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[Commissioned by [@crazytrain48](#). Between this and the [howler wasp](#), I'm convinced someone on the *Monster Manual IV* editorial board had a sense of humor about the project]

Skiurid

CR ½ NE Magical Beast

This small furry creature resembles a black squirrel the size of a cat. Its features are pointed and cruel, and its eye glow a sinister red.

Skiurids are malevolent squirrel-like beasts native to the Plane of Shadow. Their appearance often strikes novice adventurers as comical, but their attacks are anything but. A skiurid feeds by enveloping an area in a radius of freezing darkness—if any living creature takes damage from the aura, a kernel of shadow coalesces once the chill darkness dissipates. The size and nutritional value of this shadow nugget varies depending on how many creatures were injured, and so skiurids attempt to attack large groups whenever possible.

Skiurids live in colonies, and individual skiurids work together in order to blanket huge areas in their darkness clouds. They avoid direct physical confrontation if they can, as their teeth are small and weak. Skiurids will typically flee a fight if they are spotted, but other monsters of the Plane of Shadow recognize their handiwork and often follow them, seeking to make a meal of either the skiurid or its weakened victims, whichever it can catch first.

Creatures that make use of shadow magic often covet skiurids, both for their inherent abilities and the shadow nuggets they create. A shadow nugget can be used as a component in any necromancy or illusion (shadow) spell worth up to 250 gp, or can be used to shorten the duration of creating a magic item of these schools by 1 day. Only a single shadow nugget can be used per spell or magic item in this fashion, and the nugget is worth 250 gp to an interested buyer. A skiurid can also be taken as a familiar by an evil spellcaster with the Improved Familiar feat.

Skiurid CR ½

XP 200

NE Tiny magical beast (extraplanar)

Init +6; **Senses** darkvision 60 ft., Perception +5, see in darkness

Defense

AC 14, touch 14, flat-footed 12 (+2 size, +2 Dex)

hp 5 (1d10)

Fort +2, **Ref** +4, **Will** +1

Resist cold 10

Offense

Speed 30 ft., climb 20 ft.

Melee bite -1 (1d4-4)

Space 2 ½ ft.; **Reach** 0 ft.

Special Attacks chill darkness

Statistics

Str 3, **Dex** 15, **Con** 10, **Int** 3, **Wis** 12, **Cha** 12

Base Atk +1; **CMB** +1; **CMD** 7 (11 vs. trip)

Feats Improved Initiative

Skills Acrobatics +10, Climb +10, Perception +5, Stealth +18; **Racial Modifiers** +8 Acrobatics, +8 Stealth, uses Dex to Climb

Languages Infernal (cannot speak)

SQ shadow jump (30 ft/day)

Ecology

Environment cold forests (Plane of Shadow)

Organization solitary, troop (2-12) or colony (13-40)

Treasure special

Special Abilities

Chill Darkness (Su) As a standard action, a skiurid can touch an object in order to cause it to radiate darkness in a 20 foot radius. This magical darkness lowers the illumination by 1 step, as per the *darkness* spell, except that all creatures in the area take 1d6 points of cold damage and must succeed a DC 11 Fortitude save or take 1 point of Strength damage. Creatures that do not take the cold damage are not affected by the Strength damage. Creatures remaining in the aura do not take damage each round, but a creature that leaves the aura and enters it again takes damage when it reenters the aura. This chill darkness lasts for 1 minute, and interacts with light spells and light sources as per a *darkness* spell. A skiurid can create chill darkness three times per day, but must wait 1d4 rounds between uses. The save DC is Charisma based.

Shadow Jump (Su) A skiurid can teleport, as per *dimension door*, as a standard action, except that it must begin and end in an area of darkness. A skiurid can teleport up to 30 feet per day in this fashion, and can divide this movement into 10 foot increments if it so chooses.