



“Desert Devil” by Wayne England, © Wizards of the Coast. Accessed at the Sandstorm Art Gallery [here](#)

[The desert devil, or araton, is not a monster I ever used. But check out that rad Wayne England art! In Pathfinder parlance, a humanoid that has been flayed and has its skin constantly worn away is better suited for the “kyton” umbrella.]

Kyton, Araton

CR 7 LE Outsider (extraplanar)

This humanoid figure is dimly visible from beneath a halo of swirling, stinging sand. It appears mostly human, but completely flayed, and a few irregular horns grow from the base of its skull.

Aratons are sometimes referred to as “flayed kytons” or “desert kytons”. Their artistic specialization is flaying—their own skins have been worn away at their creation from their stinging haloes of sand. On the rare occasions where an araton deactivates its sandy aura, small patches of skin may regrow, but never fully connect together, adding to its grisly appearance.

Aratons prefer to wield scimitars in combat, as their keen edges are adept at separating flesh from muscle. They are not creative combatants, preferring merely to charge into the center of melee in order to wound as many enemies as possible with their auras. They do target healers and good aligned spellcasters, enjoying the suffering caused when their bleeding wounds disrupt a vital spell from being used. Creatures that succumb to an araton’s gaze feel as if their skin is being tugged off,

a preview of coming horrors should the aratons be victorious in battle.

Aratons are most common in the deserts of the Plane of Shadow, bizarre places where the sun never fully rises or sets but the temperature still varies wildly and painfully. They maintain citadels dotting kyton territory, and are vigilant in pursuing other planar denizens that dare to intrude. These forts are slowly ground away by the araton's own stinging haloes, and the creatures toil forever in repairing and replacing items that succumb to erosion. Aratons view this cycle of creation and destruction philosophically, calling it "the peeling" and drawing connections to the River of Souls, the fabric of the planes and other large scale phenomena.

Araton CR 7

XP 3,200

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +8; **Senses** darkvision 60 ft., Perception +12

Aura stinging halo (10 ft.)

Defense

AC 20, touch 13, flat-footed 16 (+4 Dex, +6 natural)

hp 85 (9d10+36); regeneration 3 (good or silver)

Fort +10, **Ref** +7, **Will** +8

DR 5/good and silver; **Immune** cold; **SR** 18

Offense

Speed 30 ft.

Melee +1 *scimitar* +11/+6 (1d6+4/15-20) and +1 *scimitar* +11/+6 (1d6+4/15-20) or 2 slams +12 (1d4+3)

Special Attacks flaying critical, unnerving gaze

Statistics

Str 17, **Dex** 19, **Con** 19, **Int** 10, **Wis** 14, **Cha** 12

Base Atk +9; **CMB** +12; **CMD** 26

Feats Double Slice, Improved Critical (scimitar), Improved Initiative, Improved Two-Weapon Fighting, Two-Weapon Fighting

Skills Acrobatics +17, Heal +15, Knowledge (planes) +13, Perception +14, Sense Motive +14, Stealth +16

Languages Common, Infernal

SQ dervish

Ecology

Environment any land or underground (Shadow Plane)

Organization solitary, pair, band (3-6) or troop (7-24)

Treasure double (2 +1 *scimitars*, other treasure)

Special Abilities

Dervish (Ex) An araton treats scimitars as light weapons for the purposes of two-weapon fighting and for feats.

Flaying Critical (Ex) An araton can choose to flay a living opponent on a critical hit. It deals normal damage with the critical, but the target takes the same amount of damage as bleed. Bleed dealt by this ability does not stack.

Stinging Halo (Su) An araton is surrounded continuously by a 10 foot aura of swirling sand. This sand grants the araton and all creatures within the aura concealment, and deals 1d6 slashing damage to all creatures in the aura (no save). An araton can suppress or resume this aura as a standard action. Aratons can see through their own stinging halo and those of other aratons without penalty.

Unnerving Gaze (Su) Range 30 ft.; save Will DC 15; effect -4 penalty to attack rolls, skill checks and ability checks for 1d4+1 rounds. This is a mind-influencing fear and pain effect, and the save

DC is Charisma based.