

CHAPTER 1: REMNANTS OF THE DARK

SHADOW CR 3

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 19 (3d8+6)

Fort +3, **Ref** +3, **Will** +4

Defensive Abilities incorporeal, channel resistance +2;

Immune undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

Languages Common

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

TENEBOUS WORM CR 8

N Medium outsider (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural)

hp 105 (10d10+50)

Fort +14, **Ref** +6, **Will** +8

Defensive Abilities bristles; **Immune** acid

OFFENSE

Speed 20 ft.

Melee bite +14 (2d6+4 plus 6d6 acid)

Special Attacks poison

STATISTICS

Str 17, **Dex** 16, **Con** 20, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +10; **CMB** +13; **CMD** 26 (can't be tripped)

Feats Critical Focus, Great Fortitude, Improved Initiative, Iron Will, Weapon Focus (bite)

Skills Perception +14, Stealth +16

SPECIAL ABILITIES

Acid (Su) The acid of a tenebrous worm's bite affects only organic matter—as it dissolves creatures, it converts their flesh to shadow that swiftly fades away, leaving raw, jagged wounds behind. In dim light, acid damage dealt by a tenebrous worm's bite increases to 8d6 points of damage, while in darkness or bright light, the acid damage is reduced to 4d6.

Bristles (Su) Long bristles of shadowstuff extend from between the tenebrous worm's armor plates. These bristles react swiftly to attacks, stabbing at any creature that attempts to harm the worm. Each time a creature attacks a tenebrous worm, it must make a DC 18 Reflex save to avoid being punctured by several bristles. Each time a creature is punctured by these bristles, it takes 1d4 points of piercing

damage and is exposed to the tenebrous worm's poison. A creature that grapples a tenebrous worm is automatically hurt by these bristles. The save DC to avoid the bristles is Dexterity-based.

Poison (Su) Bristles—*injury*; save Fort DC 20, *frequency* 1/round for 6 rounds, *effect* paralysis for 1d4 rounds plus 1d2 Con (the duration of the paralysis is cumulative with each failed save), *cure* 2 consecutive saves. The save DC is Constitution-based.

DEATHWEB CR 6

N Large undead

Init +6; **Senses** darkvision 60 ft.; Perception +15

Aura infestation (5 ft., 1d6 plus poison)

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, –1 size)

hp 71 (11d8+22)

Fort +5, **Ref** +5, **Will** +8

Immune undead traits

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +15 (2d8+12)

Space 10 ft.; **Reach** 10 ft.

Special Attacks web (+9 ranged, DC 15, 11 hp)

STATISTICS

Str 26, **Dex** 14, **Con** —, **Int** 7, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +17; **CMD** 29 (41 vs. trip)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Vital Strike

Skills Climb +16, Perception +15, Stealth +16; **Racial Modifiers** +4 Stealth

SQ compression

SPECIAL ABILITIES

Poison (Ex) Infestation—*injury*; save Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Infestation (Su) An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a deathweb, to a radius of 5 feet. Any creature within the infestation takes 1d6 points of damage at the end of each round it remains in the area. A creature that takes this damage must make a DC 17 Fortitude save or be nauseated for 1 round. In addition, those damaged by this infestation are poisoned as well. Any area effect attack that deals 10 or more points of damage to a deathweb destroys its infesting spiders, removing its aura for 3 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation. The save DC is Charisma-based.

XERMATHIEL CR 8

Male shadow collector

CN Small fey

Init +7; **Senses** low-light vision; Perception +18

DEFENSE

AC 21, touch 19, flat-footed 13 (+7 Dex, +1 dodge, +2 natural, +1 size)

hp 90 (12d6+48)

Fort +8, **Ref** +15, **Will** +11

DR 10/cold iron; **SR** 19

OFFENSE

Speed 40 ft.

Melee 2 claws +15 (1d6+2)

Special Attacks sneak attack +3d6, steal shadow, tear shadow

Spell-Like Abilities (CL 12th; concentration +16)

At will—*dancing lights, disguise self, major image* (DC 17), *shadow evocation* (simulating leashed shackles only; DC 19), *shadow step*

3/day—*shadow conjuration* (DC 18)

1/day—*shadow evocation* (DC 19), *shadow walk*

TACTICS

During Combat Xermathiel has 4 shadow points when he first encounters the PCs. In combat, he attempts to remain hidden or secure a good hiding place with shadow step. Once safely in hiding, he uses shadow conjuration to summon earth elementals. With his enemies distracted, he uses Spring Attack to stab opponents or attempts to steal their shadows. Xermathiel never uses his last shadow point in combat, instead saving it to aid his escape if things go badly.

Morale Xermathiel flees combat if reduced to fewer than 20 hit points, and he prefers to retreat by using shadow walk, as few foes can then catch him. Once he departs, he abandons this region entirely and does not return.

STATISTICS

Str 14, **Dex** 24, **Con** 19, **Int** 15, **Wis** 17, **Cha** 18

Base Atk +6; **CMB** +12 (+14 steal); **CMD** 25 (27 vs. steal)

Feats Agile Maneuvers^B, Combat Expertise, Dodge, Improved Steal, Mobility, Spring Attack, Weapon Finesse^B, Weapon Focus (claw)

Skills Bluff +19, Climb +11, Diplomacy +19, Escape Artist +22, Knowledge (arcana, planes) +8, Perception +18, Sense Motive +12, Sleight of Hand +22, Stealth +26

Languages Aklo, Common, Sylvan

SQ no shadow

SPECIAL ABILITIES

No Shadow (Ex) A shadow collector casts no shadow of its own, but instead casts any one of the stolen shadows it possesses.

Steal Shadow (Su) A shadow collector automatically steals the shadow of any incorporeal or living creature destroyed, incapacitated, or killed by its claw attack. A shadow collector can also steal a living corporeal creature's shadow with the steal combat maneuver; the shadow doesn't count as fastened to its owner. Until the shadow is returned, the victim has no shadow or reflection and gains 2 permanent negative levels. These negative levels can't be removed otherwise, even with magic that usually removes negative levels. When a shadow collector steals a shadow, it gains 2 shadow points. A shadow collector must expend 1 shadow point to use any of its spell-like abilities. A shadow collector generally begins an encounter with 1d3+1 shadow points. A shadow collector can release a stolen shadow as a standard action. A creature can touch the shadow collector to regain its stolen shadow, as long as the shadow collector is helpless or dead. A successful break enchantment (DC 23) can also restore a target's shadow.

Tear Shadow (Su) A shadow collector's claws strike as ghost touch weapons and, in addition to their normal damage, deal 1d6 points of Charisma damage to incorporeal creatures. This damage destroys a creature if it equals or exceeds the creature's actual Charisma score.

HARAMIL'S HUNGER

CR 8

Greater Shadow

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, **Ref** +8, **Will** +7

Defensive Abilities incorporeal, channel resistance +2;

Immune undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

TACTICS

During Combat Haramil's hunger uses its Mobility and Flyby Attack feats to avoid being surrounded. It focuses its attacks on foes using positive energy above all others; otherwise, it attacks whichever opponent most recently injured it. The shadow pursues foes throughout the tomb, but not beyond the tomb's limits.

Morale Haramil's hunger fights until destroyed.

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

Languages Common

SPECIAL ABILITIES

Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

HARAMIL'S MADNESS

CR 9

Caller in Darkness

CE Large undead (incorporeal)

Init +11; **Senses** darkvision 60 ft.; Perception +22

Aura unnatural aura (30 ft.)

DEFENSE

AC 20, touch 20, flat-footed 12 (+3 deflection, +7 Dex, +1 dodge, –1 size)

hp 97 (13d8+39)

Fort +7, **Ref** +11, **Will** +10

Defensive Abilities incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +15 (6d6 plus consume mind)

Space 10 ft.; **Reach** 10 ft.

Special Attacks consume mind, wrap in despair

Psychic Magic (CL 10th; concentration +12)

12 PE—*aversion* (2 PE, DC 15), *emotive block* (3 PE, DC 16), *greater oneiric horror* (4 PE, DC 17), *mind thrust V* (5 PE, DC 18), *paranoia* (2 PE, DC 15), *telepathic projection* (1 PE, DC 14)

TACTICS

During Combat Haramil's madness first casts paranoia on a melee combatant to disrupt the PCs' teamwork. It then casts mind thrust V or greater oneiric horror on other opponents to keep them occupied before closing to consume their minds with melee touch attacks.

Morale Haramil's madness fights until destroyed, but it cannot pursue foes into the upper chambers of the tomb.

STATISTICS

Str —, **Dex** 25, **Con** —, **Int** 15, **Wis** 14, **Cha** 17

Base Atk +9; **CMB** +13; **CMD** 27 (can't be tripped)

Feats Ability Focus (wrap in despair), Alertness, Combat Reflexes, Dodge, Improved Initiative, Skill Focus (Intimidate, Stealth)

Skills Fly +5, Intimidate +25, Knowledge (arcana) +18,
Perception +22, Sense Motive +22, Spellcraft +18, Stealth
+21

Languages Abyssal, Common

SPECIAL ABILITIES

Consume Mind (Su) Whenever a caller in darkness hits a creature with its incorporeal touch attack, or begins its turn occupying the same space as a creature, it drains away a portion of that creature's mind, inflicting 1d4 points of Wisdom damage. This is a mind-affecting effect, but not a negative energy effect. If the caller in darkness reduces a living creature's Wisdom score to 0 in this way, it absorbs that creature's mind, killing it. The caller in darkness gains psychic energy equal to the creature's HD and access to all of the creature's memories. A creature whose mind is absorbed in this way cannot be resurrected until the caller in darkness is slain, unless the caster first uses a wish or miracle to free the creature's mind.

Wrap in Despair (Su) Any living creature that begins its turn occupying the same space as a caller in darkness must succeed on a DC 21 Will save or be overwhelmed by crippling depression for 1d4 rounds. Affected creatures are unable to take any action. Adjacent allies can offer words of encouragement as a standard action to grant the creature a new saving throw.

If the creature succeeds on a saving throw granted in this way, it is immune to the caller in darkness's wrap in despair ability for 24 hours. Creatures with Intelligence scores of 2 or less are immune to this effect. This is a mind-affecting, emotion, and fear effect. The saving throw DC is Charisma-based.

Sunlight Powerlessness (Ex) the creature is in sunlight (but not in an area of daylight or similar spells), it cannot attack and is staggered.

CHAPTER 2: GAME OF SHADOWS

SHADOW MASTIFF

CR 5

NE Medium outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +7, **Will** +5

Defensive Abilities shadow blend

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+6 plus trip), tail slap +5 (1d6+3)

Special Attacks bay

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (cannot speak)

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

ROT GRUB SWARM

CR 7

N Fine vermin (swarm)

Init +2; **Senses** blindsense 30 ft.; Perception +0

DEFENSE

AC 20, touch 20, flat-footed 18 (+2 Dex, +8 size)

hp 85 (10d8+40)

Fort +11, **Ref** +5, **Will** +3

Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 10 ft.

Melee swarm +10 (2d6 plus distraction and infestation)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 19), infestation

STATISTICS

Str 1, **Dex** 15, **Con** 18, **Int** —, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** —; **CMD** —

SPECIAL ABILITIES

Infestation (Ex) Any living creature that takes damage from a rot grub swarm becomes infested unless it succeeds at a DC 19 Reflex save. On a failed save, the infested creature takes 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh—this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. Any energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense. The save DC is Constitution-based.

YOUNG CEPHALOPHORE

CR 7

N Medium construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural)

hp 96 (12d10+30)

Fort +4, **Ref** +8, **Will** +5

Defensive Abilities shatter weapons; **Immune** construct traits; **SR** 19

OFFENSE

Speed 20 ft.

Melee 2 slams +17 (1d8+5 plus dazing strike)

Space 10 ft.; **Reach** 10 ft.

Special Attacks dazing gaze, dazing strike

STATISTICS

Str 21, **Dex** 18, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +12; **CMB** +17; **CMD** 31

SQ shatter weapons, statue

SPECIAL ABILITIES

Dazing Gaze (Su) As a standard action, a cephalophore can hold up its severed head to make a gaze attack that affects all seeing creatures within a 60-foot radius. These creatures must succeed at a DC 16 Will save or be stunned for 1 round. Creatures that successfully save are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

Dazing Strike (Su) Any creature struck by the cephalophore's slam attacks must succeed at a DC 16 Will save or be dazed for 1 round. Those who save against this affect are instead sickened for 1 round. This is a mind-affecting fear effect, and the save DC is Wisdom-based.

Shatter Weapons (Ex) Whenever a character strikes a cephalophore with a weapon (magical or non-magical), the weapon takes 2d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken condition.

Statue (Ex) If a cephalophore stands perfectly still, it is indistinguishable from a normal statue. An observer must succeed at a DC 20 Perception check to notice the cephalophore is alive. If a cephalophore initiates combat from this pose, it gains a +6 bonus on its initiative check.

DARK CREEPER

CR 2

CN Small humanoid (dark folk)

Init +3; **Senses** see in darkness; Perception +4

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 19 (3d8+6)

Fort +3, **Ref** +6, **Will** +1

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee dagger +6 (1d3/19–20 plus poison)

Special Attacks death throes, sneak attack (+1d6)

Spell-Like Abilities (CL 3rd, concentration +2)

At will—*darkness*, *detect magic*

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +1; **CMD** 14

Feats Skill Focus (Sleight of Hand), Weapon Finesse

Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth +12;

Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rag armor

Gear dagger, black poison (3 doses)

SPECIAL ABILITIES

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled (–1 penalty on attack rolls and sight-based Perception checks) as long as they remain in areas of bright light.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear— injury; save Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by *deeper darkness*.

SUDOR

CR 4

Advanced giant slurk

N Large magical beast

Init +7; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 21, touch 13, flat-footed 17 (+4 Dex, +8 natural, –1 size)

hp 25 (2d10+14)

Fort +10, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +7 (3d6+9)

Ranged slime squirt +4 ranged touch

Special Attacks belly grease, slime

STATISTICS

Str 23, **Dex** 16, **Con** 25, **Int** 7, **Wis** 14, **Cha** 14

Base Atk +2; **CMB** +9; **CMD** 22 (26 vs. bull rush, grapple, overrun, and trip)

Feats Improved Bull Rush^B, Improved Initiative, Improved Overrun^B

Skills Acrobatics +17, Climb +18, Escape Artist +7; **Racial Modifiers** +10 Acrobatics, +8 Climb, +4 Escape Artist

Languages Boggard (can't speak)

SQ hunker

SPECIAL ABILITIES

Belly Grease (Ex) The slurk exudes a slippery grease from its belly that grants it a +4 bonus on Escape Artist skill checks and to its CMD versus grapples. Once per minute, a slurk may wallow on a solid surface as a full-round action to coat the floor in a 5-foot radius with this grease. The smear created turns that area of floor into difficult terrain for 10 minutes, after which the grease dries to a nasty crust.

Hunker (Ex) The slurk gains a +4 bonus to its CMD to avoid bull rush or overrun attempts.

Slime (Ex) A slurk's back is crusted with thick, dry slime and dozens of nodules. As a standard action at will, a slurk can squirt a jet of this slime from one of these nodules as a ranged touch attack against any target within 30 feet. The slime quickly hardens to the texture of cold tar, entangling the foe. Anyone the slurk successfully bull rushes or overruns is automatically squirted with back slime. The hardened slime can be removed as a full-round action with a DC 19 Strength

check. The slurk's back slime grants a creature riding it a +8 bonus on Ride checks made to stay in the saddle, but a –8 penalty on Ride checks to dismount.

NECROPHIDIUS

CR 3

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 36 (3d10+20)

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

DR 5/bludgeoning; **Immune** construct traits

OFFENSE

Speed 30 ft.

Melee bite +6 (1d8+4 plus paralysis)

Special Attacks dance of death

TACTICS

A necrophidius typically uses its dance of death ability to daze opponents before attacking.

STATISTICS

Str 16, **Dex** 17, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +3; **CMB** +6; **CMD** 19 (can't be tripped)

Skills Stealth +15; **Racial Modifiers** +12 Stealth

SPECIAL ABILITIES

Dance of Death (Ex) A necrophidius can entrance opponents by swaying back and forth. Creatures within 30 feet who can see this must succeed on a DC 15 Will save or be dazed for 2d4 rounds. This is a mind-affecting compulsion effect. The save DC is Constitution-based and includes a +4 racial bonus.

Paralysis (Su) A living creature bitten by a necrophidius must succeed on a DC 13 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Constitution-based and includes a +2 racial bonus.

INVISIBLE STALKER

CR 7

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural)

hp 80 (7d10+42)

Fort +13, **Ref** +11, **Will** +4

Defensive Abilities natural invisibility (see editor's note below); **Immune** elemental traits

OFFENSE

Speed 30 ft., fly 30 (perfect)

Melee 2 slams +12 (2d6+4)

STATISTICS

Str 18, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 11

Base Atk +7; **CMB** +11; **CMD** 25

Feats Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Acrobatics +14, Bluff +10, Fly +22, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +14, Survival +12

Languages Auran, Common

SQ improved tracking

SPECIAL ABILITIES

Improved Tracking (Ex) An invisible stalker takes no penalty to Survival checks when tracking and moving at any speed.

Natural Invisibility (Ex) This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the invisibility purge spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40

when standing still—these bonuses are not included in the statistics above.

TENTAMORT CR 4

N Medium aberration

Init +5; **Senses** all-around vision, blindsense 30 ft., darkvision 60 ft.; Perception +11

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 39 (6d8+12)

Fort +4, **Ref** +5, **Will** +7

OFFENSE

Speed 20 ft., climb 20 ft.

Melee sting +6 (1d6+2 plus poison), tentacle +2 (1d6+1 plus grab)

Space 5 ft.; **Reach** 10 ft.

Special Attacks constrict (1d6+1)

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 1, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 17 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Weapon Focus (tentacle)

Skills Climb +10, Perception +11; **Racial Modifiers** +8 Climb

SPECIAL ABILITIES

Poison (Ex) Sting—injury; *save* Fort DC 15; *frequency* 2 rounds; *effect* 1d4 Con plus nausea; *cure* 1 save.

NOMIANNA CR 6

Female advanced lampad

CN Medium fey

Init +7; **Senses** darkvision 90 ft., low-light vision; Perception +17

Aura insane beauty (30 ft.)

DEFENSE

AC 24, touch 24, flat-footed 19 (+7 deflection, +7 Dex)

hp 66 (7d6+42)

Fort +8, **Ref** +12, **Will** +10

DR 5/cold iron

OFFENSE

Speed 30 ft.

Melee mwk dagger +11 (1d4+2/19–20)

Ranged mwk sling +11 (1d4+2)

Special Attacks weep

Spell-Like Abilities (CL 7th; concentration +14)

At will—*meld into stone*, *stone tell*

Druid Spells Prepared (CL 5th; concentration +10)

3rd—*stone shape*

2nd—*spider climb*, *stone call*

1st—*cure light wounds*, *faerie fire*, *magic stone*

0 (at will)—*detect magic*, *detect poison*, *light*, *mending*

STATISTICS

Str 14, **Dex** 25, **Con** 22, **Int** 18, **Wis** 21, **Cha** 25

Base Atk +3; **CMB** +5; **CMD** 27

Feats Alertness, Combat Casting, Point-Blank Shot, Weapon Finesse

Skills Diplomacy +15, Knowledge (dungeoneering) +11, Knowledge (nature) +14, Linguistics +5, Perception +17, Perform (sing) +11, Sense Motive +17, Spellcraft +11, Stealth +17, Use Magic Device +17

Languages Aklo, Common, Undercommon

SQ guarded

Gear masterwork dagger, masterwork sling

SPECIAL ABILITIES

Guarded (Su) A lampad adds her Charisma modifier as a deflection bonus to her armor class.

Insane Beauty (Su) This ability affects all humanoids within 30 feet who are viewing a lampad in conditions brighter than dim light. Those who look directly upon the lampad must succeed at a DC 20 Will save or gain the confused condition for 1d6 rounds. A creature that succeeds at the save is immune to the same lampad's insane beauty for 24 hours. A lampad can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spells A lampad casts spells as a 5th-level druid, but can't swap out prepared spells to cast summon spells.

Weep (Su) As a standard action, a lampad can unsettle those near her when she cries. Any creature within 30 feet who can hear a lampad weeping becomes shaken unless it succeeds at a DC 20 Will saving throw. This ability can't cause a creature to become frightened or panicked. This is a mind-affecting fear effect that relies on audible components. The save DC is Charisma-based.

ALBINO CAVE SOLIFUGID CR 4

N Medium vermin

Init +1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 45 (6d8+18)

Fort +8, **Ref** +3, **Will** +2

Immune mind-affecting effects

OFFENSE

Speed 50 ft., climb 30 ft.

Melee bite +7 (1d8+3), 2 claws +7 (1d4+3)

Special Attacks pounce, rend (2 claws, 1d6+4)

STATISTICS

Str 16, **Dex** 13, **Con** 17, **Int** —, **Wis** 11, **Cha** 2

Base Atk +4; **CMB** +7; **CMD** 18 (26 vs. trip)

Skills Climb +11, Perception +4, Stealth +5; **Racial Modifiers** +8 Climb, +4 Perception, +4 Stealth

POLONG CR 8

NE Medium undead (incorporeal)

Init +8; **Senses** darkvision 60 ft.; Perception +15

Aura murderous intent (30 ft.)

DEFENSE

AC 19, touch 19, flat-footed 15 (+5 deflection, +4 Dex)

hp 95 (10d8+50)

Fort +8, **Ref** +7, **Will** +11

Defensive Abilities incorporeal; channel resistance +2;

Immune undead traits

Weaknesses bottle-bound (DC 22)

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +12 (6d8 plus 1d4 bleed and terrible wounds)

Special Attacks bleed (1d4), terrible wounds

STATISTICS

Str —, **Dex** 18, **Con** —, **Int** 13, **Wis** 14, **Cha** 20

Base Atk +7; **CMB** +11; **CMD** 26

Feats Blind-Fight, Improved Initiative, Iron Will, Skill Focus (Intimidate), Weapon Focus (incorporeal touch)

Skills Fly +25, Intimidate +24, Perception +15, Stealth +17, Survival +12

Languages Common

SPECIAL ABILITIES

Bottle-Bound (Su) A polong is bound to a bottle as part of the ritual to create it. A polong must remain within 1 mile of its bottle, and regains 1d8+5 hit points for each hour it spends inside its bottle. If a polong's bottle (AC 11, hardness 1, hp 1) is destroyed, the polong is considered staggered until the

bottle reforms in 24 hours. Once per day, a creature that possesses a polong's bottle can attempt to take control of the polong for 24 hours as if the polong were under the effect of a *dominate monster* spell. The polong can attempt a DC 20 Will save to negate this effect. A creature that's controlling the polong is immune to its murderous intent aura.

Murderous Intent (Su) A polong generates a seething aura of unrestrained violence and malicious intent. As an immediate action, a polong can attempt an Intimidate check to demoralize any creature entering its aura. A creature that doesn't become demoralized is immune to the polong's aura for 24 hours. This is a mind-affecting fear effect.

Terrible Wounds (Su) A polong's touch deals slashing damage, and opens up terrible gashes. Each round a creature takes bleed damage from the polong's touch attack, it must succeed at a DC 20 Fortitude saving throw or take 2 points of Constitution damage. The save DC is Charisma-based.

ADVANCED SLITHERING TRACKER CR 5

N Small ooze

Init +6; **Senses** blindsense 60 ft.; Perception +9

DEFENSE

AC 19, touch 17, flat-footed 13 (+6 Dex, +2 natural, +1 size)

hp 50 (4d8+32)

Fort +9, **Ref** +7, **Will** +3

Immune mind-affecting effects, ooze traits

OFFENSE

Speed 10 ft., climb 10 ft.

Melee 2 slams +9 (1d6+5 plus grab and paralysis)

Special Attacks blood drain (1d2 Constitution), grab (Colossal)

STATISTICS

Str 20, **Dex** 22, **Con** 27, **Int** 15, **Wis** 14, **Cha** 5

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 23 (can't be tripped)

Feats Skill Focus (Perception), Skill Focus (Stealth)

Skills Climb +13, Perception +9, Stealth +22; **Racial Modifiers** +8 Stealth, +8 Climb

Languages Undercommon (cannot speak)

SQ transparent

SPECIAL ABILITIES

Paralysis (Ex) Any creature that is hit by a slithering tracker's slam attack comes into contact with the anesthetizing slime it secretes. The opponent must succeed on a DC 20 Fortitude save or be paralyzed—at the end of each round thereafter, the paralyzed victim can attempt a new Fortitude save to recover from this paralysis. When a victim recovers from a slithering tracker's paralysis, the victim is staggered for 1d6 rounds. This DC is Constitution-based.

Transparent (Ex) Because of its lack of coloration, a slithering tracker is difficult to discern from its surroundings in most environments. The slithering tracker gains a +8 racial bonus on Stealth checks as a result, and can move at full speed without taking a penalty on Stealth checks. A creature that fails to notice a slithering tracker and walks into it automatically takes damage as if struck by the slithering tracker's slam attack and is immediately subject to a grab attempt and paralysis by the ooze.

FUNGAL CRAWLER CR 3

N Small aberration

Init +9; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 16, touch 16, flat-footed 11 (+5 Dex, +1 size)

hp 26 (4d8+8)

Fort +3, **Ref** +6, **Will** +5

Defensive Abilities plant defenses; **Immune** mind-affecting effects, paralysis, poison, polymorph effects, sleep, stunning

OFFENSE

Speed 20 ft., climb 40 ft.

Melee bite +6 (1d6+2 plus poison), 2 claws +6 (1d4+2)

Special Attacks leap

STATISTICS

Str 14, **Dex** 20, **Con** 15, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +3; **CMB** +4; **CMD** 19 (27 vs. trip)

Feats Improved Initiative, Step Up

Skills Acrobatics +10 (+14 jump), Climb +10, Perception +6; **Racial Modifiers** +8 Climb, +14 on Acrobatics checks made to jump

SPECIAL ABILITIES

Leap (Ex) A fungal crawler can perform a special kind of pounce attack by jumping into combat. When a fungal crawler charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but it cannot make a bite attack.

Plant Defenses (Ex) A fungal crawler is part plant and shares many of the immunities that plant creatures possess. A fungal crawler is immune to mind-affecting effects, paralysis, poison, *polymorph*, sleep, and stunning.

Poison (Ex) Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Str and 1d2 Con; *cure* 1 save. The save DC is Constitution-based.

SKAVELING (GHOUL BAT) CR 5

CE Large undead

Init +7; **Senses** blindsense 120 ft.; Perception +14

DEFENSE

AC 19, touch 13, flat-footed 15 (+3 Dex, +6 natural, –1 size)

hp 58 (9d8+18)

Fort +5, **Ref** +6, **Will** +8

Immune undead traits

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +10 (2d8+7 plus disease and paralysis)

Space 10 ft.; **Reach** 5 ft.

Special Attacks screech, paralysis (1d4+1 rounds, DC 16)

STATISTICS

Str 21, **Dex** 17, **Con** –, **Int** 8, **Wis** 15, **Cha** 14

Base Atk +6; **CMB** +12; **CMD** 26

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Skill Focus (Stealth)

Skills Fly +13, Perception +14 (+18 when using blindsense), Stealth +14; **Racial Modifiers** +4 Perception when using blindsense

Languages Undercommon

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever* Bite—injury; *save* Fort DC 16; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight.

Screech (Su) Once per day as a standard action, a skaveling can screech as a mobat, affecting a 20-foot-radius burst; those who are affected are stunned for 1d3 rounds unless they make a DC 16 Fortitude save. The save DC is Charisma-based.

ADVANCED ROPE DRAGON CR 6

CN Small dragon (shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision;

Perception +13

DEFENSE

AC 23, touch 17, flat-footed 18 (+6 Dex, +6 natural, +1 size)

hp 69 (6d12+30)

Fort +10, Ref +11, Will +9

DR 5/slashing; Immune paralysis, sleep

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., fly 30 ft. (average)

Melee 2 claws +12 (1d4+5), bite +12 (1d6+5), tail slap +7 (1d4+2)

Space 5 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks breath weapon (20-ft. cone, 4d6 slashing damage, Reflex DC 18 for half, usable every 1d4 rounds), corded breath, discorporating coils

Spell-Like Abilities (CL 6th, concentration +10)

At will—animate rope

STATISTICS

Str 20, Dex 22, Con 21, Int 15, Wis 19, Cha 18

Base Atk +6; CMB +10 (+12 disarm, +12 trip); CMD 26 (28 vs. disarm, 30 vs. trip)

Feats Combat Reflexes, Flyby Attack, Improved Disarm^B, Improved Trip^B, Skill Focus (Stealth)

Skills Acrobatics +12, Climb +12, Fly +17, Knowledge (dungeoneering) +9, Perception +13, Stealth +22, Swim +12

Languages Common, Draconic

SPECIAL ABILITIES

Corded Breath (Su) A rope dragon's breath weapon is a cone of abrasive filaments. Any target that fails its Reflex save against the dragon's breath suffers whip-like cuts and is entangled. The filaments attach to nearby surfaces, causing the entangled creature to be stuck in place. An entangled creature can free itself with a successful Strength check against the breath weapon's DC as a full-round action or by dealing 10 points of slashing damage to the clinging strands. The strands become brittle and fall away from their target in 1d4 rounds.

Discorporating Coils (Su) As a standard action, a rope dragon can change its shape into what appears to be a coil of rope. In this form, it loses its fly speed and its base land speed drops to 5 feet. It can use its bite and tail slap attacks—both with a reach of 10 feet—but has no claws. A successful Perception check against the rope dragon's Stealth check reveals the coiled rope to be alive, with the dragon's shape visible within, but while staying still in this form, the rope dragon receives a +20 bonus on Stealth checks to hide among or appear to be ordinary rope. A rope dragon can resume its dragon form as a free action.

PHYCOMID CR 4

N Small plant

Init +0; Senses tremorsense 30 ft.; Perception +0

DEFENSE

AC 17, touch 11, flat-footed 17 (+6 natural, +1 size)

hp 39 (6d8+12)

Fort +7, Ref +2, Will +2

Immune acid, plant traits

OFFENSE

Speed 10 ft.

Ranged acid pellet +5 touch (2d6 acid plus spores)

STATISTICS

Str 5, Dex 10, Con 15, Int —, Wis 11, Cha 1

Base Atk +4; CMB +0; CMD 10 (can't be tripped)

SPECIAL ABILITIES

Acid Pellet (Ex) A phycomid attacks by firing a glob of acid from one of its several mushroom-like stalks. This attack has a range increment of 10 feet. A phycomid can fire up to six acid pellets per minute—during rounds in which the fungus has no acid pellets, it has no method of attacking at all and

must wait until its acid stores replenish in 4 rounds before continuing a battle.

Spores (Ex) Any creature that takes damage from a phycomid's acid pellet (or consumes even a Small portion of the fungus) becomes exposed to the fungus's spores. These spores grow quickly in living creatures. This affliction is a disease effect, although its course runs much faster than most diseases and is more poison-like in its speed, and like a poison, the spores “burn out” after a short period. A creature that is slain by a phycomid spore infestation bursts open in 1d4 rounds as a fully grown new phycomid emerges.

Phycomid Spores: Disease—injury or ingested; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save. The save DC is Constitution-based.

UNDIGESTED SWARM CR 5

NE Tiny undead (swarm)

Init +3; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 16, flat-footed 13 (+3 Dex, +1 dodge, +1 natural, +2 size)

hp 54 (12d8)

Fort +4, Ref +9, Will +9

Defensive Abilities amorphous, swarm traits; Immune undead traits; Resist acid 10

OFFENSE

Speed 30 ft., climb 20 ft., swim 20 ft.

Melee swarm (3d6 plus digest and distraction)

Space 10 ft.; Reach 0 ft.

Special Attacks digest, distraction (DC 16)

STATISTICS

Str 4, Dex 16, Con —, Int 3, Wis 9, Cha 11

Base Atk +9; CMB —; CMD —

Feats Dodge, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility, Skill Focus (Perception)

Skills Climb +14, Perception +8, Stealth +17, Swim +14

Languages Common (can't speak)

SPECIAL ABILITIES

Digest (Ex) A target that takes swarm damage from an undigested swarm is covered in acidic slime and must succeed at a DC 16 Reflex save or take 2d6 points of acid damage for 1d4 rounds at the start of its turn. An affected creature can make a new save as a full-round action.

CHAPTER 3: FATE OF THE FORSAKEN

MIRE NETTLE

CR 2

N Small plant

Init +1; **Senses** low-light vision; Perception +0

DEFENSE

AC 14, touch 12, flat-footed 13 (+1 Dex, +2 natural, +1 size)

hp 22 (4d8+4)

Fort +5, **Ref** +2, **Will** +1

DR 5/slashing or bludgeoning; **Immune** plant traits

OFFENSE

Speed 20 ft., swim 20 ft.

Melee 4 stings +4 (1d4)

Ranged thorns +5 (2d6) Special Attack pain

STATISTICS

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

Base Atk +3; **CMB** +2; **CMD** 13 (can't be tripped)

Skills Swim +8

SPECIAL ABILITIES

Pain (Ex) A mire nettle's thorns contain painful toxin. When a victim is struck by a mire nettle's sting or thorn attacks, it must succeed at a DC 13 Fortitude save or be staggered for 1 round from the pain. The effects of multiple failed saving throws stack, increasing the duration of the staggered effect by 1 round per failed saving throw. This is a pain and poison effect. The save DC is Constitution-based.

Thorns (Ex) Once every 1d4 rounds as a standard action, a mire nettle can fling a spray of sharp, slender thorns as a ranged attack against any target within 60 feet. This does not provoke attacks of opportunity. Targets struck by thorns are also subjected to the mire nettle's pain ability.

DARK CHAMPION

CR 5

LE Medium humanoid (dark folk)

Init +1; **Senses** blindsight 90 ft.; Perception +8

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 59 (7d8+28)

Fort +9, **Ref** +3, **Will** +4

Immune gaze attacks, sight-based attacks, visual effects

Weaknesses vulnerable to sonic

OFFENSE

Speed 30 ft.

Melee mwk greatsword +11/+6 (2d6+4/19–20)

Ranged heavy crossbow +8 (1d10/19–20)

Special Attacks death throes

STATISTICS

Str 17, **Dex** 12, **Con** 18, **Int** 8, **Wis** 11, **Cha** 9

Base Atk +7; **CMB** +10; **CMD** 21

Feats Cleave, Disruptive, Iron Will, Power Attack

Skills Perception +8, Stealth +2; **Racial Modifiers** +4 Perception, +4 Stealth

Languages Undercommon, Dark Folk

SQ champion armor, fighter training

Gear full plate, masterwork greatsword, heavy crossbow with 20 bolts

SPECIAL ABILITIES

Champion Armor (Ex) A dark champion's speed is not reduced for wearing armor.

Death Throes (Su) A slain dark champion combusts in an explosive flash that destroys its armor but not its other gear. All creatures within a 10-foot radius burst take 3d6 points of fire damage and an additional 2d6 points of piercing damage (Reflex DC 17 half). The save DC is Constitution-based.

Fighter Training (Ex) Dark champions are proficient with all simple and martial weapons and with all armor and shields.

They have a base attack bonus equal to their Hit Dice and can select combat feats that have fighter levels as a prerequisite, treating their Hit Dice as their fighter level for that purpose.

DARK CREEPER

CR 2

CN Small humanoid (dark folk)

Init +3; **Senses** see in darkness; Perception +4

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 19 (3d8+6)

Fort +3, **Ref** +6, **Will** +1

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee dagger +6 (1d3/19–20 plus poison)

Special Attacks death throes, sneak attack (+1d6)

Spell-Like Abilities (CL 3rd, concentration +2)

At will—*darkness*, *detect magic*

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +1; **CMD** 14

Feats Skill Focus (Sleight of Hand), Weapon Finesse

Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth +12;

Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rag armor

Gear dagger, black poison (3 doses)

SPECIAL ABILITIES

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled (–1 penalty on attack rolls and sight-based Perception checks) as long as they remain in areas of bright light.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by *deeper darkness*.

CAVE GIANT

CR 6

CE Large humanoid (giant)

Init +0; **Senses** darkvision 120 ft., low-light vision; Perception +5

DEFENSE

AC 19, touch 9, flat-footed 19 (+4 armor, +6 natural, –1 size)

hp 67 (9d8+27)

Fort +9, **Ref** +3, **Will** +3

Defensive Abilities ferocity, rock catching

Weaknesses light sensitivity

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee battleaxe +12/+7 (2d6+9/x3) or 2 slams +11 (1d8+6)

Ranged rock +5 (1d8+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rock throwing (100 ft.)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +6; **CMB** +13; **CMD** 23

Feats Cleave, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (battleaxe)

Skills Climb +6, Intimidate +7, Perception +5

SQ axe wielder

Gear battleaxe, hide armor

SPECIAL ABILITIES

Axe Wielder (Ex) All cave giants are proficient with handaxes, battleaxes, and greataxes.

Light Sensitivity (Ex) Cave giants are dazzled (–1 penalty on attack rolls and sight-based Perception checks) in areas of bright sunlight or within the radius of a daylight spell.

EVANGELIST KYTON (CHAIN DEVIL) CR 6

LE Medium outsider (evil, extraplanar, kyton, lawful)

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 60 (8d10+16); regeneration 2 (good weapons and spells, silver weapons)

Fort +8, **Ref** +9, **Will** +3

DR 5/silver or good; **Immune** cold; **SR** 17

OFFENSE

Speed 30 ft.

Melee 4 chains +11 (2d4+2)

Space 5 ft; **Reach** 5 ft. (10 ft. with chains)

Special Attacks dancing chains, unnerving gaze

STATISTICS

Str 15, **Dex** 17, **Con** 14, **Int** 11, **Wis** 12, **Cha** 12

Base Atk +8; **CMB** +10; **CMD** 23

Feats Alertness, Blind-Fight, Improved Initiative, Weapon Focus (chain)

Skills Acrobatics +14, Climb +13, Craft (blacksmithing) +11, Escape Artist +14, Intimidate +12, Perception +14

Languages Common, Infernal

SQ chain armor

SPECIAL ABILITIES

Chain Armor (Ex) The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (Su) A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

Unnerving Gaze (Su) Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

ADVANCED GLOOMWING CR 5

N Large outsider (extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 23, touch 14, flat-footed 18 (+5 Dex, +9 natural, –1 size)

hp 47 (5d10+20)

Fort +5, **Ref** +9, **Will** +7

OFFENSE

Speed 10 ft., fly 40 ft. (good)

Melee bite +8 (1d8+4), 2 claws +8 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks confusion, implant, pheromones

STATISTICS

Str 19, **Dex** 21, **Con** 19, **Int** 2, **Wis** 16, **Cha** 14

Base Atk +5; **CMB** +10; **CMD** 25

Feats Ability Focus (confusion), Flyby Attack, Hover

Skills Fly +7, Perception +11, Stealth +9 (+13 in dim light);

Racial Modifiers +4 Stealth in dim light

SPECIAL ABILITIES

Confusion (Su) The eerie shifting of patterns on a gloomwing's wings is hypnotic—any creature within 30 feet that does not avert its gaze from the gloomwing must make a DC 16 Will save at the start of each turn or become confused for 1 round. This is a mind-affecting effect—gloomwings and tenebrous worms are immune to this effect. The save DC is Charisma-based.

Implant (Ex) A gloomwing can lay eggs inside a Small or larger helpless or dead creature as a full-round action that provokes attacks of opportunity. A creature implanted with gloomwing eggs must make a DC 16 Fortitude save each morning to avoid suffering 1d4 points of Constitution damage. Within 24 hours of a creature's death from this damage, 1d4 young tenebrous worms emerge from the corpse, devouring it completely in the process. The eggs can be destroyed via any effect that cures disease, but the eggs themselves are not treated as a disease for purposes of what creatures are immune to this effect. The save DC is Constitution-based.

Pheromones (Su) After the first round of combat, a gloomwing can emit a strange, musky scent in a 30-foot radius as a free action. All creatures within this area (save for other gloomwings or tenebrous worms) must make a DC 16 Fortitude save each round to avoid becoming weakened by the pheromones. Once a creature fails a save against this effect, it takes a –4 penalty to its Strength score—this penalty lasts for as long as the battle continues and for 1 hour thereafter. Lesser *restoration* or any other effect capable of healing ability damage immediately removes this Strength penalty. The save DC is Constitution-based.

MOLDWRETCH (BROWN MOLD) CR 7

N Small plant

Init +10; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +18

DEFENSE

AC 20, touch 17, flat-footed 14 (+6 Dex, +3 natural, +1 size)

hp 85 (10d8+40); fast healing 5

Fort +11, **Ref** +9, **Will** +8

Immune fire, plant traits

OFFENSE

Speed 40 ft., burrow 20 ft., climb 20 ft.

Melee 2 slams +13 (1d8+5), tentacle +12 (1d8+2 plus spores)

Ranged spores +14 touch (spores)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacle)

STATISTICS

Str 20, **Dex** 22, **Con** 19, **Int** 14, **Wis** 21, **Cha** 15

Base Atk +7; **CMB** +11; **CMD** 27

Feats Improved Initiative, Multiattack, Power Attack, Skill Focus (Stealth), Weapon Focus (tentacle)

Skills Climb +23, Knowledge (dungeoneering) +12, Perception +18, Stealth +29

Languages Undercommon

SQ mold symbiosis

SPECIAL ABILITIES

Mold Symbiosis (Ex) A moldwretch forms bonds with mold hazards by spending time within their areas of effect. A moldwretch can bond with only one mold at a time, and the symbiotic bond forms only after the moldwretch spends 8 hours in contact with the hazard. A moldwretch is immune to fungal hazards.

Brown Mold: The moldwretch is immune to fire, and fire-based attacks restore a number of hit points to it equal to half the damage the attacks would normally deal. Its spores deal 2d6 points of cold damage.

Russet Mold: The moldwretch's spores expose targets to the effects of russet mold.

Yellow Mold: The moldwretch's spores expose targets to the effects of yellow mold.

Spores (Ex) A moldwretch's tentacle and spore launch attacks expose their targets to the creature's spores, which have an effect linked to the moldwretch's mold symbiosis. A successful DC 19 Fortitude save negates the additional effect of a moldwretch's spores. The save DC is Constitution-based.

DEATHTRAP OOZE

CR 8

N Large ooze (shapechanger)

Init -4; **Senses** Perception -5

DEFENSE

AC 10, touch 5, flat-footed 10 (-4 Dex, +5 natural, -1 size)

hp 126 (12d8+72)

Fort +10, **Ref** +0, **Will** -1

Immune acid, ooze traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +13 (2d6+6 plus 2d6 acid and grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+6 plus 2d6 acid)

STATISTICS

Str 20, **Dex** 3, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 21 (can't be tripped)

Skills Climb +13

SQ compression, trap form

SPECIAL ABILITIES

Acid (Ex) A deathtrap ooze secretes acid that dissolves only flesh. Creatures made of materials other than flesh are immune to this acid.

Trap Form (Su) Taking 1 minute to do so, a deathtrap ooze can assume the form of any Medium or Large mechanical trap that has no more than one moving part (excluding pits). The ooze can maintain this form indefinitely.

The trap it can assume the form of must be of a CR equal to or less than that of the deathtrap ooze itself—appropriate traps from pages 420–421 of the Core Rulebook include the swinging axe trap (CR 1), the wall scythe trap (CR 4), and the falling block trap (CR 5). In trap form, the ooze uses its attack bonus, but otherwise functions as the emulated trap and uses that trap's statistics and damage. If a creature searching for traps exceeds the DC to find the ooze's trap form, a successful follow-up DC 19 Knowledge (dungeoneering) check allows the creature that discovered the trap to discern its true nature. If the ooze takes any damage, it reverts to its normal form as a free action. Otherwise, reverting to its normal form takes a swift action.

SHADOW MASTIFF

CR 5

NE Medium outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +7, **Will** +5

Defensive Abilities shadow blend

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+6 plus trip), tail slap +5 (1d6+3)

Special Attacks bay

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 4, **Wis** 12, **Cha** 13

Base Atk +6; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (cannot speak)

SPECIAL ABILITIES

Bay (Su) When a shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 16 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Shadow Blend (Su) In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a light or continual flame spell, does not negate this ability; a daylight spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

SLITHERING TRACKER

CR 4

N Small ooze

Init +4; **Senses** blindsense 60 ft.; Perception +7

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 42 (4d8+24)

Fort +7, **Ref** +5, **Will** +1

Immune mind-affecting effects, ooze traits

OFFENSE

Speed 10 ft., climb 10 ft.

Melee 2 slams +7 (1d6+3 plus grab and paralysis)

Special Attacks blood drain (1d2 Constitution), grab (Colossal)

STATISTICS

Str 16, **Dex** 18, **Con** 23, **Int** 11, **Wis** 10, **Cha** 1

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 19 (can't be tripped)

Feats Skill Focus (Perception), Skill Focus (Stealth)

Skills Climb +11, Perception +7, Stealth +20; **Racial Modifiers** +8 Stealth, +8 Climb

Languages Undercommon (cannot speak)

SQ transparent

SPECIAL ABILITIES

Paralysis (Ex) Any creature that is hit by a slithering tracker's slam attack comes into contact with the anesthetizing slime it secretes. The opponent must succeed on a DC 18 Fortitude save or be paralyzed—at the end of each round thereafter, the paralyzed victim can attempt a new Fortitude save to recover from this paralysis. When a victim recovers from a slithering tracker's paralysis, the victim is staggered for 1d6 rounds. This DC is Constitution-based.

Transparent (Ex) Because of its lack of coloration, a slithering tracker is difficult to discern from its surroundings in most environments. The slithering tracker gains a +8 racial bonus on Stealth checks as a result, and can move at full speed

without taking a penalty on Stealth checks. A creature that fails to notice a slithering tracker and walks into it automatically takes damage as if struck by the slithering tracker's slam attack and is immediately subject to a grab attempt and paralysis by the ooze.

BODAK CR 8

CE Medium undead (extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

hp 85 (10d8+40)

Fort +6, **Ref** +5, **Will** +8

DR 10/cold iron; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee 2 slams +9 (1d8+1)

Special Attacks death gaze

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** 6, **Wis** 13, **Cha** 16

Base Atk +7; **CMB** +8; **CMD** 21

Feats Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (slam)

Skills Intimidate +11, Perception +14, Stealth +10

Languages Common

SPECIAL ABILITIES

Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 18 negates. The save DC is Charisma-based. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect.

Vulnerability to Sunlight (Ex) Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.

DARK CALLER CR 5

CE Medium humanoid (dark folk)

Init +3; **Senses** *detect magic*, see in darkness; Perception +8

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 Dex, +1 dodge, +3 natural)

hp 52 (8d8+16)

Fort +4, **Ref** +9, **Will** +3

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee mwk dagger +10/+5 (1d4+2/19–20 plus black smear poison)

Special Attacks death throes, sneak attack +2d6

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*detect magic*

At will—*bleed* (DC 14)

3/day—*deeper darkness*, *shadow step*

1/day—*shadow conjuration* (DC 18)

STATISTICS

Str 14, **Dex** 17, **Con** 14, **Int** 13, **Wis** 13, **Cha** 18

Base Atk +6; **CMB** +8; **CMD** 22

Feats Augment Summoning, Dodge, Spell Focus (conjuration), Weapon Finesse

Skills Climb +6, Intimidate +5, Knowledge (arcana) +9,

Knowledge (planes) +9, Perception +8, Stealth +10, Use

Magic Device +5; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ poison use, shadow ritual

Gear mwk dagger, black smear (2 doses)

SPECIAL ABILITIES

Death Throes (Su) When a dark caller is slain, its body bursts into shreds of blisteringly cold shadows, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d4 points of Strength damage and are staggered for 1 round. A successful DC 16 Fortitude save halves the Strength damage and negates the staggered effect. This ability damage is temporary and an affected creature's Strength returns to normal after 3d10 minutes. The save DC is Constitution-based.

Light Blindness (Ex) Creatures with light blindness are blinded for 1 round if exposed to bright light, such as sunlight or the daylight spell. Such creatures are dazzled (–1 penalty on attack rolls and sight-based Perception checks) as long as they remain in areas of bright light.

Shadow Ritual (Su) Three dark callers can collaborate on a ritual that calls an owb to their service. The ritual takes 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 24 hours. Though the owb is free-willed, it follows orders to the best of its ability.

PELAGASTR PROTEAN CR 8

CN Medium outsider (chaotic, extraplanar, incorporeal, protean, shapechanger)

Init +10; **Senses** blindsight 30 ft., darkvision 60 ft., *detect law*; Perception +16

DEFENSE

AC 20, touch 20, flat-footed 14 (+4 deflection, +6 Dex)

hp 105 (10d10+50); fast healing 5

Fort +10, **Ref** +13, **Will** +10

Defensive Abilities amorphous anatomy, freedom of movement, incorporeal; **DR** 5/lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 19

OFFENSE

Speed fly 30 ft. (perfect)

Melee bite +16 touch (1d6), 2 claws +16 touch (1d4), tail slap +12 (1d6+6)

Special Attacks constrict (1d6+4), overshadowing ego, spirit coils, warpwave

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*comprehend languages*, *detect law*

At will—*dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *mage hand*

3/day—*hypnotic pattern* (DC 16), *pilfering hand*

1/day—*chaos hammer* (DC 18)

STATISTICS

Str —, **Dex** 23, **Con** 21, **Int** 16, **Wis** 16, **Cha** 19

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 30 (can't be tripped)

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Skill Focus (Bluff), Weapon Focus (tail slap)

Skills Acrobatics +19, Bluff +23, Diplomacy +17, Fly +27, Knowledge (planes) +16, Perception +16, Perform (sing) +17, Sense Motive +16, Stealth +19 (+39 when motionless); Racial Modifiers +20 Stealth when motionless

Languages Common, Protean; *comprehend languages*

SQ blending scales, change shape (polymorph)

SPECIAL ABILITIES

Change Shape (Su) When a pelagastr changes shape, it remains incorporeal in its assumed form.

Overshadowing Ego (Su) Once per round as a standard action, the pelagastr can merge its body with that of a corporeal creature. This ability is similar to a greater

possession spell (caster level equals the protean's Hit Dice). To use this ability, the pelagastr must be adjacent to the target. The target can resist the attack with a successful DC 19 Will save. A creature that successfully saves is immune to that same pelagastr's overshadowing ego for 24 hours. The save DC is Charisma-based.

Spirit Coils (Su) A pelagastr's bite and claw attacks resolve as touch attacks and deal force damage, but its tail slap attack resolves normally and deals bludgeoning damage, as the tail dips into reality when attacking; this also allows it to constrict and grapple foes. The pelagastr always adds 1-1/2 times its Charisma modifier to damage dealt by its tail slap and treats its Charisma score as its effective Strength score should its tail's ability to lift or drag objects come into play.

Warpwave (Su) A creature that takes damage from a pelagastr's constrict ability must succeed at a DC 20 Fortitude save or be affected by a warpwave. To determine the effects of a pelagastr's warpwave, roll 1d12 and consult the warpwave effect table. The save DC is Constitution-based.

NIMBRAL CHILD CR 11

CE Medium outsider (evil, extraplanar)

Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +19

DEFENSE

AC 26, touch 20, flat-footed 21 (+5 deflection, +4 Dex, +1 dodge, +6 natural)

hp 133 (14d10+56)

Fort +8, **Ref** +15, **Will** +13

Defensive Abilities dark nimbus; **Immune** blindness, cold, poison; **Resist** acid 10, electricity 10, fire 10

Weaknesses light sensitivity

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 2 claws +18 (2d8+3 plus 4d6 cold)

Special Attacks breath of the void (30-ft. cone, 10d6 cold damage plus slowed, Reflex DC 21 for half, usable every 1d4 rounds), penumbral web (+18 ranged, DC 21, 14 hp)

Spell-Like Abilities (CL 14th; concentration +19)

At will—*deeper darkness*, *greater teleport* (self plus 50 lbs. of objects only)

3/day—*shadow conjuration* (DC 19), *shadow evocation* (DC 20), *shadow walk* (DC 21), *spell turning*

1/day—*greater shadow evocation* (DC 23), *power word blind*

STATISTICS

Str 16, **Dex** 19, **Con** 18, **Int** 13, **Wis** 14, **Cha** 21

Base Atk +14; **CMB** +17; **CMD** 37

Feats Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse

Skills Bluff +22, Climb +11, Intimidate +22, Knowledge (planes) +18, Perception +19, Spellcraft +18, Stealth +21, Use Magic Device +22

Languages telepathy 120 ft.

SPECIAL ABILITIES

Breath of the Void (Su) A nimbral child's breath weapon is a blast of howling, frigid winds drawn from the void. A nimbral child cannot use this ability while it is within an area of bright light. A creature that fails its saving throw against the nimbral child's breath weapon is slowed (as per the *slow* spell) for 1d4 rounds. The save DC is Constitution-based.

Dark Nimbus (Su) Shadows swirl around a nimbral child, granting it concealment from attacks and a deflection bonus to its Armor Class equal to its Charisma modifier.

Light Sensitivity (Ex) Cave giants are dazzled (–1 penalty on attack rolls and sight-based Perception checks) in areas of bright sunlight or within the radius of a daylight spell.

Penumbral Web (Su) Eight times per day as a standard action, a nimbral child can project gray, shadowy webs as per the web universal monster rule. In addition to being subject to the webs' entangling effect, any creature not native to the Shadow Plane touching a penumbral web takes 1d6 points of Strength damage and is paralyzed for 1d4 rounds (Fortitude DC 21 to halve the damage and negate the paralysis). A nimbral child can also create sheets of penumbral webbing. These sheets do not burn but can be pushed aside, although touching them affects a target as per a successful penumbral web attack. If a nimbral child is destroyed, all penumbral webs it has created dissolve in 1d4 rounds. The save DC is Constitution-based.

GREATER SHADOW CR 8

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5, **Ref** +8, **Will** +7

Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +11 (1d8 Strength)

Special Attacks create spawn (as per shadow), strength damage

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth)

Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

Languages Common

SPECIAL ABILITIES

Strength Damage (Su) A greater shadow's touch deals 1d8 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

SHADOW CR 3

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 19 (3d8+6)

Fort +3, **Ref** +3, **Will** +4

Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

Languages Common

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

OWB PROPHET

CR 13

NE Large outsider (extraplanar)

Init +10; **Senses** darkvision 60 ft., see in darkness; Perception +23

Defense

AC 28, touch 16, flat-footed 21 (+6 Dex, +1 dodge, +12 natural, -1 size)

hp 184 (16d10+96); fast healing 5

Fort +16, **Ref** +16, **Will** +11

DR 10/magic; **Immune** bleed, cold, disease, mind-affecting effects, poison

Weaknesses light sensitivity

Offense

Speed 5 ft., fly 60 ft. (perfect)

Melee 4 claws +21 (2d6+6/19–20 plus 1d6 cold)

Ranged burning cold +21 touch (3d6 cold plus entangle)

Space 10 ft., **Reach** 10 ft.

Special Attacks curse of darkness

Spell-Like Abilities (CL 16th; concentration +21)

Constant—*blur*

At will—*deeper darkness*, *detect thoughts* (DC 17), *dust of twilight* (DC 17), *ray of enfeeblement* (DC 16), *shadow step*, *silence* (DC 17)

3/day—*dominate person* (DC 20), *plane shift* (to or from the Shadow Plane only; DC 20), quickened *shadow step*, *shadow evocation* (DC 20)

1/day—*greater shadow conjuration* (DC 22), *shadow walk* (DC 20)

Statistics

Str 22, **Dex** 23, **Con** 22, **Int** 17, **Wis** 18, **Cha** 21

Base Atk +16; **CMB** +23; **CMD** 40

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Point-Blank Shot, Quicken Spell-Like Ability (*shadow step*), Vital Strike

Skills Bluff +24, Diplomacy +16, Fly +23, Intimidate +24, Knowledge (planes, religion) +22, Perception +23, Sense Motive +23, Spellcraft +22, Stealth +21

Languages Aklo, Common, Dark Folk, Undercommon (can't speak); telepathy 100 ft.

SQ deific, Forsaken patron (Husk)

SPECIAL ABILITIES

Burning Cold (Su) An owb prophet can conjure a ball of flickering flames and hurl it at an opponent as an attack action, or hurl four balls of flame as a full-attack action. These flames are ranged touch attacks with a range of 120 feet with no range increment. Each flame deals 3d6 points of cold damage. Any creature struck by the flames must succeed at a DC 24 Reflex save or become entangled for 1d6 rounds. The save DC is Constitution-based.

Curse of Darkness (Su) With a touch, an owb prophet can make bright light unbearable to the victim. A creature touched must succeed at a DC 23 Fortitude save or gain the light blindness weakness. This ability also robs the victim of its coloration, leaving the creature and its equipment washed-out shades of gray. This effect can be removed with *break enchantment* or *remove curse*, unless the target has the dark

folk subtype, in which case the effect can be removed only by *wish* or similar magic. The save DC is Charisma-based.

Deific (Ex) An owb prophet can grant divine spells to its worshippers. Granting spells doesn't require any specific action on the owb prophet's behalf. Owb prophets grant access to the domains of Darkness, Evil, Madness, and Trickery. Their symbols and favored weapons vary based on the owb prophet's Forsaken patron.

Forsaken Patron (Ex) Each owb prophet serves as a conduit to one of the distant, shadowy demigods known as the Forsaken. Forsaken patrons are described below, and each patron grants the owb prophet additional abilities. The choice of Forsaken patron cannot be changed.