

Name: **Kharn**, Advanced Half-Mabar Shadown Dragon Dark Hobgoblin, 13th-Level Shadow Warrior im Tageslicht

Size/Type: Medium Outsider Evil (augmented Dragon)

Hit Dice: 13d6 (54) + 65 = 119

Initiative: +21

Speed: 50 ft. (10 squares), 15 m; fly speed (100 ft. average, 20 squares, 30 m)

Armor Class: 31 (+11 Dex, +8 Armschienen, +3 deflection, +7 natural (Amulett und Halbdrache), +1 insight bonus, +1 dodge bonus), touch 26, flat-footed 31 (uncanny dodge), ohne uncanny dodge: 19

Base Attack/Grapple: +13/+24

Attack: +27 Adamantit Zweihänder +3 Magebane Keen, Schaden: 2d6+19 (2d6+27, wenn Kampfinstinkte; +2 AW und 2d6+2 vs. Arcane Caster, evtl. Sneak Attack +3d6, +1d6 höher mit Critical Strike), 17-20 x2, or +25 Kompositlangbogen +1 (Str +11), 1d8+12

Full Attack: +27/+22/+17 Adamantit Zweihänder +3 Magebane Keen, Schaden: 2d6+19, 17-20 x2 or vs. arcane caster +29/+24/+19 Adamantit Zweihänder +3 Magebane Keen, Schaden: 2d6+21+2d6, 17-20, x2 (Sneak Attack etc. siehe oben) or +25/+20/+15, Kompositlangbogen +1 (Str +11), 1d8+12

Space/Reach: 5 ft./5 ft.

Spells: 1. Grad: 3x, 2. Grad: 3x, 3. Grad: 3x

Spells known: 1. Grad: Critical Strike, True Strike, Feather Fall, Camouflage; 2. Grad: Invisibility, See Invisibility, Silence, Rope Trick, 3. Grad: Blacklight, Shadow Shield, Haste

Special Attacks: Sneak Attack +3d6, Power Attack, Kampfinstinkte (+8 dmg), 6d8 Dragon Breath negative energy (Reflex DC 21 halbiert)

Special Qualities: Darkvision 120 ft., superior low light vision, Hide in Plain Sight, Cold Resistance 10, Reflexbewegung, Verbesserte Reflexbewegung, **Evasion**, Schneller Krieger, Schattenlauf (50%), Perfekte Dunkelsicht 18m auch in magischer Dunkelheit.

Saves: Fort +13, Ref +19, Will +12

Abilities: Str 32, Dex 33, Con 20, Int 16, Wis 26, Cha 14

Skills: Entdecken +28, Lauschen +24, Verstecken +45, Leise bewegen +43, Turnen +27, Beruf (Foltermeister) +24, Einschüchtern +18

Feats: 1. Dodge, Bonus: Point Blank Shot; 3. Mobility, 6. Spring Attack, 9. Power Attack, 12. Bounding Assault (Spring Attack mit zwei Angriffen)

Challenge Rating: 15

Treasure: Headband of Wisdom +6, Cloak of the Shadow Warrior (+6 Dex, +10 Verstecken, +10 Leise bewegen), Belt of Battle (MIC p. 73), Handschuhe der Stärke +6, Armschienen +8, Goggles of Darksight*, Vest of Resistance +5, Boots of Speed, Amulet of natural armor +3, Ring of Protection +3,

Ring of Blinking, Nimmervoller Beutel IV, Schattengewebe Kleidung des Schattendrachen-Klans (+1 dodge bonus, Shroud of Scales Effekt (5/magic, Immun Drachenaura) und +1 Verstecken in mindestens dim light) tragbar von bösen Schattenkriegern sonst ein negatives Level solange man es trägt (Wert 28100 gp), Militärausrüstung (Krim-Krams), Violetter Ionenstein (Prisma) +1 insight bonus to AC

Adamantit Zweihänder +3 Magebane Keen, Kompositlangbogen +1 (Str +11), 80 Pfeile

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +1

***Goggles, Darksight (next side)**

Aura moderate transmutation; CL 6th

Slot eye; Price 20,000 gp; Weight —

DESCRIPTION

These goggles' dark lenses are made of round obsidian sheets thin enough to see through.

They grant the wearer darkvision 120 ft., as well as a +4 competence bonus on Spot checks and Survival checks made to track while underground.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, darkvision; Cost 10,000 gp.

In Schatten/Dunkelheit

Spell-Like Abilities (CL 13th)

+13 TP, +2 Cha in Darkness, +2 AW, +2 dmg in Dunkelheit

Control Light (Sp): Kharn can decrease the levels of light within a 100-foot radius by a factor of 10% per level. For characters and creatures depending on light to see, this decreases the effective range of vision for them by the same percentage. For each 25% decrease in light, anyone within the area gains a +1 circumstance bonus on Hide checks.

Invisibility (Sp): Kharn can use this ability once per round as a sorcerer of his level. 14 min

Schattensicht (Sp): Kharn has 60-foot darkvision. **He can see normally through any darkness effects but not through fog, invisibility, obscurement, and so on.**

Shadow Image (Sp): Three times per day, the Kharn can use this spell-like ability (similar to the mirror image spell) as a sorcerer of his level. This creates 1d4 figments of the shade, +1 per three levels.
(1d4+3 = 6 Spiegelbilder gewürfelt)

Shadow Stride (Sp): As often as once every 2 rounds, Kharn can vanish from his current location and reappear in any shadowy area within 300 feet. This is a move-equivalent action.

Shadow Travel (Sp): Kharn can use teleport without error to reach a shadowy locale on the same world or plane shift to access the Plane Mabar. Kharn can shadow travel once per day.