

# #5-23 Cairn of Shadows

Compiled by Carlos Robledo  
GA PFS

**ALYA RENATUS**

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/x3) or sap +11/+6 (1d6+4 nonlethal)**Ranged** composite longbow +8/+3 (1d8+4/x3)**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**ALYA RENATUS**

CR 11

Human ranger 12

N Medium humanoid

**Init** +5; **Senses** Perception +16

---

**DEFENSE**

---

**AC** 22, touch 15, flat-footed 17 (+5 armor, +5 Dex, +2 shield)**hp** 98 (12d10+32)**Fort** +10, **Ref** +13, **Will** +5**Defensive Abilities** evasion

---

**OFFENSE**

---

**Speed** 30 ft.**Melee** mwk rapier +18/+13/+8 (1d6+2/18–20) or mwk sap +18/+13/+8 (1d6+2 nonlethal)**Ranged** +1 merciful composite longbow +18/+13/+8 (1d8+3/x3 plus 1d6 nonlethal) or +1 merciful composite longbow +16/+16/+11/+6 (1d8+3/x3 plus 1d6 nonlethal)**Special Attacks** favored enemy (humanoids [human] +6, humanoids [elf] +2, humanoids [halfling] +2), quarry**Ranger Spells Prepared** (CL 9th; concentration +10)3rd—*plant growth*2nd—*barkskin*, *protection from energy*1st—*delay poison*, *entangle* (DC 12), *longstrider*

---

**STATISTICS**

---

**Str** 14, **Dex** 20, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8**Base Atk** +12; **CMB** +14; **CMD** 29**Feats** Deadly Aim, Endurance, Improved Precise Shot, Improved Vital Strike, Manyshot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Shot, Vital Strike, Weapon Finesse**Skills** Climb +10, Craft (traps) +10, Handle Animal +14, Heal +5, Intimidate +14, Knowledge (geography) +5, Knowledge (local) +1, Knowledge (nature) +5, Linguistics +2, Perception +16, Ride +12, Stealth +24, Survival +16 (+22 to follow tracks), Swim +6**Languages** Common, Elven, Halfling**SQ** camouflage, favored terrain (urban +4, underground +2), hunter's bond (tiger animal companion), swift tracker, track +6, wild empathy +11, woodland stride**Combat Gear** *wand of cure light wounds* (CL 1, 50 charges), *wand of speak with animals* (CL 1, 50 charges), tanglefoot bags (2); **Other Gear** +1 *chain shirt*, +1 *buckler*, +1 *merciful composite longbow* (+2 Str) with 20 arrows, masterwork rapier, masterwork sap, *belt of incredible dexterity* +2, *cloak of elvenkind*, blue whinnis (6 doses), purple worm poison (1 dose), 11 gp

**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**Defensive Abilities** amorphous, *blur*; **Immune** cold**OFFENSE****Speed** 30 ft.**Melee** mwk falchion +8 (2d4+4/18–20 plus 1d6 cold) or touch +7 (1d6 cold)**Ranged** composite longbow +10 (1d8+3/x3)**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**Other Gear** masterwork falchion, composite longbow with 20 arrows**SPECIAL ABILITIES****Cold (Su)** A shae's touch saps heat from living creatures, leaving patches of colorless flesh rather than physical 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**DR** 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep; **SR** 24**OFFENSE****Speed** 30 ft.**Melee** 2 claws +13 (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 +14, 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.**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 nonmagical gem again. The heartstone instantly cures any 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.

## ADVANCED KYTON

CR 7

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

**Init** +9; **Senses** darkvision 60 ft.; Perception +16

---

### 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** 16, **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.