

XP 25,600

Male half-drow/half-dark slayer einherjar monk
10

LE Medium humanoid (dark folk, elf)

Init +12; **Senses** darkvision 120 ft., *detect magic*,
see in darkness; Perception +1

DEFENSE

AC 31, touch 27, flat-footed 22 (+2 armor, +1
deflection, +8 Dex, +1 dodge, +2 monk, +2
natural, +1 profane, +4 Wis)

hp 152 (16d8+80); fast healing 2

Fort +13, **Ref** +20, **Will** +13; +2 vs. enchantment

Defensive Abilities ferocity, evasion, improved
evasion, maneuver training, rejuvenation, still
mind; **DR** 10/magic; **Immune** death spells and
effects, disease, energy drain, sleep; **SR** 24

Weaknesses light blindness

OFFENSE

Speed 60 ft. (70 ft. while in oversoul
transformation)

Melee unarmed strike +22/+17/+12 (1d10+7) or
flurry of blows +23/+23/+18/+18/+13 (1d10+7)

Special Attacks death throes, poison use, sneak
attack +3d6, soul harvest, stunning fist (DC 22,
11/day)

Spell-Like Abilities (CL 10th)

Constant—*detect magic*

At will—*bleed* (DC 13), *chill touch* (DC 14),
dancing lights, *deeper darkness*, *faerie fire*,
feather fall, *levitate*, *spectral hand*

3/day—*daze monster* (DC 15), *death knell* (DC
15), *inflict moderate wounds* (DC 15)

1/day—*divine favor*, *dispel magic*, *suggestion*
(DC 16)

STATISTICS

Str 20, **Dex** 26, **Con** 19, **Int** 12, **Wis** 18, **Cha** 16

Base Atk +11; **CMB** +15; **CMD** 33

Feats Combat Reflexes, Deflect Arrows, Dodge,
Improved Critical (unarmed strike), Improved
Feint, Improved Initiative, Improved Unarmed
Strike, Mobility, Skill Focus (Stealth, Use Magic
Device), Spring Attack, Stunning Fist,
Toughness, Weapon Finesse, Weapon Focus

(unarmed strike)

Skills Acrobatics +27, Climb +13, Perception +24, Spellcraft +20, Stealth +31, Use Magic Device +28; **Racial Modifiers** +4 Climb, +4

Perception, +4 Stealth

Languages Common, Dark Folk, Elven, Undercommon

SQ fast movement, immortal form, high jump, *ki* pool (lawful), magical knack, oversoul transformation, poison use, purity of body, slow fall 50 ft., undying purpose, wholeness of body

Gear *amulet of mighty fists* +2, *bracers of armor* +2, *ring of protection* +1, *wand of fireball* (CL 10, 10 charges)

SPECIAL ABILITIES
