

NIGHTMARE STALKER**CR 3****XP 800**

NE Medium outsider (shadow)

Init +2; **Senses** see in darkness; **Perception** +4

DEFENSE**AC** 16, touch 13, flat-footed 14 (+2 Dex, +1 size, +3 natural)**hp** 13 (3d10-3)**Fort** +0, **Ref** +5, **Will** +4**Weaknesses** light vulnerability

OFFENSE**Speed** 30 ft.**Melee** +4 slam (1d3+1 non-lethal damage)**Special Attacks** frightful presence (60 ft., DC 12)

STATISTICS**Str** 12, **Dex** 15, **Con** 9, **Int** 6, **Wis** 12, **Cha** 13**Base Atk** +3; **CMB** +4 (+6 grapple); **CMD** 16 (18 vs. grapple)**Feats** Improved Grapple, Skill Focus (Stealth)**Skills** Acrobatics +8, Climb +7, Perception +4, Stealth +22, Swim +4**Racial Modifiers** +12

Stealth

Languages Common (cannot speak)**SQ** manipulation, shadow shift

ECOLOGY**Environment** any**Organization** solitary, stalk (3-5), brood (100-150 plus elder)**Treasure** none