

# SORICO

# CREATURE 1

**RARE****N****SMALL****ANIMAL****EXTRATERRESTRIAL**

**Perception** +7; low-light vision, scent (imprecise) 30 feet

**Skills** Acrobatics +6, Athletics +4, Stealth +7

**Str** +1, **Dex** +3, **Con** +4, **Int** -4, **Wis** +3, **Cha** +0

**AC** 15; **Fort** +10, **Ref** +7, **Will** +4

**HP** 26

**Speed** 25 feet, burrow 10 feet

**Melee** ♦ jaws +9, **Damage** 1d6+2 piercing

**Melee** ♦ claw +9 (agile, finesse), **Damage** 1d4+2 slashing

**Dust Cloud** ♦ **Frequency** 3 times a day; **Effect** The sorico shakes loose a cloud of dust and sand from its coat in a 5-foot emanation. Until the beginning of the sorico's next turn, creatures in this area are concealed, and other creatures are concealed to them. A light wind disperses this dust cloud immediately. Any other creatures in this area when the sorico uses this ability must succeed at a DC 13 Fortitude save or spend its next action coughing.