

NE

MEDIUM

ABERRATION

Perception +22**Languages** aklo, thassilonian**Skills** Acrobatics +22, Athletics +24, Intimidation +19, Stealth +22, Survival +16**Str** +7, **Dex** +5, **Con** +7, **Int** +0, **Wis** +2, **Cha** +3**Bravery** Treat successes on will saves vs. fear effects as critical successes. Anytime you recieve the frightened condition, reduce its value by 1.**Items** +1 striking greataxe (magical, sweep), +1 breastplate**AC** 31; **Fort** +23, **Ref** +22, **Will** +19; +1 status to saves vs magic, +4 status to saves vs mental**HP** 195; **Immunities** controlled; **Resistances** mental 5**Speed** 30**Melee** ♦ +1 striking greataxe +24 (magical, sweep), **Damage** 2d12+15 slashing**Melee** ♦ jaws +24 (agile), **Damage** 2d10+12 piercing plus Sinful Bite**Melee** ♦ claws +24, **Damage** 2d8+12 slashing**Attack of Opportunity** ↻**Sinful Bite** (arcane, emotion, mental) A creature hit by the jaws of a sinspawn must attempt a DC 30 Will save as it is assailed by sinful thoughts.**Critical Success:** Unaffected.**Success:** Sickened 1.**Failure:** Sickened 2.**Critical Failure:** Sickened 2, also drain 1 and enfeebled 1 for 1 minute.**Power Attack** ♦♦ **Frequency** once per round; **Effect** The sinspawn makes a melee Strike. This counts as two attacks when calculating the sinspawn's multiple attack penalty. If this Strike hits, the sinspawn deals an extra die of weapon damage.