

GLOOM HAUNT

Medium Undead (Incorporeal)

Hit Dice:	6d12+18 (57 hp)
Initiative:	+7
Speed:	Fly 50 ft. (10 squares) (good)
Armor Class:	16 (+3 Dex, +3 deflection), touch 16, flat-footed 13
Base Attack/Grapple:	+3/—
Attack:	Incorporeal touch +6 melee (1d6+3 plus pain touch)
Full Attack:	Incorporeal touch +6 melee (1d6+3 plus pain touch)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Creeping shadow, pain touch
Special Qualities:	Darkvision 60 ft., incorporeal traits, see in darkness, shadow mastery, shadowy resolve, undead traits
Saves:	Fort +2, Ref +5, Will +7
Abilities:	Str —, Dex 17, Con —, Int 14, Wis 14, Cha 16
Skills:	Diplomacy +7, Hide +12*, Intimidate +8, Knowledge (any one) +11, Listen +13, Spot +13, Survival +11
Feats:	Alertness, Death's Blessing, Improved Initiative
Environment:	Underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral evil
Advancement:	7–18 HD (Medium)
Level Adjustment:	—

Darkness seems to cover the entire area here. As you look about, you see a vaguely humanoid-shaped creature formed of darkness rise from the shadows and move toward you.

Gloom haunts are believed to somehow be related to shadows though most learned scholars agree that people simply relate them to shadows because of their resemblance to said creatures. In actuality, gloom haunts are different creatures, unrelated to the aforementioned undead at all. Yes, both prefer areas of gloom and darkness, and both seem to be formed of shadowstuff, but that's where the similarities end.

Gloom haunts are vile evil creatures, who seem to have no ties to the living (i.e., scholars cannot find any reasonable explanation as to why they exist), though a few learned sages believe gloom haunts to be the spiritual remains of paladins who were sacrificed by evil clerics to their vile and dark gods. They are found haunting graves, dungeons, and catacombs. These creatures detest light (though they are not harmed by it).

A gloom haunt appears as a humanoid-shaped somewhat translucent creature formed of darkness. Two small pinpoints of red light function as eyes.

Gloom haunts speak Common, but rarely do so.

Combat

Gloom haunts use their ability to hide in shadows to wait for living creatures to come close. When such a creature does, glooms haunt leap to the attack.

Creeping Shadow (Su): Once per day, a gloom haunt can emanate an inky darkness from its body as a standard action. This darkness covers a 30-foot radius around the creature and functions as a *darkness* spell (caster level equals the gloom haunt's Hit Dice).

Pain Touch (Su): A gloom haunt adds its Charisma modifier on damage rolls with its incorporeal touch. Further, the incorporeal touch of a gloom haunt sends a wave of intense pain through the opponent's body. A creature touched must succeed on a DC 16 Fortitude save or be stunned for 1 round and shaken (–2 penalty on attack rolls, saves, and checks) for 1d4+2 rounds thereafter. The save DC is Charisma-based.

See in Darkness (Su): Gloom haunts can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

Shadow Mastery (Su): Gloom haunts are creatures of darkness. As such, they gain a +2 racial bonus on attack rolls, saves, and ability checks and skill checks in total darkness (including that created by their creeping shadow ability). These bonuses are not included in the statistics block.

Shadowy Resolve (Ex): In areas of total darkness or shadowy illumination, gloom haunts gain +2 turn resistance.

Skills: *A gloom haunt has a +8 racial bonus on Hide checks in areas of darkness or shadowy illumination.



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