SCREAMING DEVILKIN

Small Magical Beast
Hit Dice: 3d10 (16 hp)
Initiative: +3 (Dex)
Speed: 5 ft, fly 30 ft (poor)
AC: 18 (+1 size, +3 Dex, +4 natural)
Attacks: Tail slap +3 melee
Damage: Tail slap 1d4-1
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Scream
Saves: Fort +3, Ref +6, Will +1
Abilities: Str 8, Dex 17, Con 10, Int 5, Wis 10, Cha 8
Skills: Hide +10, Listen +6, Move Silently +5, Spot +6
Feats: Alertness

Climate/Terrain: Any cold and temperate land and underground
Organization: Solitary or pack (1-4)
Challenge Rating: 2
Treasure: Standard
Alignment: Always lawful evil
Advancement: 4-7 HD (Small); 8-9 HD (Medium-size)

The screaming devilkin is a small flying monster, akin to the mephit (though the devilkin, as far as sages know, has its origins on the Material Plane). This creature is three feet tall and has a 2 1/2 foot long, muscular barbed tail. Small, leathery wings sprout from its back. The creature's limbs are disproportionately small and frail, and are virtually useless. It should be noted that despite its appearance and name, the screaming devilkin has no connection with outsiders of any type.

COMBAT
A screaming devilkin always attacks and never willingly breaks off a fight, no matter how badly it is losing. Whenever it encounters another creature, it screams until it or the other creature is dead. It attacks in combat with its barbed tail.

Scream (Su): The screaming devilkin has a painful howling scream that has debilitating effects on all creatures within 60 feet that hear it screaming. All creatures that do not have their ears well plugged must succeed at a Fortitude save (DC 11) each round or be unable to attack that round. Spellcasters must succeed at a Concentration check (DC 11) each round they attempt to cast a spell. Conversation, or even shouting, is rendered inaudible by this effect. A silence spell can protect creatures from the devilkin’s screaming.