VULCHLING

Medium-Size Beast
Hit Dice: 1d10 (5 hp)
Initiative: +2 (Dex)
Speed: 20 ft, fly 10 ft (average)
AC: 13 (+2 Dex, +1 natural)
Attacks: Bite +0 melee; or 2 claws +0 melee
Damage: Bite 1d6; or claw 1d4
Face/Reach: 5 ft by 5 ft/5 ft
Saves: Fort +2, Ref +4, Will +0
Abilities: Str 10, Dex 14, Con 10, Int 7, Wis 11, Cha 10
Skills: Hide +6, Listen +5, Spot +5
Climate/Terrain: Cold and temperate forest and marsh, and underground
Organization: Solitary or flock (2-16)
Challenge Rating: 1/2
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 2-3 HD (Medium-size)

Vulchlings are an avian race that resemble vultures but have vaguely human features, giving them a very alien appearance. Though they occasionally associate with harpies and more rarely vrock demons, they prefer the solitude of their desolate lairs. There is usually a small clutch of eggs in a vulchling lair, which is often left unattended when the creatures have other things to do.

COMBAT
Vulchlings are cowardly creatures and only attack with surprise. They wait for unsuspecting prey to come along, then swoop down upon them from their high roost and attack with their talons.