

#5-23 CAIRN OF SHADOWS MONSTERS

CITY WATCH (WATCH CAPTAIN) CR 6

Human fighter 7

LN Medium humanoid

Init +1; **Senses** Perception +6

DEFENSE

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

hp 57 (7d10+19)

Fort +8, **Ref** +4, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee +1 *halberd* +14/+9 (1d10+10/×3) or **sap** +11/+6 (1d6+4 nonlethal)

Ranged composite longbow +8/+3 (1d8+4/×3)

Special Attacks weapon training (pole arms +1)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +11 (+15 trip); **CMD** 22 (24 vs. trip)

Feats Alertness, Combat Expertise, Dazzling Display, Greater Trip, Improved Trip, Iron Will, Persuasive, Weapon Focus (*halberd*), Weapon Specialization (halberd)

Skills Diplomacy +5, Handle Animal +4, Intimidate +12, Knowledge (engineering) +5, Perception +6, Profession (soldier) +5, Ride +2, Sense Motive +8

Languages Common, Halfling

SQ armor training 2

Combat Gear *potions of cure moderate wounds* (2), *tanglefoot bags* (2); **Other Gear** masterwork full plate, +1 *halberd*, composite longbow (+4 Str) with 20 arrows, *sap*, *cloak of resistance* +1, 35 gp

BOUNTY HUNTER CR 11

Human ranger 12

LN Medium humanoid (human)

Init +8; **Senses** Perception +16

DEFENSE

AC 25, touch 16, flat-footed 20 (+5 armor, +1 deflection, +4 Dex, +1 dodge, +4 natural)

hp 94 (12d10+24)

Fort +11, **Ref** +13, **Will** +6

Defensive Abilities evasion; **Immune** poison; **Resist** fire 20

OFFENSE

Speed 40 ft.

Melee +1 *kukri* +16/+11/+6 (1d4+5/18–20), +1 *kukri* +16/+11 (1d4+5/18–20)

Ranged mwk composite longbow +17/+12/+7 (1d8+4/×3)

Special Attacks favored enemy (animals +2, humans +6, orcs +2)

Ranger Spells Prepared (CL 9th; concentration +10)

2nd—*barkskin*, *cat's grace*, *wind wall*

1st—*delay poison*, *longstrider*, *resist energy*

TACTICS

Before Combat The ranger casts *barkskin*, *cat's grace*, *delay poison*, *longstrider*, and *resist energy* (fire).

During Combat The ranger attacks with his bow using Deadly Aim. In melee, he uses his kukris or attempts to grapple.

Base Statistics Without *barkskin*, *cat's grace*, *delay poison*, *longstrider*, and *resist energy*, the ranger's statistics are **Init** +6; **Senses** normal; **AC** 20, touch 14, flat-footed 17; **Ref** +11; **Immune** none; **Resist** none; **Speed** 30 ft.; **Ranged** mwk longbow +15/+10/+5 (1d8+4/×3); **Dex** 14; **CMD** 30 (32 vs. grapple); **Skills** Acrobatics +12, Stealth +17.

STATISTICS

Str 19, **Dex** 18, **Con** 14, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +12; **CMB** +16 (+18 grapple); **CMD** 32 (34 vs. grapple)

Feats Deadly Aim, Dodge, Double Slice, Endurance, Improved Grapple, Improved Initiative, Improved Two-Weapon Fighting, Improved Unarmed Strike, Point-Blank Shot,

Two-Weapon Fighting, Weapon Focus (kukri)

Skills Acrobatics +14 (+18 when jumping), Bluff +10, Climb +12, Disguise +7, Knowledge (geography, nature) +8, Knowledge (local) +5, Linguistics +2, Perception +16, Sense Motive +11, Stealth +19, Survival +16, Swim +10

Languages Common, Elven, Orc

SQ camouflage, favored terrain (plains +2, urban +4), hunter's bond (companions), quarry, swift tracker, track +6, wild empathy +12, woodland stride

Combat Gear *potions of cure serious wounds* (2), *smokesticks* (2), *tanglefoot bags* (2); **Other Gear** +2 *studded leather*, +1 *kukris* (2), *masterwork composite longbow* (+4 Str) with 20 arrows, *amulet of natural armor* +1, *belt of giant strength* +2, *cloak of resistance* +1, *ring of protection* +1, 793 gp

PIG FARMER CR 1/2

Human commoner 2

CN Medium humanoid (human)

Init -1; **Senses** Perception +0

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 9 (2d6+2)

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

OFFENSE

Speed 30 ft.

Melee scythe -2 (2d4+1/x4) or club +2 (1d6+1)

Ranged club +0 (1d6+1)

TACTICS

During Combat The commoner threatens aggressors with her scythe, but switches to her club if she actually has to attack.

STATISTICS

Str 13, **Dex** 9, **Con** 12, **Int** 10, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 11

Feats Skill Focus (Handle Animal, Heal)

Skills Craft (carpentry) +6, Handle Animal +7, Heal +5, Knowledge (nature) +1, Profession (farmer) +5

Languages Common

Gear club, scythe, artisan's tools, pigs (8), bit and bridle, light horse, pack saddle, 251 gp

SQ In matters regarding the horselords of Nidal, Telendrak is treated as having a Knowledge (history) bonus of +10.

ADVANCED KYTON CR 7

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

Init +2; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 25, touch 15, flat-footed 20 (+4 armor, +5 Dex, +6 natural)

hp 76 (8d10+32); regeneration 2 (good weapons and spells, silver weapons)

Fort +10, **Ref** +11, **Will** +5

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

OFFENSE

Speed 30 ft.

Melee 4 chains +13 (2d4+4)

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

Special Attacks dancing chains, unnerving gaze

STATISTICS

Str 19, **Dex** 21, **Con** 18, **Int** 15, **Wis** 16, **Cha** 16

Base Atk +8; **CMB** +12; **CMD** 27

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

Skills Acrobatics +16, Climb +15, Craft (blacksmithing) +13, Escape Artist +16, Intimidate +14, Perception +16

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 17 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 17 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.

SHAE CR 4

N Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 16, touch 16, flat-footed 10 (+6 Dex)

hp 38 (4d10+16)

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

OFFENSE

Speed 30 ft.

Melee mwk falchion +8 (2d4+4/18-20 plus 1d6 cold) or touch +7 (1d6 cold)

Spell-Like Abilities (CL 4th; concentration +7)

Constant – blur

At will – *lesser shadow evocation* (DC 16)

STATISTICS

Str 16, **Dex** 22, **Con** 18, **Int** 21, **Wis** 13, **Cha** 17

Base **Atk** +4; **CMB** +7; **CMD** 23

Feats Combat Expertise, Iron Will

Skills Acrobatics +13, Bluff +10, Diplomacy +10, Disguise +10, Intimidate +7, Knowledge (arcana) +9, Knowledge (planes) +12, Perception +8, Sense Motive +8, Stealth +13 (+23 in regions of low light or darkness), Use Magic Device +10; **Racial Modifiers** +10 Stealth in

regions of low light or darkness

Languages Aklo, Common, Shae

SPECIAL ABILITIES

Cold (Su) A shae's touch saps heat from living creatures, leaving patches of colorless flesh rather than hysical wounds. A shae can deal 1d6 points of cold damage with a touch. It adds +1d6 points of cold damage to any melee weapon damage it deals.

Lesser Shadow Evocation (Sp) This spell-like ability functions identically to the spell *shadow evocation*, but it can only create quasi-real versions of sorcerer or wizard evocation spells of 2nd level or lower. This spell-like ability is the equivalent of a 3rd level spell.

NIGHT HAG CR 9

Ne Medium outsider (evil, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)

hp 92 (8d10+48)

Fort +14, **Ref** +8, **Will** +11

OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d4+5), bite +13 (2d6+5 plus disease)

Special Attacks dream haunting

Spell-Like Abilities (CL 8th)

Constant – *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*

At will – *deep slumber* (DC 16), *invisibility*, *magic missile*, *ray of enfeeblement* (DC 14)

At will (with heartstone) – *etherealness*, *soul bind*

STATISTICS

Str 21, **Dex** 19, **Con** 22, **Int** 18, **Wis** 16, **Cha** 17

Base Atk +8; **CMB** +13; **CMD** 27

Feats Alertness, Combat Casting, Deceitful, Mounted Combat

Skills Bluff +16, Diplomacy +11, Disguise +16, Intimidate +17, Knowledge (arcana) +12,

Knowledge (planes) +15, Perception +16, Ride +15, Sense Motive +16, Spellcraft +15

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid, *alter self*), heartstone

SPECIAL ABILITIES

Disease (Su) *Demon Fever*: Bite – injury; save Fort DC 20; onset immediate; frequency 1/day; effect 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); cure 2 consecutive saves. The save DC is Constitution-based.

Dream Haunting (Su) A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

Heartstone (Su) All night hags carry a heartstone – a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity – once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a non-magical item again. The heartstone instantly cures and disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.