

Goblin Dog Sprint

Fidgety Goblin Dog

This mangy canine's face has the same flat nose, beady eyes, and protruding teeth as a rat grown grotesquely large.

N Medium [animal](#)

Init +2; Senses low-light vision, [scent](#); [Perception](#) +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 9 (1d8+5)

Fort +4, Ref +4, Will +1

Immune disease

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+3 plus allergic reaction)

STATISTICS

Str 15, Dex 14, Con 15, Int 2, Wis 12, Cha 8

Base Atk +0; CMB +2; CMD 14

Feats [Toughness](#)

Skills [Stealth](#) +6

SPECIAL ABILITIES

Allergic Reaction (Ex) A goblin dog's dander is highly irritating to all creatures save those with the goblinoid subtype. A non-goblinoid creature damaged by a goblin dog's bite, who deals damage to a goblin dog with a natural weapon or unarmed attack, or who otherwise comes into contact with a goblin dog (including attempts to grapple or ride the creature) must make a DC 12 Fortitude save or break out in an itching rash. A creature affected by this rash takes a –2 penalty to Dexterity and Charisma for 1 day (multiple allergic reactions do not stack). Remove disease or any magical healing removes the rash instantly. This is a disease effect. The save DC is Constitution-based.

Loathed by men and beasts alike, goblin dogs are ugly, stinking, craven, and foul-tempered. It's no surprise that goblins find kindred spirits in these shunned, disgusting beasts. Constantly itching, afflicted with a species-wide mange exacerbated by prolific dander, even the healthiest goblin dog looks sickly and starved. Despite its name, the goblin dog is in fact a species of rodent grown monstrously large. Their long-legged shape and proclivity to hunt and run in packs earned them their popular name, a name that many goblins take issue with, as it galls the average goblin to consider these, their favored mounts, having anything at all to do with actual dogs. Of course, being goblins, they haven't bothered to come up with alternate names for goblin dogs. Perhaps they don't realize they can.

Contact with a goblin dog's infested, mangy hide causes most other creatures to break out into hives, a condition known as "goblin rash." Goblinoids seem to be immune to this affliction, and are fond of keeping goblin dogs as guardians and mounts.

Despite their skin conditions and disorders, goblin dogs are highly resistant to disease. Their favored food is carrion—the riper, the better. That many goblin tribes let their goblin dogs run free in their lairs is the single reason most goblin dens aren't filthier than they actually are; constantly hungry, a goblin dog eats anything it can chew that it finds left behind by other, more discerning palates.

A goblin dog is 5 feet long but weighs only 75 pounds.

Kill Gull

Vulture

This dark-feathered vulture has a bald neck and head, and its long, hooked beak is caked with carrion.

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](#)

ECOLOGY

Environment warm plains or hills

Organization solitary, pair, or flock (3–24)

Treasure none

Though related to raptors and other birds of prey, vultures mainly feed on carrion they spot or scent from on high. Vultures have weak claws compared to predatory birds, but their sharp and wickedly hooked beaks tear living flesh as readily as the sharpest blade.

Despite dining on carrion, vultures prefer their corpses newly dead rather than rotten. Some even hunt smaller prey when food is scarce.

Interlopers

DOG (3)

This small dog has a rough coat and a hungry look in its dark brown eyes.

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 (2)

This proud horse thunders across the grassy plain with fluid grace, wind tugging at its loose-fitting barding.

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](#)^B

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.

Horses stand 5 to 6 feet tall at the shoulder and weigh between 1,000 and 1,500 pounds.

The statistics above are for a typical riding horse, called by some a "light horse." Some horses are larger and heartier, bred for labor such as pulling plows or carriages. These horses are called "heavy horses" and gain the following adjustments to the base statistics detailed above.

Truffle Hunt

ASSASSIN VINE

This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.

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.

The assassin vine is a carnivorous plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. These remarkable plants can see minute movements in the earth and air and detect changes in light and heat through their broad leaves, giving them exceptional awareness of the area around them. Possessing no intelligence or agenda, they lash out at whatever living things pass nearby, regardless of the target's size, sentience, or potential deadliness. A mature plant consists of a main vine, about 20 feet long; smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild blackberries. The fruit is tough and has a hearty and typically bitter flavor, although some say the berries change in taste depending on what victims composted a given plant's roots. The most murderous assassin vines supposedly produce the sweetest berries.

An assassin vine can move about, but usually stays put unless it needs to seek prey in a new vicinity. The plants use simple tactics, lying still until prey comes within reach and then attacking. Once an assassin vine is engaged, it pursues prey (albeit slowly) in order to catch and compost the creature. The plants prove tenacious, as long as their quarry remains within sight. Once a creature moves beyond the plant's ability to perceive it, the unthinking vine falls still and lies in wait for the next passerby.

Assassin vines lurk within dense forests and swamps, but some might encroach upon poorly tended fields and vineyards. The vine's seeds might be spread far by birds swift enough to pluck them and escape. Tales often tell of assassin vines appearing in flower beds or infiltrating greenhouses, murderous surprises planted by rivals and enemies or arbitrary doom dropped by unsuspecting wing.

Isidra(Harpy)

Save for the tattered wings and taloned feet, this creature resembles a feral woman with a wild look about her.

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

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.

Often viewed as vicious and corrupted creatures, harpies know how creatures think and act. This understanding gives them an advantage when it comes to finding their favorite meals. While creatures of the wild easily fall victim to their captivating songs, these vile bird-women prefer their meals spiced with complex sentient thoughts. Easy prey makes for a boring meal.

While ultimately savage and without remorse for their actions, a number of harpies live close to humanoid societies and enjoy parlaying with creatures that they see as potential meals.

Harpies tend to wear baubles and trinkets stolen from their victims, as they like to indulge in the shiny ornaments of mankind. Up close, these creatures reek with the stench of consumed victims, and they rarely let creatures not yet captivated too near, lest they smell the gore and decay upon their feathers. For this reason, many harpies wear perfumes and scented oils.

Harpies appear wildly different in different lands. Some seem like an amalgam of vultures and women, while others bear the regal markings of hawks or falcons in their feathers. Rare clutches of harpies in isolated and tropical parts of the world even have colorful feathers akin to parrots.