

Glapion

Male Bekyar Mwangi Human Oracle
6/Master of Shrouds 2
CE Medium humanoid (human)
Init +6; **Senses** Perception +2

Defenses

AC 18, touch 12 (+5 armor, +2 Dex, +1 shield)

hp 67 (8d8+Con+Tough)

Fort +5, **Ref** +2, **Will** +10

CMD 16

Offense

Speed 30 ft.

Melee +4 hanbo (1d6, x2 trip)

Ranged +5 hunga munga (1d6-1, x2)

Base Atk +5

CMB +4

Oracle Spells (CL 7th)

3rd □□□□□

2nd □□□□□□□

1st □□□□□□□

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Tactics

Before Combat Glapion tries to have a full complement (8 HD) of Commanded undead or other allies with him. If he has time to buff, he'll lay on *false life*, *levitate*, *protection from good*, *resistance*, and *guidance* in that order. For big fights he'll use a charge from his *eagle's splendor* wand. He will also use *minor image* to mess with people.

During Combat He opens with a flamboyant *curse* on someone. Then he uses *summoned shadows* and monsters, using *darkness* as a cover. He *levitates* out of melee when possible and uses *cause fear*, *doom*, and other spells as they seem appropriate. He will *death knell* allies as well as enemies. If he is in serious danger he uses *raise the dead* to throw a 6 HD zombie at his opponents to buy time.

Morale Glapion flees if things are going against him, especially if he's used his *raise the dead* ability already. If he thinks he will be captured or killed he will entreat the shadow demon in his talisman to aid him by possessing one of his captors with its *magic jar* ability. If it does, it uses *shadow evocations* and *telekinesis* to allow the bokor to escape, and moves back to the talisman once he's at maximum range (200 ft.).

Statistics

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

Base Atk +5; **CMB** +4; **CMD** 16

Special Abilities

Oracle Mystery: Mystery of Bones

Oracle Curse: Haunted

Revelations

Undead Servitude: 11/day DC 18 □□□□□□□□□□

Raise the Dead: 6 HD 1/day for CHA rounds □

Summon Shadow: 3+CHA times/day (level+CHA rounds duration) □□□□□□

Traits Shadow Child (no miss chance in dim lighting), Spirits in the Stone (+2 init, +1 save vs. traps in ruins)

Feats Command Undead, Improved Initiative, Spell Focus: Conjuraton (+1 DC), Toughness, Spell Focus: Necromancy (+1 DC)

Skills Bluff +10; Diplomacy +10; Disguise +8; Heal +5; Intimidate +10; Kno: Religion +10; Kno: Planes +4; Perception +2; Sense Motive +10; Spellcraft +10; Stealth +10; Survival +8

Languages Common, Polyglot

Combat Gear +1 hide shirt, mwk hanbo (carved walking stick), mwk klar (human skull on spike), shadow talisman, rum infused with gunpowder, wand of eagle's splendor (16).

Spells Known

L0 (DC14, 15 Conj/Nec):

Bleed (unstabilize, Will neg.)

Detect Magic

Detect Poison

Guidance (+1 att/skill/save, 1 min.)

Mage Hand

Mending

Purify Food and Drink

Resistance (+1 save, 1 min.)

L1 (DC 15, 16 Conj/Nec):

Cause Fear (frightened 1d4r, Will save shaken 1r.)

Comprehend Languages

Cure Light Wounds (1d8+5, Will half)

Doom (-2 on att, dam, skill, save 1 min/lvl, Will neg.)

Ghost Sound

Hide From Undead (intelligent undead Will neg.)

Inflict Light Wounds (1d8+5, Will half)

Protection from Good

Summon Monster I

L2 (DC 16, 17 Conj/Nec):

Cure Moderate Wounds (2d8+1/lvl, Will half)

Darkness

Death Knell (Will neg, gives 1d8 hp, +2 STR, +1 CL for 10 min/victim HD)

False Life (1d10+1/lvl temp hp)

Inflict Moderate Wounds (2d8+1/lvl, Will half)

Levitate

Minor Image

Summon Monster II

L3 (DC 17, 18 Conj/Nec):

Bestow Curse (-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action, Will neg.)

Cure Serious Wounds (3d8+1/lvl, Will half)

Inflict Serious Wounds (3d8+1/lvl, Will half)

Summon Monster III

Description

Glapion is a bokor, or a sorcerer that deals with spirits. He specifically deals with the shadow world and invokes the loa Kalfu, who controls the crossroads between the worlds, a number of Simbi loa (Makaya, Anpaka), and Samedhi who controls the dead.

He has a powerful spirit talisman that has a shadow demon imprisoned in it. This allows him to apply the shadow template to the creatures he summons. The shadow demon is not in thrall to him, and waits semi-patiently to claim the bokor's soul upon his death.

Summons

Summon Shadow

Shadow

HD 3, **hp** 19; **BAB** +2; **Fort** +3, **Ref** +3, **Will** +4; **Init** +2

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light)

Feats Dodge, Skill Focus (perception)

Size M; **Speed** fly 40'; **AC** 15 (incorporeal), **Attack** incorporeal touch +4 (1d6 STR), **Special** undead, create spawn

Raise the Dead

Ogre Zombie

NE Large undead

Init -2; Senses darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 18, touch 7, flat-footed 18 (+4 armor, -2 Dex, +7 natural, -1 size)

hp 33 (6d8+tough), **DR** 5/slashing

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

OFFENSE

Speed 30 ft. (40 ft. base)

Melee greatclub +10 (2d8+9), slam +10 (1d8+6)

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

STATISTICS

Str 23, **Dex** 6, **Con** -, **Int** -, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** +11; **CMD** 20

Feats Toughness

Skills Climb +7, Perception +2

SM III

Shadow Constrictor Snake

N Medium celestial/fiendish animal

Init +3; Senses darkvision 60 ft., scent; Perception +12

DEFENSES

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

hp 25 [3d8+12]

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

SR 7

OFFENSE

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

Melee bite +7 (1d4+7 plus grab)

Special Attack constrict (1d4+7)

STATISTICS

Str 21, Dex 17, Con 16, Int 1, Wis 12, Cha 2

Base Atk +2; CMB +7 (+11 grapple); CMD 20 (can't be tripped)

Feats Skill Focus (Perception), Toughness

Skills Acrobatics +15, Climb +13, Perception +12, Stealth +11, Swim +13; Racial

Modifiers +4 Perception, +4 Stealth,+8 Acrobatics

SPECIAL ABILITIES

Shadow Shadow creatures are somewhat fluttery and insubstantial. There is a 20% miss chance to hit them in normal light and a 50% miss chance in dim light; they are invisible in darkness and have no miss chance in bright light.

SM II

Shadow Wolf

N Medium celestial/fiendish animal

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSES

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

hp 13 [17] (2d8+4) [2d8+8]

Fort +5 [+7], Ref +5, Will +1

SR 6

Celestial - Resist Acid, Cold, and Electricity 5

Fiendish - Resist Cold and Fire 5

OFFENSE

Speed 50 ft.

Melee bite +2 [+4] (1d6+1 [1d6+3] plus trip)

Special Attack Smite evil/good

STATISTICS

Str 13 [17], Dex 15, Con 15 [19], Int 2, Wis 12, Cha 6

Base Atk +1; CMB +2 [+4]; CMD 14 [16] (18 [20] vs trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking)

SPECIAL ABILITIES

Shadow Shadow creatures are somewhat fluttery and insubstantial. There is a 20% miss chance to hit them in normal light and a 50% miss chance in dim light; they are invisible in darkness and have no miss chance in bright light.

SM I

Shadow Viper

N Tiny celestial/fiendish animal

Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 3 [5] (1d8–1) [1d8+1]

Fort +1 [+3], Ref +5, Will +1

SR 5

Celestial - Resist Acid, Cold, and Electricity 5

Fiendish - Resist Cold and Fire 5

OFFENSE

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

Melee bite +5 (1d2–2 [1d2] plus poison)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks Smite evil/good

STATISTICS

Str 4 [8], Dex 17, Con 8 [12], Int 1, Wis 13, Cha 2

Base Atk +0; CMB +1 [+3]; CMD 8 [10] (can't be tripped)

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11; Racial Modifiers +4

Perception, +4 Stealth

SPECIAL ABILITIES

Shadow Shadow creatures are somewhat fluttery and insubstantial. There is a 20% miss chance to hit them in normal light and a 50% miss chance in dim light; they are invisible in darkness and have no miss chance in bright light.

Poison (Ex) Bite—injury; save Fort DC 9 [11]; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Demon, Shadow CR 7

XP 3,200

CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)

Init +8; Senses darkvision 60 ft.; Perception +20

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +4 Dex)

hp 59 (7d10+21)

Fort +5, Ref +11, Will +7

Defensive Abilities incorporeal; DR 10/cold iron or good; Immune cold, electricity, poison; Resist acid 10, fire 10; SR 17

Weaknesses sunlight powerlessness

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

Special Attacks pounce, sprint, shadow blend

Spell-Like Abilities (CL 10th)

At will—deeper darkness, fear (DC 18), greater teleport (self only) telekinesis (DC 19)

3/day—shadow conjuration (DC 18), shadow evocation (DC 19)

1/day—magic jar (DC 19), summon (level 3, 1 shadow demon 50%)

STATISTICS

Str —, Dex 18, Con 17, Int 14, Wis 14, Cha 19

Base Atk +7; CMB +11; CMD 25

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes
Skills Acrobatics +14, Bluff +14, Fly +22, Knowledge (local) +12, Knowledge (planes)
+12, Perception +20, Sense Motive +12, Stealth +14; Racial Modifiers +8 Perception
Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES

Sprint (Ex)

Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Shadow Blend (Su)

During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sunlight Powerlessness (Ex)

A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or attack action. A shadow demon that is possessing a creature using magic jar is not harmed by sunlight, but if it is struck by a sunbeam or sunray spell while possessing a creature, the shadow demon is driven out of its host automatically.