

# The Solstice Scar

## Part 3 – Winter’s Solstice

### Subtier 7-8

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

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# Part 3 7-8 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 15 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 3d8 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, 2 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

2 Exiled Shades, Greater Shadow

Report a Success if the PCs overcome this encounter.

### I. Planar Opportunists

2 Scaundinars, 2 Murderous Shaes

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

**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

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### 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

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### OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +9 (1d8+1)

**Special Attacks** death gaze

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### 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

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### 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.

**RAGEWIGHT (2)****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<sup>APG</sup>, 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.

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

LE Medium undead

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

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**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

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

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**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

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**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

## EXILED SHADE (2)

CR 6

CE Medium undead (incorporeal)

**Init** +7; **Senses** darkvision 60 ft.; Perception +9

### DEFENSE

**AC** 18, touch 18, flat-footed 14 (+4 deflection, +3 Dex, +1 dodge)

**hp** 68 (8d8+32)

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

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

**Weaknesses** exiled

### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** incorporeal touch +10 (1d6 Intelligence damage)

**Special Attacks** rage thrall

### STATISTICS

**Str** —, **Dex** 17, **Con** —, **Int** 7, **Wis** 14, **Cha** 19

**Base Atk** +6; **CMB** +9; **CMD** 24

**Feats** Dodge, Improved Initiative, Mobility, Weapon Focus (incorporeal touch)

**Skills** Fly +18, Perception +9, Sense Motive +9, Stealth +10

**Languages** Common

### SPECIAL ABILITIES

**Exiled (Ex)** The symbols of an exiled shade's former organization still hold power over its restless spirit. An exiled shade that can see such a symbol is sickened for as long as the symbol remains visible. Additionally, if a shade is directly confronted with such a symbol (which requires a standard action) it must succeed at a DC 16 Will save or become dazed for 1 round. If the shade succeeds, it can no longer be dazed in this manner for 24 hours, but remains sickened while in the symbol's presence. If this symbol is a holy symbol and is used in the act of channeling energy, the exiled shade does not gain its channel resistance against the effect. The symbol must be something the exiled shade's organization used to identify its members while the shade was alive, such as a noble crest, a knightly banner, or a holy icon.

This shade responds to symbols of Aroden, Iomedae, and Taldor.

**Intelligence Damage (Su)** An exiled shade's touch clouds the target's mind with anger and resentment, dealing 1d6 points of Intelligence damage. This is an emotion-based, mind-affecting, negative energy effect.

**Rage Thrall (Su)** If an exiled shade deals a cumulative amount of Intelligence damage greater than or equal to a humanoid target's actual Intelligence score, the affected creature does not fall unconscious as normal. Instead, the target ceases to take penalties from its Intelligence damage and falls under the control of the exiled shade, as per *dominate person*. Creatures so dominated cannot attempt new saving throws to escape the shade's control until their Intelligence damage no longer equals or exceeds their actual Intelligence score. An exiled shade can control only a single creature in this manner. If an exiled shade deals enough Intelligence damage to a second creature to activate this ability, the first creature is relinquished from its control (though it might immediately fall unconscious if its Intelligence damage equals or exceeds its actual Intelligence score).

**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)**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

## SCEANDUINAR (2)

CR 7

NE Medium outsider (extraplanar)

**Init** +5; **Senses** darkvision 120 ft., lifestense, low-light vision; **Perception** +17

### DEFENSE

**AC** 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)

**hp** 85 (9d10+36)

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

**Defensive Abilities** entropic flesh, *entropic shield*, negative energy affinity, void child; **DR** 10/adamantine or good; **Immune** cold, death effects, disease, energy drain, poison; **Resist** acid 10, electricity 10, sonic 10; **SR** 18

### OFFENSE

**Speed** 40 ft., fly 90 ft. (good)

**Melee** bite +14 (1d6+3 plus 1d6 negative energy and energy drain), 2 wings +9 (1d6+1 plus 1d6 negative energy)

**Special Attacks** energy drain (1 level, DC 17), entropic touch

**Spell-Like Abilities** (CL 9th; concentration +12)

Constant—*entropic shield*, *hide from undead* (DC 14)

At will—*bleed* (DC 13), *dimension door* (self only), *dispel magic*

3/day—*death knell* (DC 15), *deeper darkness*, *enervation*, *inflict serious wounds* (DC 16), *silence*

1/day—*antilife shell*, *greater teleport* (self plus 50 lbs. of objects only), *harm* (DC 19), *slay living* (DC 18)

### STATISTICS

**Str** 17, **Dex** 20, **Con** 18, **Int** 13, **Wis** 14, **Cha** 17

**Base Atk** +9; **CMB** +12; **CMD** 28

**Feats** Dodge, Mobility, Skill Focus (Perception), Step Up, Weapon Finesse

**Skills** Escape Artist +17, Fly +9, Intimidate +15, Knowledge (nature) +13, Knowledge (planes) +17, Perception +17, Sense Motive +14, Stealth +25; **Racial Modifiers** +4 Knowledge (planes), +8 Stealth

**Languages** Aklo, Common

### SPECIAL ABILITIES

**Entropic Flesh (Ex)** Any creature that hits a sceaduinar with a melee attack takes 1d6 points of negative energy damage. Attacking with a weapon that provides reach allows a creature to avoid taking this damage.

**Entropic Touch (Ex)** A sceaduinar's natural attacks can strike incorporeal creatures as if they were ghost touch weapons. All of a sceaduinar's natural attacks deal +1d6 points of negative energy damage to the target. This energy does not heal creatures healed by inflict spells.

**Void Child (Ex)** Sceaduinars are immune to effects that target souls (such as trap the soul) or require knowledge of a creature's identity (such as scrying). When one is slain, it cannot be restored to life by magic save by a miracle or wish, or by divine intervention.

### Sceanduinar's Spell Like Abilities

**Antilife Shell** (abjuration, VSDF, 1 round, 10ft radius on you, 1min/lvl, SRyes) – Animals, aberrations, dragons, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, plants, and vermin can't go in the shell. Constructs, elementals, outsiders and undead are ok.

**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.

**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.

**Dimension Door** (conjuration(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

**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.

**Enervation** (necromancy, VS, close, ray of negative energy, SRyes) – Ranged touch attack deals 1d4 negative levels for 1 hour/lvl. Undead gain 1d4\*5 temps.

**Entropic Shield** (abjuration, VS, personal, 1min/lvl) – 20% miss vs. ranged attacks (inc. rays)

**Greater Teleport** (conjuration(teleportation), V, personal and touch) – Teleport you and 1 medium creature/3 levels. No range limit.

**Harm** (necromancy, VS, creature touched, SRyes) – 10dmg/lvl (max 150), WILL half. Can't go less than 1.

**Hide from Undead** (abjuration, VSDF, one touched creature/lvl, 10min/lvl, SRyes) – Non-intelligent undead don't spot you. Intelligent undead get WILL to spot you. Attack, channel positive, turn/command undead or touching undead ends the spell for all the targets.

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

**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.

**Slay Living** (necromancy[death], VS, touch, SRyes) – FORT?3d6+lvl dmg:12d6+lvl dmg

**SHAE, ADVANCED (2)****CR 5**

N Medium outsider (extraplanar)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +10**DEFENSE****AC** 20, touch 18, flat-footed 12 (+8 Dex, +2 natural)**hp** 46 (4d10+26)**Fort** +10, **Ref** +9, **Will** +9**Defensive Abilities** amorphous, *blur*; **Immune** cold**OFFENSE****Speed** 30 ft.**Melee** mwk falchion +10 (2d4+7/18–20 plus 1d6 cold) or touch +7 (1d6 cold)**Spell-Like Abilities** (CL 4th; concentration +9)Constant—*blur*At will—*lesser shadow evocation* (DC 18)**STATISTICS****Str** 20, **Dex** 26, **Con** 22, **Int** 25, **Wis** 17, **Cha** 21**Base Atk** +4; **CMB** +7; **CMD** 23**Feats** Combat Expertise, Iron Will**Skills** Acrobatics +15, Bluff +12, Climb +11, Diplomacy +12, Disguise +12, Intimidate +9, Knowledge (arcana) +11, Knowledge (planes) +15, Perception +10, Sense Motive +10, Spellcraft +14, Stealth +15 (+25 in regions of low light or darkness), Use Magic Device +12; **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 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.

# 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*<sup>UM</sup>

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

1/day—*fear* (DC 16), *touch of slime*<sup>UM</sup> (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<sup>UC</sup>, 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** (conjuraction[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.