

The Dark Menagerie

Tiny Animated Object

XP 200

N Tiny construct

Init +2; **Senses** darkvision, low-light vision; Perception -5

DEFENSE

AC 18, touch 14, flat-footed 16 (+2 Dex, +2 size, +4 natural)

hp 5 (1d10)

Fort +0, **Ref** +2, **Will** -5

Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 30 ft., flight 30 ft. (clumsy)

Melee slam +1 (1d3-2)

Space 2.5 ft.; **Reach** 0 ft.

STATISTICS

Str 6, **Dex** 14, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** +1; **CMD** 9

Skills Fly -2, Stealth +10

Amphisbaena

XP 1,200

N Large magical beast

Init +2; **Senses** all-around vision, darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 45 (6d10+12)

Fort +6, **Ref** +7, **Will** +3

Defensive Abilities split; **Immune** petrification; **Resist** cold 10

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee 2 bites +8 (1d8+2 plus poison)

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

STATISTICS

Str 14, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +6; **CMB** +9; **CMD** 21 (can't be tripped)

Feats Skill Focus (Stealth), Toughness, Weapon Focus (bite)

Skills Acrobatics +10 (+6 jump), Climb +10, Perception +11, Stealth +11, Swim +10;

Racial Modifiers +8 Acrobatics, +4 Perception, +4 Stealth

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 1 save.

Split (Su) An amphisbaena functions normally even if cut in half. If dealt a critical hit with a slashing weapon, the creature is cut in half but continues to function as two separate creatures, each with half the original amphisbaena's current hit points (rounded down) after the damage from the critical hit is applied. Once split, an

amphisbaena cannot be split again. If left alone for 1 minute, the split amphisbaena can rejoin its two halves and become a single whole creature again (add the two creatures' hit points together). If one of the split creatures is slain, the amphisbaena can regrow the lost portion over the course of 1d3 weeks.

Garden Ooze

XP 600

N Small ooze

Init +3; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 19 (3d8+6)

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

Defensive Abilities ooze traits; **Immune** acid

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +3 (1d4 plus 1d8 acid)

Special Attacks acid, stink

STATISTICS

Str 11, **Dex** 16, **Con** 15, **Int** —, **Wis** 1, **Cha** 2

Base Atk +2; **CMB** +1; **CMD** 14 (can't be tripped)

Skills Climb +8

SQ camouflage

SPECIAL ABILITIES

Acid (Ex) A garden ooze excretes digestive acid that can dissolve flesh. Creatures made of harder materials or plant matter are immune to the ooze's acid.

Camouflage (Ex) A garden ooze is difficult to spot when it is at rest among plant growth of any type. A DC 15 Perception check is required to notice the ooze is a separate entity and not a diseased portion of the plant it rests upon. The ooze automatically hits with a slam against any creature that fails to notice the ooze and enters its square.

Stink (Ex) Once every 24 hours, a garden ooze can release foul-smelling gases in a 5-foot-radius spread centered on the ooze. The ooze usually does so after it is first injured. The stench of these vapors is overpowering during the first round it exists, causing living creatures within it to become sickened for 1d3 rounds (Fort DC 13 negates). This is a poison effect. The save DC is Constitution-based.

Pugwampis (4)

XP 200 each

NE Tiny fey

Init +5; **Senses** darkvision 120 ft., low-light vision; Perception +6**Aura** unluck (20 ft.)

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)**hp** 6 (1d6+3)**Fort** +0, **Ref** +3, **Will** +4**DR** 2/cold iron; **SR** 7

OFFENSE

Speed 30 ft.**Melee** dagger +3 (1d2–4/19–20)**Ranged** shortbow +3 (1d3–4/x3)**Space** 2-1/2 ft.; **Reach** 0 ft.**Spell-Like Abilities** (CL 1st; concentration –1)

At will—prestidigitation, speak with animals

1/day—shatter (DC 10)

STATISTICS

Str 3, **Dex** 13, **Con** 11, **Int** 10, **Wis** 14, **Cha** 6**Base Atk** +0; **CMB** –1; **CMD** 5**Feats** Improved Initiative, Toughness^B, Weapon Finesse^B**Skills** Bluff +2, Craft (traps) +4, Disable Device +2, Perception +6 (+2 Listening), Ride +2, Stealth +17; **Racial Modifiers** +4 Stealth, –4 Perception when listening**Languages** Gnoll, Undercommon

SPECIAL ABILITIES

Unluck Aura (Su) A pugwampi radiates an aura of unluck to a radius of 20 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals, other gremlins, or gnolls. Any character who gains any sort of luck bonus (such as that granted by a luckstone or divine favor) is immune to the pugwampi unluck aura.**Vexgits (2)**

XP 400 each

LE Tiny fey

Init +1; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 14 (+1 Dex, +2 natural, +2 size)**hp** 8 (1d6+5)**Fort** +2, **Ref** +3, **Will** +3**DR** 5/cold iron; **SR** 12

OFFENSE

Speed 20 ft., climb 20 ft.**Melee** warhammer +0 (1d4–2/x3), bite –2 (1d3–2)**Space** 2-1/2 ft.; **Reach** 0 ft.**Special Attacks** speedy sabotage, wrecking crew**Spell-Like Abilities** (CL 1st; concentration +1)

At will—prestidigitation

1/hour—rusting grasp, snare

STATISTICS

Str 6, **Dex** 13, **Con** 14, **Int** 12, **Wis** 13, **Cha** 11**Base Atk** +0; **CMB** –1; **CMD** 7**Feats** Skill Focus (Disable Device), Toughness^B, Weapon Finesse^B**Skills** Appraise +2, Climb +13, Craft (traps) +5, Disable Device +9, Knowledge (engineering) +2, Perception +5, Stealth +13 (+17 in metal or stony areas, +9 when moving); **Racial Modifiers** +4 Disable Device, +4 Stealth in metal or stony areas, –4 Stealth when moving**Languages** Undercommon

SPECIAL ABILITIES

Speedy Sabotage (Su) Vexgits are adept at disassembling machinery, reducing even complex devices to trash with shocking speed. When using the Disable Device skill, these gremlins treat all devices as being one category simpler for the purposes of determining how long it takes to use the skill. Thus, difficult devices count as tricky, tricky devices count as simple, and simple devices can be dismantled as a free action.**Wrecking Crew (Su)** A group of up to six vexgits can work together to dismantle a device. This ability functions like the aid another action, but a single vexgit can receive help from up to five other vexgits, granting it up to a +10 bonus on its Disable Device check.

Medium Lightning Elemental

XP 800

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +8, **Will** +1

Immune electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +8 (1d6+3 plus 1d4 electricity)

Special Attacks metal mastery, spark leap

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 21

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Acrobatics +11, Escape Artist +9, Fly +12, Knowledge (planes) +2, Perception +7

SPECIAL ABILITIES

Metal Mastery (Ex) A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

Spark Leap (Ex) A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

Owl

XP 135

N Tiny animal

Init +3; **Senses** low-light vision; Perception +10

DEFENSE

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

hp 4 (1d8)

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

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee 2 talons +5 (1d4–2)

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

STATISTICS

Str 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 15, **Cha** 6

Base Atk +0; **CMB** +1; **CMD** 9

Feats Weapon Finesse

Skills Fly +7, Perception +10, Stealth +15; **Racial Modifiers** +4 Perception, +4 Stealth

Medium Mud Elementals (2)

XP 800 each

N Medium outsider (earth, elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +4, **Will** +1

Immune acid, elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide

Melee slam +7 (1d6+4 plus entrap)

Special Attacks entrap (DC 14, 10 minutes, hardness 5, hp 5)

STATISTICS

Str 16, **Dex** 10, **Con** 15, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 17

Feats Cleave, Improved Bull Rush, Power Attack

Skills Climb +8, Escape Artist +5, Knowledge (planes) +2, Perception +7, Stealth +5, Swim +11

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing mud elemental can pass through dirt, gravel, or other loose or porous solid matter as easily as a fish swims through water. It cannot use this ability to pass through a solid barrier such as a stone or brick wall. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing mud elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Entrap (Ex) The mud from an elemental's entrap ability can be washed away in 1d3 rounds of immersion in water.

Gibbering Moulder

XP 1,600

N Medium aberration

Init +3; **Senses** all-around vision, darkvision 60 ft.; Perception +12

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 46 (4d8+28)

Fort +8, **Ref** +4, **Will** +5

Defensive Abilities amorphous; **DR** 5/bludgeoning; **Immune** critical hits, precision damage

OFFENSE

Speed 10 ft., swim 20 ft.

Melee 6 bites +7 (1d4 plus grab)

Special Attacks blood drain, engulf (6d4 damage plus 2 Con damage, AC 13, hp 4), gibbering, ground manipulation, spittle (+6 ranged touch)

STATISTICS

Str 10, **Dex** 17, **Con** 24, **Int** 4, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (bite)

Skills Perception +12, Swim +8; **Racial Modifiers** +4 Perception

Language Aklo

SPECIAL ABILITIES

All-Around Vision (Ex) A gibbering moulder sees in all directions at once. It cannot be flanked.

Amorphous (Ex) A gibbering moulder's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Blood Drain (Ex) On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

Engulf (Ex) This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering moulder's body, where several of its mouths continue to feed and drain blood. A gibbering moulder can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the moulder's damage reduction still applies to those inside), the moulder simply flows together again and can still use its engulf attack.

Gibbering (Su) As a free action, a gibbering moulder can emit a cacophony of maddening sound. All creatures other than gibbering moulthers within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same moulder's gibbering for 24 hours. The save DC is Constitution-based.

Ground Manipulation (Su) At will as a standard action, a gibbering moulder can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the moulder moves off of the location. A gibbering moulder can move through these areas with ease, but other creatures treat them as difficult terrain.

Spittle (Ex) Each round as a free action, a gibbering moulder can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

Adaros (3)

XP 800 each

NE Medium monstrous humanoid (aquatic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision, keen scent; Perception +8**DEFENSE****AC** 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)**hp** 30 (4d10+8)**Fort** +3, **Ref** +7, **Will** +5**OFFENSE****Speed** 10 ft., swim 50 ft.**Melee** spear +8 (1d8+4/x3 plus poison), bite +2 (1d6+3)**Ranged** spear +8 (1d8+3/x3)**Special Attacks** rain frenzy**STATISTICS****Str** 16, **Dex** 17, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13**Base Atk** +4; **CMB** +7; **CMD** 20**Feats** Deadly Aim, Weapon Focus (spear)**Skills** Intimidate +8, Perception +8, Stealth +10, Swim +18**Languages** Aquan, Common; speak with sharks**SQ** amphibious, poison use**SPECIAL ABILITIES****Poison (Ex)** Adaros favor a paralytic toxin secreted by the flying nettlefin pufferfish—a sticky venom that doesn't wash away in water.*Nettlefin Toxin:* Spear—injury; *save* Fort DC 15; *frequency* 1/minute for 4 minutes; *effect* paralyzed for 1 minute; *cure* 2 consecutive saves.**Poison Use (Ex)** Adaros are skilled in the use of poison and never risk accidentally poisoning themselves.**Rain Frenzy (Su)** Adaros revere storms, and their lust for blood is amplified exponentially while it is raining. While fighting in the rain or during other stormy weather, adaros act as though affected by the rage spell. An adaro gains this benefit even if it is underwater, but only as long as it remains within a move action away from the water's surface (50 feet for most adaros).**Speak with Sharks (Su)** An adaro can communicate telepathically with sharks to a distance of 100 feet. This communication is limited to simple concepts, such as “come,” “defend,” or “attack.”**Giant Sea Anemone**

XP 600

N Large vermin (aquatic)

Init +2; **Senses** blindsight 30 ft.; Perception +0**DEFENSE****AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)**hp** 34 (4d8+16)**Fort** +8, **Ref** +3, **Will** +1**Defensive Abilities** amorphous; Immune gaze attacks, mind-affecting effects, poison, vision-based effects**OFFENSE****Speed** 5 ft.**Melee** tentacles +3 (2d6+1 plus grab and poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** swallow whole (1d6+1 bludgeoning damage, AC 11, 5 hp)**STATISTICS****Str** 12, **Dex** 15, **Con** 18, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +3; **CMB** +5; **CMD** 17 (can't be tripped)**Skills** Stealth +6; **Racial Modifiers** +8 Stealth**SQ** anchored, sightless**SPECIAL ABILITIES****Anchored (Ex)** As a full-round action, a giant sea anemone can affix itself to a solid surface. While anchored, it cannot move, and it gains a +4 bonus to its CMD on all checks to resist being bull-rushed, dragged, overrun, or repositioned. This bonus increases by +4 for each size category larger the sea anemone is compared to the opponent attempting the maneuver. The creature can unanchor itself as a full-round action.**Poison (Ex)** Tentacle—injury; *save* Fort DC 16; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 2 consecutive saves.**Sightless (Ex)** A sea anemone is blind and is not affected by any effect that relies on sight, such as gaze attacks or blindness.

Giant Scorpions (4)

XP 800 each

N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4**DEFENSE****AC** 16, touch 9, flat-footed 16 (+7 armor, –1 size)**hp** 37 (5d8+15)**Fort** +7, **Ref** +1, **Will** +1**Immune** mind-affecting effects**OFFENSE****Speed** 50 ft.**Melee** 2 claws +6 (1d6+4 plus grab), sting +6 (1d6+4 plus poison)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d6+4)**STATISTICS****Str** 19, **Dex** 10, **Con** 16, **Int** —, **Wis** 10, **Cha** 2**Base Atk** +3; **CMB** +8 (+12 grapple); **CMD** 18 (30 vs. trip)**Skills** Climb +8, Perception +4, Stealth +0; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth**SPECIAL ABILITIES****Poison (Ex)** Sting—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.**Deathtrap Ooze**

XP 4,800

N Large ooze (shapechanger)

Init –4; **Senses** Perception –5**DEFENSE****AC** 10, touch 5, flat-footed 10 (–4 Dex, +5 natural, –1 size)**hp** 126 (12d8+72)**Fort** +10, **Ref** +0, **Will** –1**Immune** acid, ooze traits**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** slam +13 (2d6+6 plus 2d6 acid and grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+6 plus 2d6 acid)**STATISTICS****Str** 20, **Dex** 3, **Con** 22, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +9; **CMB** +15 (+19 grapple); **CMD** 21 (can't be tripped)**Skills** Climb +13**SQ** compression, trap form**SPECIAL ABILITIES****Acid (Ex)** A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.**Trap Form (Su)** Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely. The trap it can assume the form of must be of a CR equal to or less than that of the deathtrap ooze itself—appropriate traps from pages 420–421 of the Core Rulebook include the swinging axe trap (CR 1), the wall scythe trap (CR 4), and the falling block trap (CR 5). In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

Decapus

XP 1,200

CE Medium aberration

Init +1; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)**hp** 45 (6d8+18)**Fort** +4, **Ref** +3, **Will** +5

OFFENSE

Speed 10 ft., climb 30 ft.**Melee** bite +7 (1d6+3), tentacles +8 (2d4+3 plus grab)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** constrict (2d4+4)**Spell-Like Abilities** (CL 6th; concentration +7)

At will—minor image (DC 13)

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 10, **Wis** 11, **Cha** 12**Base Atk** +4; **CMB** +7 (+11 grapple); **CMD** 18 (can't be tripped)**Feats** Skill Focus (Bluff), Toughness, Weapon Focus (tentacles)**Skills** Acrobatics +7 (−1 jump), Bluff +7, Climb +16, Escape Artist +5,Intimidate +7, Perception +11, Spellcraft +6, Stealth +9; **Racial Modifiers** +4 Perception**Languages** Aklo**SQ** sound mimicry (voices), tentacles

SPECIAL ABILITIES

Tentacles (Ex) A decapus's tentacles must all strike at a single target, but they do so as a primary attack.**Slicer Beetle**

XP 1,200

N Large vermin

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, −1 size)**hp** 39 (6d8+12)**Fort** +7, **Ref** +2, **Will** +2**Immune** mind-affecting effects

OFFENSE

Speed 40 ft., fly 20 ft. (poor)**Melee** bite +8 (2d6+7/19–20)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** crippling bite

STATISTICS

Str 21, **Dex** 11, **Con** 15, **Int** —, **Wis** 10, **Cha** 6**Base Atk** +4; **CMB** +10; **CMD** 20 (28 vs. trip)**Skills** Fly −6**SQ** compression

SPECIAL ABILITIES

Crippling Bite (Ex) A slicer beetle's bite attack threatens a critical hit on a roll of 19–20. If a slicer beetle scores a critical hit on a target, its mandibles cut deep, resulting in a wound that causes 1d6 bleed and leaving its foe staggered for 1d3 rounds from the tremendous pain dealt.

Melabdara

XP 6,400

Advanced Sphinx

N Large Magical Beast

Init +7; **Senses** darkvision, low-light vision; Perception +23

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, -1 size, +13 natural)**hp** 126 (12d10+60)**Fort** +13, **Ref** +11, **Will** +12

OFFENSE

Speed 40 ft., flight 60 ft. (poor)**Melee** 2 claws +19 (2d6+8/19-20)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** pounce, rake (2 claws +19, 2d6+8)**Spell-Like Abilities** (CL 12th; concentration +20)Constant—*comprehend languages, detect magic, read magic, see invisibility*3/day—*clairaudience/clairvoyance*1/day—*dispel magic, locate object, remove curse, legend lore*

1/week—any one Symbol (DC 22)

STATISTICS

Str 26, **Dex** 17, **Con** 20, **Int** 22, **Wis** 23, **Cha** 23**Base Atk** +12; **CMB** +21; **CMD** 34 (38 vs. Trip)**Feats** Alertness, Combat Casting, Hover, Improved Critical (claw), Improved Initiative, Iron Will**Skills** Acrobatics +3 (+7 jump), Bluff +16, Diplomacy +16, Fly +9, Intimidate +16, Knowledge (any two) +8, Perception +23, Sense Motive +21, Spellcraft +14, Stealth -1**Languages** Draconic, Osiriani, Ancient, Sphinx

SPECIAL ABILITIES

Symbol (SL) A sphinx may use one of the following spells as a spell-like ability, once/week: Symbol of Fear, Symbol of Pain, Symbol of Persuasion, Symbol of Sleep, Symbol of Stunning. These symbols last for 1 week maximum.