2, **Wis** 18, **Cha** 8

**Base Atk** +2; **CMB** —; **CMD** —

**Feats** Lightning Reflexes, Skill Focus (Perception)

**Skills** Fly +14, Perception +17; **Racial Modifiers** +4 Perception  
when using blindsense

**SQ** swarm traits

#### **SPECIAL ABILITIES**

**Wounding (Ex)** Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.