

Scimmiatiro

This strange creature has the upper body of an ape, with the legs of a goat and a set of horns on its head.

Scimmiatiro CR 5

XP 1,600

CN Medium fey

Init +1; **Senses** low-light vision;
Perception +17

DEFENSE

AC 17, touch 12, flat-footed 15 (+1
Dex, +1 dodge, +5 natural)

hp 60 (8d6+32)

Fort +6, **Ref** +7, **Will** +8

DR 5/cold iron

OFFENSE

Speed 40 ft.

Melee horns +8 (1d6+4), slam +3
(1d4+2)

Ranged rock +6 (1d4+4)

Special Attacks pipes, rock throwing
(120 ft.)

Spell-Like Abilities (CL 8th)

At will—*charm person* (DC 16),
dancing lights, *ghost sound* (DC 15),
sleep (DC 16), *suggestion* (DC 18)

1/day—*fear* (DC 18), *summon
nature's ally IV* (dire ape, satyr, or 1d3
apes only)

STATISTICS

Str 18, **Dex** 12, **Con** 18, **Int** 8, **Wis** 14,
Cha 20

Base Atk +4; **CMB** +8; **CMD** 19

Feats Dodge, Great Fortitude,
Mobility, Spring Attack,

Skills Acrobatics +12, Climb +15,
Perception +17, Perform +20, Stealth
+16 **Racial Modifiers** +4 Perception,
+4 Perform, +4 Stealth

Languages Sylvan



Pipes (Su)

A scimmiatiro can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 18 Will save or be affected by *charm person*, *fear*, *sleep*, or *suggestion*, depending on what tune the scimmiatiro chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the scimmiatiro's other spell-like abilities as normal. The scimmiatiro's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a scimmiatiro can craft a replacement with 1 week of labor. The save DC is Charisma-based.

Rock Throwing (Ex)

Scimmiatiros are accomplished rock throwers and have a +1 racial bonus on attack rolls with thrown rocks. A scimmiatiro can hurl rocks up to two categories smaller than its size (most scimmiatiros can hurl Tiny rocks.) A "rock" is any large, bulky, and relatively regularly shaped object made of any material with a hardness of at least 5. Scimmiatiro can hurl the rock up to five range increments. Damage from a thrown rock is the scimmiatiro's base slam damage plus 1-1/2 times its Strength bonus.

ECOLOGY

Environment warm forests

Organization solitary, pair, band (3–6), or orgy (7–11)

Treasure standard (20 rocks, masterwork panpipes, other treasure)

Scimmiatiros, known in some regions as monkey-faun, are essentially primitive satyrs. They enjoy debauchery, partying, and revelry. Although they are rarely known to talk to non-scimmiatiros, those that do are often found to be extremely magnetic and captivating.

Scimmiatiros have the strong upper bodies of apes and the horns of a ram. They can attack with their fists, horns, or by throwing rocks, but the scimmiatiros have a much more powerful weapon. Much like a satyr, scimmiatiros carry a set of pipes, which allow them to perform various enchanting songs that magically captivate the listener. Scimmiatiros are known to be quite xenophobic, however, using their magic to repel outsiders, rather than attract them.

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