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[This fearsome critter reminds me a bit of the raiju of Japan. Maybe they're related?]

Sand Squink

This fanciful creature resembles a small dog, with long, rabbit-like ears and a tufted tail as long as its body. A palpable aura of electricity crackles around it.

Sand squinks are wicked and cunning predators that use their scintillating patterns to entrance foes and their electrical abilities to destroy them. Although a sand squink can live easily on a diet of fish and small game, they are greedy creatures that delight in collecting the artifacts of civilization, both magical and mundane. Most sand squinks are perfectly happy to kill to obtain even the simplest trinkets, and a sand squink's den is as stuffed with treasure as it can be.

Sand squinks are not averse to working for more powerful creatures as bodyguards or scouts in exchange for treasure, and the wealthiest sand squinks are those that have allied with a powerful fey, green dragon or other woodland entity. On the other hand, sand squinks will also masquerade as gods or spirits in order to extort forest-dwelling humanoids for tribute.

Sand squinks are typically distrustful of each other, coming into contact only to mate or to steal from each other (or both). They are monotremes—the females lay four to six eggs with a strange, resinous shell. Baby sand squinks are cared for only until they are capable of hunting on their own.

The young are then chased from the den and forced to fend for themselves. Many sand squinks make a habit of hunting down and killing their siblings, and cooperation between family members is extremely rare. Sand squinks are skilled swimmers, and prefer to lair on the banks of rivers and lakes. A sand squink grows to six feet long, and more than half of that length is tail. They typically weigh about 50 pounds.

Sand Squink CR 9

XP 6,400

NE Small magical beast

Init +9; **Senses** darkvision 60 ft., low-light vision, Perception +15, scent

Defense

AC 22, touch 19, flat-footed 22 (+1 size, +5 Dex, +3 natural, +3 deflection)

hp 112 (15d10+30)

Fort +11, **Ref** +14, **Will** +7

Immune electricity

Defensive Abilities shock shield, uncanny dodge

Offense

Speed 50 ft.

Melee bite +18 (1d4+2), 2 claws +18 (1d4+2)

Special Attacks mesmerizing lights, sneak attack +3d6

Spell-like Abilities CL 10th, concentration +13

At will—*aggressive thundercloud* (DC 15), *detect magic*, *elemental aura* (electricity only, DC 16), *shocking grasp*

3/day—empowered *lightning bolt* (DC 16)

1/day—*chain lightning* (DC 19)

Statistics

Str 15, **Dex** 21, **Con** 15, **Int** 14, **Wis** 14, **Cha** 16

Base Atk +15; **CMB** +15; **CMD** 34 (38 vs. trip)

Feats Blind-fight, Combat Expertise, Dodge, Empower SLA (*lightning bolt*), Improved Feint, Improved Initiative, Mobility, Spring Attack

Skills Acrobatics +18 (+26 when jumping), Bluff +13, Perception +15, Spellcraft +12, Stealth +22, Swim +19; **Racial Modifiers** +4 Swim

Languages Common, Sylvan

Ecology

Environment temperate forests

Organization solitary or pair

Treasure standard

Special Attacks

Mesmerizing Lights (Su) A sand squink can, as a standard action, create a field of shimmering lights 60 feet across. All creatures within the area must succeed a DC 20 Will save or be entranced, taking no action except for moving towards the sand squink. A sand squink can maintain this aura by taking a standard action each round. A creature that passes through hazardous terrain or is attacked by another creature gets another Will save to break the effect. A creature adjacent to the sand squink can take no actions and is considered to be flat-footed against the sand squink's attacks. This effect lasts as long as the sand squink maintains the lights, plus for one round thereafter. A creature that successfully saves against a sand squink's mesmerizing lights is immune to the lights of that sand squink for the next 24 hours. This is a visual, mind-influencing, glamor effect. The save DC is Charisma based.

Shock Shield (Su) A sand squink is surrounded by a defensive aura of electricity. This ability gives it a deflection bonus to AC equal to its Charisma modifier and all ranged attacks made

against a sand squink have a 50% miss chance.