

**CLOAKER ASSASSIN****CR 11****XP 12,800**

Cloaker rogue 8

CN Large aberration

**Init** +9; **Senses** darkvision 60 ft.; Perception +26

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**DEFENSE**

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**AC** 26, touch 16, flat-footed 26 (+2 armor, +1 deflection, +5 Dex, +1 dodge, +8 natural, -1 size)**hp** 147 (14d8+84)**Fort** +10, **Ref** +13, **Will** +8**Defensive Abilities** evasion, improved uncanny dodge, shadow shift, trap sense +2, uncanny dodge

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**OFFENSE**

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**Speed** 10 ft., fly 40 ft. (average)**Melee** bite +18 (1d6+9), tail slap +13 (1d8+5)**Space** 10 ft.; **Reach** 10 ft. (5 ft. with bite)**Special Attacks** engulf, moan, sneak attack +4d6

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**STATISTICS**

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**Str** 26, **Dex** 20, **Con** 23, **Int** 14, **Wis** 13, **Cha** 18**Base Atk** +10; **CMB** +21; **CMD** 36 (can't be tripped)**Feats** Ability Focus (moan), Combat Reflexes, Dodge, Improved Initiative, Lookout<sup>APG</sup>, Outflank<sup>APG</sup>, Precise Strike<sup>APG</sup>, Skill Focus (Perception)**Skills** Disguise +21 (+29 as cloak), Fly +20, Knowledge (dungeoneering) +19, Knowledge (religion) +19, Linguistics +8, Perception +26, Sense Motive +18, Stealth +18, Swim +12, Use Magic Device +21; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature**Languages** Aklo, Common, Terran, Undercommon**SQ** rogue talents (assault leader, bleeding attack, combat trick [precise strike], follow clues), trapfinding**Gear** *amulet of mighty fist* +1, *headband of alluring charisma* +1, *ring of natural armor* +1 (worn on its right horn), *ring of protection* +1 (worn on its left horn), *bands of armor* +2 (worn on its tail)

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**SPECIAL ABILITIES**

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