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[ “Elves are wonderful. They provoke wonder.  
Elves are marvellous. They cause marvels.  
Elves are fantastic. They create fantasies.  
Elves are glamorous. They project glamour.  
Elves are enchanting. They weave enchantment.  
Elves are terrific. They beget terror.”  
–Terry Pratchett]

### **Samodiva**

*A beautiful woman stands before you, clad in a flowing white gown woven with feathers. A palpable aura of heat emanates from her, and golden eyes burn with mischief and desire. Her feet do not touch the ground as she dances through the air.*

As deadly as they are beautiful, samodivas are fey creatures that represent the life-giving and threatening properties of sunlight. If properly mollified, a samodiva can be a remarkable ally, capable of curing diseases, improving crop growth and ending droughts and floods alike. An offended or playful samodiva, however, will gladly enslave or kill the target of her attentions. Even beasts lose their wills to a samodiva’s gaze, but samodivas are unlikely to keep a charmed victim for long. Lucky captives are slaves to a samodiva’s desires for a short while before being set free; unlucky ones are killed and eaten.

Samodivas are reclusive creatures who dwell in the depths of remote forests. They are usually solitary or accompanied by loyal charmed victims. Multiple samodivas usually only gather on equinoxes and solstices in order to share news of their territories and dance in celebration of the cycles of day and night. These dances often begin at midnight and continue until the rising of the sun—the surest way to offend a samodiva is to interrupt one of these dances.

In combat, a samodiva usually seeks to use charmed allies to protect her while destroying those resistant to her gaze with magic. Samodivas are capable of assuming the form of monstrous firebirds—in this form, samodivas will often grab a lone target, fly into the air and drop them to the ground.

Samodivas have the same proportions of lithe human women, standing between five and six feet tall. All samodivas have luxurious blond hair, and rumors are common that somehow shaving a samodiva's hair will rob her of her powers. Testing this legend would likely prove incredibly dangerous.

### **Samodiva**      **CR 14**

**XP 38,400**

CN Medium fey (fire, shapechanger)

**Init** +11; **Senses** darkvision 60 ft., low-light vision, Perception +33

**Defense**

**AC** 30, touch 25, flat-footed 23 (+7 Dex, +1 Dodge, +7 sacred, +5 natural)

**hp** 195 (23d6+115)

**Fort** +12, **Ref** +14, **Will** +18

**DR** 15/cold iron; **Immune** fire; **SR** 25

**Defensive Abilities** sun shield

**Weakness** vulnerable to cold

**Offense**

**Speed** 30 ft., fly 60 ft. (perfect)

**Melee** touch +18 (dance of death) or bite +18 (2d4+4 plus 4d6 fire) and 2 claws +18 (1d8+4 plus 4d6 fire plus grab)

**Special Attacks** charming gaze, grab (Medium creatures)

**Spell-like Abilities** CL 16<sup>th</sup>, concentration +23

Constant—*see invisibility*

At will—*scorching ray*

3/day—empowered *flame strike* (DC 22), *greater dispel magic*, quickened *blindness/deafness* (DC 19), *restoration*

1/day—*control weather*, *dominate person* (DC 22), *feeblemind* (DC 22), *heal*, *plant growth*, *sunburst* (DC 25)

**Statistics**

**Str** 18, **Dex** 24, **Con** 21, **Int** 19, **Wis** 19, **Cha** 24

**Base Atk** +11; **CMB** +20 (+24 grapple, +22 disarm or trip); **CMD** 43

**Feats** Agile Maneuvers, Combat Expertise, Defensive Combat Training, Dodge, Empower Spell-like Ability (*flame strike*), Flyby Attack, Improved Disarm, Improved Initiative, Improved Trip, Mobility, Quicken Spell-like Ability (*blindness/deafness*), Weapon Finesse

**Skills** Acrobatics +33, Diplomacy +33, Fly +41, Heal +27, Intimidate +30, Knowledge (nature) +30, Perception +33, Perform (dance, sing) +33, Sense Motive +30

**Languages** Aklo, Common, Elven, Ignan, Sylvan

**SQ** bird form

**Ecology**

**Environment** temperate forests and hills

**Organization** solitary, pair or cabal (3-6)

**Treasure** standard

**Special Abilities**

**Bird Form (Su)** As a move action, a samodiva can transform from its humanoid form into that of an immense bird of prey. In her humanoid form, a samodiva can use her charming gaze and dance of death abilities; as a bird, the samodiva can use her claw and bite attacks and the grab ability. In both forms, a samodiva can fly, use spell-like abilities and has the sun shield defensive ability. A samodiva can transform back into humanoid form as a move action.

**Charming Gaze (Su)** As *charm monster*, 30 feet, duration 1 day, Will DC 28 negates. This is a mind-influencing effect. The save DC is Charisma based.

**Dance of Death (Su)** A creature touched by a samodiva must succeed a DC 28 Will save or be affected as by an *irresistible dance* spell, save that each round the creature dances, it takes 1d6 points of Constitution drain. This is a mind-influencing effect. The save DC is Charisma based.

**Flight (Su)** A samodiva's flight is a supernatural ability.

**Sun Shield (Su)** A samodiva gains a sacred bonus to AC equal to its Charisma modifier. In addition, any creature that strikes a samodiva in melee must succeed a DC 26 Reflex save or take 4d6 points of damage. Creatures vulnerable to sunlight take double damage. The save DC is Constitution based.