

The Solstice Scar

Part 3 – Winter’s Solstice

Subtier 10-11

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

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Part 3 10-11 Encounter Cheat Sheet

General Conditions

From Part 2

Devastated Army – Combats in H and I add one copy of the monster with the highest CR that already has two or monsters in the encounter.

Bloodied Convoy – No changes

Twinhorn Champions – When the PCs use an Aid Token, they get two different benefits.

From Part 3

Portal Closed – All undead creatures must make a Will DC 17 save or be dazed for 1 round. All undead take a -1 penalty to AC, attack rolls, saving throws, skill checks and ability checks. (Not in Version A)

Twinhorn Comrades – The next melee or ranged attack that each player makes gains the benefit of a Boosted Allied Offensive. (Increase damage dealt by the attack by 4d8 and anyone attacking the target considers it flanked until the beginning of the next turn.)

Encounters

H. Blood on the Snow

Start with this encounter.

Bodak, Devourer, 3 Ragewights

Report a Success if the PCs overcome this encounter.

I. Seeking Aid

Influence Encounter

Report a Diplomatic Success if two people vote to remain.

Report two Diplomatic Successes if all three people vote to remain.

I. Spirits of the Past

Enlightened Vampire, 2 Greater Shadows

Report a Success if the PCs overcome this encounter.

I. Planar Opportunists

Shadow Giant

Report a Success if the PCs overcome this encounter.

J. Voice of the Shadow

If this is Version A, then this is the finale. Otherwise, this is a Challenging Encounter.

Bodysnatcher, 4 Fallen

Deepening Shadows – The entire area gets the benefit of a *desecrate* without the permanent altar.

(Undead in the area gain a +1 profane bonus to attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into the area. Channeled negative energy gains a +3 sacred bonus on the DC to resist.)

Uncertain Opportunity – No changes.

Bolstering Light – The entire area gets the benefit of a *consecrate* without the permanent altar. If a PC casts *consecrate*, then the bonuses double. (Undead in the area suffer a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into the area. Channeled positive energy gains a +3 sacred bonus on the DC to resist.)

Report a Special Success if the PCs overcome the encounter and close the rift.

H. Blood in the Snow

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.

DEVOURER**CR 11**

NE Large undead (extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +20**DEFENSE****AC** 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)**hp** 133 (14d8+70)**Fort** +9, **Ref** +7, **Will** +12**Defensive Abilities** spell deflection, undead traits; **SR** 22**OFFENSE****Speed** 30 ft., fly 20 ft. (perfect)**Melee** 2 claws +18 (1d8+9 plus energy drain)**w/ Power Attack** 2 claws +15 (1d8+15 plus energy drain)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** devour soul, energy drain (1 level, DC 20)**Spell-Like Abilities** (CL 18th, concentration +23, +27 defensively)At will—*animate dead*^{4th}, *bestow curse*^{4th} (DC 19), *confusion*^{4th} (DC 19), *control undead*^{7th} (DC 22), *death knell*^{2nd} (DC 17), *ghoul touch*^{2nd} (DC 17), *inflict serious wounds*^{3rd} (DC 18), *lesser planar ally*^{4th}, *ray of enfeeblement*^{1st}, *spectral hand*^{2nd}, *suggestion*^{3rd} (DC 18), *true seeing*^{6th}, *vampiric touch*^{3rd} (DC 18)**STATISTICS****Str** 28, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 21**Base Atk** +10; **CMB** +20; **CMD** 33**Feats** Blind-Fight, Cleave, Combat Casting, Combat Expertise, Improved Initiative, Improved Sunder, Power Attack**Skills** Bluff +19, Diplomacy +14, Fly +19, Intimidate +19, Knowledge (arcana) +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6**Languages** Abyssal, Celestial, Common, Infernal; telepathy 100 ft.**SPECIAL ABILITIES**

Devour Soul (Su) By making a touch attack as a standard action, a devourer can deal 12d6+18 points of damage as if using a *slay living* spell. A DC 22 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the devourer's chest. The creature cannot be brought back to life until the devourer's destruction (or a spell deflection—see below) releases its soul. A devourer can hold only one soul at a time. The trapped essence provides a devourer with 5 essence points for each Hit Die possessed by the soul. A devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats in superscript). At the start of an encounter, a devourer generally has 3d4+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based.

Spell Deflection (Su) If any of the following spells are cast at the devourer and overcome its spell resistance, they instead affect a devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.

Devourer Spell Like Abilities

Animate Dead (necromancy[evil], VSM, touch) – Up to 2*CL HD of undead, either skeletons or zombies.

Bestow Curse (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn

Confusion (enchantment(compulsion)[mind-affecting], VSMDf, medium, all creatures in a 15ft radius burst, 1rd/lvl, SRyes) – WILL or confused for duration.

Control Undead (necromancy, VSM, close, up to 2HD/lvl all w/in 30ft. of each other, 1min.lvl, SRyes) – WILL or undead fall under your command for duration.

Death Knell (necromancy [death, evil], VS, dying creature touched, SRyes) – WILL or creature dies, gain 1d8 temps, +2 enhancement to STR, +1 effective CL. Lasts for 10min/HD of target.

Ghoul Touch (necromancy, VSM, living humanoid touched, 1d6+2rds, SRyes) – FORT or paralyzed.

Target has stench aura for 10ft (FORT negates). The aura is a poison effect.

Inflict Serious Wounds (necromancy, VS, creature touched, SRyes) – Deals 3d8+lvl (max +15) negative energy damage, WILL ½.

Lesser Planar Ally – Not relevant in combat

Ray of Enfeeblement (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

Spectral Hand (necromancy, VS, medium, 1min/lvl) – Take 1d4dmg, hand lets you make melee touch at medium range with +2 bonus. AC of 22 + Int, improved evasion, your saves and hp = dmg you took at the start of the spell.

Suggestion (enchantment(compulsion)[mind-affecting, language-dependent], VM, close, one living creature, 1hr/lvl or until completed, SRyes) – Sentence or two suggestion for target to do something. Obviously harmful acts fail. WILL negates.

True Seeing (divination, VSM, creature touched, 1min/lvl, SRyes) – Ignore darkness/magical darkness, magically secret doors, blur/displacement, invisibility, illusions, polymorph/changed/transmuted. Can see into Ethereal plane. Vision up to 120 ft.

Vampiric Touch (necromancy, VS, living creature touched, SRyes) – Touch deals 1d6/2lvls, gain temps equal to damage dealt for 1hr. Can't gain more hp than subject's current hp + CON score.

RAGEWIGHT (3)**CR 6**

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +15**DEFENSE****AC** 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 rage)**hp** 82 (11d8+33)**Fort** +6, **Ref** +5, **Will** +10; +4 morale bonus vs. spells, supernatural abilities, and spell-like abilities**Immune** undead traits**OFFENSE****Speed** 40 ft.**Melee** greatsword +12/+7 (2d6+6/17-20 plus energy drain), bite +7 (1d4+2 plus energy drain)**w/ Power Attack** greatsword +9 [+12]/+4 (2d6+15/17-20 plus energy drain), bite +4 (1d4+5 plus energy drain)**Ranged** javelin +10 (1d6+4)**Special Attacks** create spawn, energy drain (1 level, DC 17),

rage powers (animal fury, intimidating glare, knockback, superstition, unexpected strike)

TACTICS**Base Statistics** When not using savage fury, the ragewight's statistics are **AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural); **hp** 49 (11d8); **Fort** +3, **Will** +8; **Melee** mwk greatsword +9/+4 (2d6+1/17-20 plus energy drain); **Ranged** javelin +9 (1d6+4); **Str** 12, **Cha** 11; **CMB** +9; **CMD** 21; **Skills** Climb +15, Intimidate +11**STATISTICS****Str** 18, **Dex** 14, **Con** —, **Int** 11, **Wis** 13, **Cha** 17**Base Atk** +8; **CMB** +12; **CMD** 24**Feats** Cleave, Furious Focus^{APG}, Great Cleave, Improved Critical (greatsword), Lunge, Power Attack**Skills** Climb +18, Intimidate +16, Knowledge (religion) +7, Perception +15, Stealth +20; **Racial Modifiers** +8 Stealth**Languages** Common**Gear** greatsword, javelin**SPECIAL ABILITIES****Create Spawn (Su)** Most humanoids slain by a ragewight rise as cairn wights (though with chaotic evil alignments) in 1d4 rounds. However, humanoids with 6 or more Hit Dice and the rage class feature instead become ragewights, retaining the rage powers they had in life. Such spawn are under the command of their creator until its death, at which point they become free-willed undead.**Intimidating Glare (Ex)** The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.**Knockback (Ex)** Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.**Savage Fury (Ex)** A ragewight can trigger a savage fury as a free action. It can use this fury for 24 rounds each day. These rounds don't need to be consecutive. The ragewight gains a +6 profane bonus to its Strength and Charisma and a +3 profane bonus on Will saves when using this fury. When a ragewight ends its fury, it is staggered for 1d4 rounds and can't resume its fury during this time. This ability otherwise functions as the greater rage barbarian class feature, treating the ragewight's racial Hit Dice as its barbarian level for the purposes of rage and any rage powers.

Unexpected Strike (Ex) The barbarian can make an attack of opportunity against a foe that moves into any square threatened by the barbarian, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per rage. A barbarian must be at least 8th level before selecting this power.

CAIRN WIGHT (FOR CREATE SPAWN)**CR 4**

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE**AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 34 (4d8+16)**Fort** +5, **Ref** +4, **Will** +7**Defensive Abilities** undead traits**Weaknesses** resurrection vulnerability

OFFENSE**Speed** 30 ft.**Melee** slam +6 (1d4+4 plus energy drain)**Special Attacks** create spawn, energy drain (1 level, DC 14)

STATISTICS**Str** 16, **Dex** 16, **Con** —, **Int** 15, **Wis** 17, **Cha** 19**Base Atk** +3; **CMB** +6; **CMD** 19**Feats** Blind-Fight, Skill Focus (Perception)**Skills** Intimidate +11, Knowledge (religion) +9, Perception +13, Stealth +18; **Racial Modifier** +8 Stealth**Languages** Common**SQ** create spawn

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Energy Drain Cairn wights can channel their energy drain through a weapon hit as if they were hit by a slam attack.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Spirits of the Past

ENLIGHTENED VAMPIRE

CR 12

Human vampire monk (hungry ghost monk) 11

LE Medium undead (augmented humanoid, human)

Init +9; **Senses** darkvision 60 ft.; Perception +30

DEFENSE

AC 34, touch 25, flat-footed 28 (+2 armor, +1 deflection, +5 Dex, +1 dodge, +4 monk, +4 Wis, +7 natural)

hp 108 (11d8+55); fast healing 5

Fort +10, **Ref** +14, **Will** +11; +2 vs. enchantments

Defensive Abilities channel resistance +4, improved evasion; **DR** 10/magic and silver; **Immune** disease, poison, undead traits; Resist cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 60 ft.

Melee unarmed strike +15/+10 (2d8+6/19–20 plus energy drain) or
flurry of blows +15/+15/+10/+10/+5 (2d8+6/19–20 plus energy drain) or
slam +14 (1d4+6 plus energy drain)

w/ Power Attack unarmed strike +12/+7 (2d8+12/19–20 plus energy drain) or
flurry of blows +12/+12/+7/+7/+2 (2d8+12/19–20 plus energy drain) or
slam +11 (1d4+12 plus energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 18), energy drain (2 levels, DC 18), flurry of blows, life from a stone, life funnel, punishing kick (11/day), steal ki

TACTICS

During Combat The enlightened vampire uses flurry of blows and ki strike to gain extra attacks, and uses steal ki and life funnel to replenish his ki and hit points. He uses Punishing Kick to knock his most dangerous opponent prone, then grapples it and drains its blood.

STATISTICS

Str 22, **Dex** 20, **Con** —, **Int** 14, **Wis** 18, **Cha** 16

Base Atk +8; **CMB** +17 (+21 grapple); **CMD** 39 (41 vs. grapple)

Feats Alertness, Combat Expertise, Dodge, Gorgon's Fist, Greater Grapple, Improved Critical (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Ki Stand, Lightning Reflexes, Mobility, Power Attack, Punishing Kick^{APG}, Scorpion Style, Step Up, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +19 (+42 when jumping), Climb +20, Intimidate +17, Knowledge (history) +16, Perception +30, Sense Motive +30, Stealth +27; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Celestial, Common, Elven

SQ change shape (dire bat or wolf, *beast shape II*), fast movement, gaseous form, high jump, ki pool (9 points, cold iron/lawful/magic), life funnel, maneuver training, shadowless, slow fall 50 ft., spider climb

Combat Gear *potion of displacement*, *potion of haste*; **Other Gear** *amulet of natural armor +1*, *belt of physical might +2* (Str, Dex), *bracers of armor +1*, *headband of alluring charisma +2*, *ring of protection +1*, 500 gp

SPECIAL ABILITIES

Blood Drain (Su) A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit

points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Energy Drain (Su) A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Gorgon's Fist As a standard action, make a single unarmed melee attack against a foe whose speed is reduced (such as from Scorpion Style). If the attack hits, you deal damage normally and the target is staggered until the end of your next turn unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). This feat has no effect on targets that are staggered.

Greater Grapple You receive a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Improved Grapple. Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

Ki Stand While you have at least 1 *ki* point in your *ki* pool, you can stand up as a swift action that provokes attacks of opportunity.

You may spend 1 point of your *ki* pool to stand up as a swift action without provoking attacks of opportunity.

Life from a Stone (Su) At 11th level, a hungry ghost monk can steal *ki* or life force from any creature, not just living creatures. If the monk has at least 1 *ki* point in his pool, he gains the benefit of life funnel and steal *ki* when he confirms a critical hit against any creature or reduces any creature to 0 or fewer hit points. This ability replaces diamond body

Life Funnel (Su) At 7th level, a hungry ghost monk can steal a creature's life force to replenish his own. If the monk has at least 1 *ki* point in his *ki* pool and scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer hit points, he heals a number of hit points equal to his monk level. As with steal *ki*, some monks believe that life funnel is an unsavory act, no better than what the undead do to the living. A monk with this ability cannot steal both *ki* and hit points at the same time. This ability replaces wholeness of body.

Punishing Kick You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). On a successful hit, the attack deals damage normally and you can choose to push your target 5 feet or attempt to knock them prone. If you decide to push the target, it is moved 5 feet directly away from you. This movement does not provoke attacks of opportunity, and the target must end this move in a safe space it can stand in. If you decide to attempt to knock the target prone, the target receives a Fortitude saving throw with a DC of 10 + 1/2 your character level + your Wisdom modifier to avoid the effect. You may attempt a punishing kick attack once per day for every four levels you have attained (but see Special), and no more than once per round.

As a hungry ghost monk, you can push your target an additional 5 feet.

Scorpion Style To use this feat, you must make a single unarmed attack as a standard action. If this unarmed attack hits, you deal damage normally, and the target's base land speed is reduced to 5 feet for a number of rounds equal to your Wisdom modifier unless it makes a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier).

Steal Ki (Ex) At 5th level, a hungry ghost monk can steal *ki* from other creatures, though this ability is controversial in some circles of monks, who see it as nothing less than a form of vampirism. If the monk scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer hit points, he can steal some of that creature's *ki*. This ability replenishes 1 spent *ki* point to the monk's *ki* pool, as long as the monk has at least 1 *ki* point in his pool. He cannot exceed his *ki* pool's maximum. At 11th level, each time the monk successfully steals *ki*, he can make an immediate saving throw against one disease he is suffering from. There is no penalty for failing this saving throw. The monk gains a bonus equal to his Wisdom modifier on the saving throw. This ability replaces purity of body.

POTION OF DISPLACEMENT

Aura faint illusion; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker gains a 50% miss chance for 5 rounds.

POTION OF HASTE

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

The drinker gains 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra for 5 rounds.

AMULET OF NATURAL ARMOR +1

Aura faint transmutation; **CL** 5th; **Slot** neck; **Identify DC** 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 enhancement bonus to their natural armor bonus to AC.

BELT OF PHYSICAL MIGHT +2 (STR, DEX)

Aura strong transmutation; **CL** 12th; **Slot** belt; **Identify DC** 27; **Price** 10,000 gp; **Weight** 1 lb.

The wearer gains a +2 enhancement bonus to Strength and Dexterity. This is temporary for the first 24 hours worn.

BRACERS OF ARMOR +1

Aura moderate conjuration; **CL** 7th; **Slot** wrists; **Identify DC** 22; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 armor bonus to AC. These do not function if the wearer has a higher armor bonus from another source.

HEADBAND OF ALLURING CHARISMA +2

Aura moderate transmutation; **CL** 8th; **Slot** headband; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.

The wearer gains a +2 enhancement bonus to Charisma. This is temporary for the first 24 hours worn.

RING OF PROTECTION +1

Aura faint abjuration; **CL** 5th; **Slot** ring; **Identify DC** 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 deflection bonus to AC.

GREATER SHADOW (2)**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)**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 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 (FOR CREATE SPAWN)****CR 3**

XP 800

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)

Planar Opportunists

SHADOW GIANT

CR 13

LE Large humanoid (extraplanar, giant)

Init +2; **Senses** darkvision 120 ft., low-light vision; **Perception** +19

DEFENSE

AC 28, touch 11, flat-footed 26 (+7 armor, +2 Dex, +10 natural, -1 size)

hp 199 (19d8+114)

Fort +17, **Ref** +8, **Will** +14

Defensive Abilities rock catching, shadow cloak

OFFENSE

Speed 30 ft. (40 ft. without armor)

Melee mwk spiked chain +26/+21/+16 (2d6+18/19-20 plus energy drain) or

2 slams +25 (1d8+12 plus energy drain)

w/ Power Attack mwk spiked chain +22/+17/+12 (2d6+30/19-20 plus energy drain) or

2 slams +21 (1d8+20 plus energy drain)

Ranged rock +16 (1d8+12/19-20 plus energy drain)

w/ Deadly Aim rock +12 (1d8+20/19-20 plus energy drain)

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

Special Attacks energy drain (1 level, DC 21), rock throwing (180 ft.)

STATISTICS

Str 34, **Dex** 15, **Con** 22, **Int** 10, **Wis** 22, **Cha** 15

Base Atk +14; **CMB** +27 (+31 bull rush); **CMD** 39 (41 vs. bull rush)

Feats Combat Reflexes, Deadly Aim, Greater Bull Rush, Improved Bull Rush, Improved Critical (rock, spiked chain), Improved Iron Will, Iron Will, Power Attack, Vital Strike

Skills Climb +21, Intimidate +15, Perception +19 (+23 in dim light), Spellcraft +0 (+8 in dim light), Stealth +4; **Racial Modifiers** +4 Perception in dim light, +8 Spellcraft in dim light

Languages Common, Giant

SQ militant

SPECIAL ABILITIES

Energy Drain (Su) A shadow giant inflicts its energy drain attack no more than once per round via its first successful melee attack (with its slam attack or with any melee weapon it wields) or via a thrown rock.

Greater Bull Rush You receive a +2 bonus on checks made to bull rush a foe. This bonus stacks with the bonus granted by Improved Bull Rush. Whenever you bull rush an opponent, his movement provokes attacks of opportunity from all of your allies (but not you).

Militant (Ex) A shadow giant is proficient with all simple weapons, all martial weapons, and one exotic weapon of its choice. Most shadow giants choose proficiency with the spiked chain.

Shadow Cloak (Sp) Because of the shadow giant's connection with the Shadow Plane, as a move action in any illumination other than direct sunlight, a shadow giant can cloak itself in moving shadows, gaining the benefits of *blur* for 1d6+6 rounds (CL 13th for the purposes of *dispel magic* and similar effects). It can use this ability three times per day.

J. Voice of the Shadow

BODY SNATCHER

CR 11

CE Medium undead

Init +10; **Senses** darkvision 60 ft., lifestense; Perception +21

DEFENSE

AC 24, touch 16, flat-footed 18 (+6 Dex, +8 natural)

hp 144 (17d8+68)

Fort +8, **Ref** +13, **Will** +11

Defensive Abilities channel resistance +4; **Immune** undead traits; **SR** 23

OFFENSE

Speed fly 60 ft. (perfect)

Melee 4 tentacles +20 (1d6+8 plus grab)

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

Special Attacks constrict (1d6+8 plus disease), tentacle bind

Spell-Like Abilities (CL 14th; concentration +20)

Constant—*silence*

At will—*shadow step*^{UM}

3/day—*inflict critical wounds* (DC 17), quickened *dispel magic*

1/day—*fear* (DC 16), *touch of slime*^{UM} (DC 17)

STATISTICS

Str 26, **Dex** 23, **Con** —, **Int** 14, **Wis** 13, **Cha** 17

Base Atk +12; **CMB** +20 (+28 grapple); **CMD** 36 (38 vs. grapple, can't be tripped)

Feats Blind-Fight, Body Shield^{UC}, Combat Reflexes, Greater Grapple, Improved Grapple, Improved Initiative, Improved Lightning Reflexes, Improved Unarmed Strike, Lightning Reflexes, Quicken Spell-Like Ability (*dispel magic*), Toughness

Skills Fly +14, Intimidate +23, Knowledge (arcana) +22, Perception +21, Sense Motive +21, Spellcraft +22, Stealth +26

Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES

Body Shield As an immediate action while you are grappling an adjacent creature, you can make a grapple combat maneuver check against that creature to gain cover against a single attack. If you are successful and the attack misses you, that attack targets the creature you used as cover, using the same attack roll. You cannot use this feat against a creature grappling you, and the cover you gain ends after the attack you gained cover against is resolved.

Disease (Su) A body snatcher's tentacles inflict a fast-acting disease that causes the victim to experience terrifying premonitions and visions of the world's imminent destruction. In the later stages, the victim perceives a fictitious cataclysm that ends with the victim's vital systems ceasing entirely, so certain is the body that it has died. *Apocalypse Shakes*: Constrict—injury; *save* Fort DC 21; *onset* immediate; *frequency* 1/hour; *effect* 1d3 Wis damage and shaken; *cure* 2 consecutive saves. A creature dies if this Wisdom damage equals or exceeds its actual Wisdom score. The save DC is Charisma-based.

Greater Grapple You receive a +2 bonus on checks made to grapple a foe. This bonus stacks with the bonus granted by Improved Grapple. Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

Lifestense (Su) The creature notices and locates living creatures within 60 feet, as if it had blindsight.

Tentacle Bind (Su) A body snatcher may use its own tentacles to tie up a pinned target, detaching them from its body. When it does this, the body snatcher takes 1 point of damage per HD (typically 16) and cannot make tentacle attacks until its tentacles regrow at the beginning of its next turn. Creatures pinned by this ability cannot make sound, as if affected by the spell *silence*.

Spell-Like Abilities

Dispel Magic (abjuration, VS, medium) – Make a dispel check (1d20+CL). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

Fear (necromancy[emotion, fear, mind-affecting], VSM, 30ft. cone, 1rd/lvl or 1rd, SRyes) – WILL. Fail and be panicked for 1rd/lvl. Succeed and be shaken for 1 rd.

Inflict Critical Wounds (necromancy, VS, creature touched, SRyes) – Deals 4d8+lvl (max +20) negative energy damage, WILL ½.

Shadow Step (illusion[shadow][shadow], VS, medium) – You teleport from an area of dim light/darkness to another area of dim light/darkness.

Silence (illusion [glamer], 1 round, VS, long, 20ft radius on an object, 1rd/lvl, SRyes) – Silence in the area. Unwilling targets get WILL to resist.

Touch of Slime (conjunction[creation][disease], VSM, living creature touched, SRyes) – FORT or green slime dealing 1d3 Con dmg per round. Freezing, burning, cutting, sunlight, *remove disease*, all remove it. Slime dies after killing target and can't go on new target.

FALLEN (4)**CR 8**

LE Medium undead (incorporeal)

Init +3; **Senses** blindsense 60 ft., darkvision 60 ft.; **Perception** +17**DEFENSE****AC** 22, touch 17, flat-footed 19 (+4 armor, +4 deflection, +3 Dex, +1 shield)**hp** 93 (11d8+44)**Fort** +7, **Ref** +6, **Will** +10**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits; **Resist** acid 5, fire 5**Weaknesses** light sensitivity**OFFENSE****Speed** fly 30 ft. (good)**Melee** longsword +11/+6 (1d8 force/19–20 plus 2d6 negative energy and despair), light shield +13 (1d3 force plus 2d6 negative energy and despair)**Ranged** longbow +11/+6 (1d8 force/×3 plus 2d6 negative energy and despair)**w/ Deadly Aim** longbow +8/+3 (1d8+6 force/×3 plus 2d6 negative energy and despair)**Special Attacks** agent of despair, curse of the unburied, phantom armaments, touch of the grave**Spell-Like Abilities** (CL 12th; concentration +16)3/day—*deeper darkness*, *telekinesis* (DC 19)**STATISTICS****Str** —, **Dex** 16, **Con** —, **Int** 13, **Wis** 17, **Cha** 18**Base Atk** +8; **CMB** +15; **CMD** 25**Feats** Combat Expertise, Deadly Aim, Improved Shield Bash, Shield Slam, Two-Weapon Fighting, Weapon Focus (longsword)**Skills** Fly +15, Intimidate +18, Knowledge (religion) +10, Perception +17, Sense Motive +17, Survival +14**Languages** Common**SPECIAL ABILITIES****Agent of Despair (Su)** A creature that takes damage from a fallen's attacks must succeed at a DC 19 Will save or take a –4 penalty on saving throws against fear. If a creature that has immunity to fear fails this saving throw, its immunity is temporarily suppressed. This effect lasts as long as a creature still has damage taken from a fallen's attacks. This is a curse effect. The save DC is Charisma-based.**Curse of the Unburied (Su)** Once per day, a fallen can curse a good-aligned cleric, paladin, or warpriest within 30 feet whose deity is opposed to the creation of undead to locate the fallen's remains and perform a funeral for it. The target must succeed at a DC 19 Will save or take a –2 penalty to each of its ability scores. Each day, the target can attempt a new saving throw; success keeps the target from accruing an additional –2 penalty to each of its ability scores. No ability score can be reduced below 1 by this effect. The ability score penalties are removed immediately upon completing funeral rites for the fallen. The target does not need to complete the rites personally, but it is responsible for seeing that they're carried out. The save DC is Charisma-based.**Phantom Armaments (Su)** A fallen's weapons and armor are formed of force, allowing the fallen to make physical attacks and wear protective armor. This gear cannot be disarmed or removed from the fallen. Arrows fired from the fallen's longbow vanish after dealing damage to their target. A fallen gains a bonus on attack rolls with melee weapons and on combat maneuver checks equal to its Charisma modifier.**Rejuvenation (Su)** A fallen is tied to the place where it died. A fallen is permanently destroyed and its soul is released when funeral rites lasting at least 1 minute are performed at the site where it perished or over its earthly remains. Otherwise, a fallen reforms 2d4 days after its destruction at the site where it first died.

Touch of the Grave (Su) All of a fallen's melee and ranged attacks deal 2d6 additional points of negative energy damage to living targets (this does not heal any undead targets struck).

Spell-Like Abilities

Deeper Darkness (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 60ft. radius. Light level drops two steps, nonmagical sources of light are shut off, supernatural darkness is possible.

Telekinesis (transmutation, VS, long, concentration (1rd/lvl) or instantaneous, SRyes) – Choose 1 of 3:
Sustained Force = Move an object up to 25lbs/lvl while concentrating. Will negates, SR applies.
Combat Maneuver = 1/round while concentrating bull rush, disarm, grapple, or trip using CL + casting stat. No save, but SR applies. *Violent Thrust* = Hurl one object/creature per lvl at target. Att = CL + casting stat, damage = weapon damage or 1-1d6/25 lbs.