

The Shadow Template

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The Plane of Shadow is known for occasionally breaching through to the material plane and swallowing up whatever and whoever happens to be there. Those who survive the ordeal, and the creatures within that realm, find themselves twisted by shadow stuff such that their descendants are a strange mix of corporeal and incorporeal. This is a template that can be applied to any creature on character creation.

Type:	Outsider (must be attached to another type, such as Native)
LA:	+2
Environment:	Plane of Shadow
Alignment:	Any
Racial HD:	D10 (use this HD instead of the base creature HD if higher. When creating your character you get 2D10 from the +2 LA. Afterwards, use class HD.
Sight:	Low Light Vision 60 ft., Dark Vision 60 ft.
Speed:	30 ft. (or base creature speed, whichever is greater) When in Shadow Form: Fly at half movement speed (perfect maneuverability)
Racial Modifiers:	+4 Dex, +2 Wisdom, -2 Charisma
Bonus Languages:	Common and ShadowSpeak and choice of one: Abyssal: If True Neutral, Neutral Evil, or Chaotic Evil Infernal: If True Neutral, Neutral Evil, or Lawful Evil Celestial: If Any Good ShadowSpeak is a new language. ShadowSpeak resembles common, with slight differences given the morphic nature of the Plane of Shadow. It is the common tongue of the Plane of Shadow.
Damage Reduction:	5/+1 and Ghost Touch and Force: A shadow creature is almost incorporeal even when not in shadow form.
Fast Healing:	A shadow creature heals at a rate of 1 HP per minute (or per 10 rounds) per odd HD so long as it has 1 hit point. This ability only applies in low light conditions.
Class Skills:	Diplomacy, Escape Artist, Fly, Knowledge (Geography), Knowledge (Local – home town or region), Knowledge (Planar), Perception, Sense Motive, Stealth
Racial Skill Bonus:	Diplomacy +4, Escape Artist +4, Perception +4, Sense Motive +4, Stealth +4, Knowledge (Planar) +2; Initiative +5

Shadow Aura (Su): The Shadow creature can alter its spiritual presence to appear as something it is not, and infused with quasi-reality. Beginning at 3rd level, a shadow creature may cloak itself in the mystery of shadow and project whatever alignment it wishes. For purposes of seeing through the deception, this is the equivalent of the *magical aura* spell. Onlookers attempting to discern the shadow's aura may attempt a Will save at DC 11 plus the shadow's charisma modifier to see through the illusion. Spells such as *identify* and *analyze dweomer* will allow the onlooker a new saving throw. This ability does not affect the way aligned items or spells affect the shadow – a chaotic good shadow who is projecting a neutral evil aura is still susceptible to weapons or spells that target good creatures.

Light Vulnerability: Shadow creatures are out of their element in brightly lit conditions. They receive a -2 penalty on all attacks, damage, skill checks and saving throws when in normal or bright light conditions. A shadow creature who is subjected to direct sunlight or to spells that do specific damage to creatures harmed by sunlight, while in *shadow form*, will be affected by the sunlight or spells as if it were an undead creature that is harmed by sunlight.

Shadow Form: Beginning at 5th level a shadow creature may take on a partially incorporeal form once per day with a duration of one hour per level. This form confers a +10 to Stealth checks to hide in shadowy areas. It also allows the shadow to fly at half of its ground movement speed (spells which increase her ground movement speed do not increase fly speed, nor do incremental ground speeds, such as run x 3 and run x 4, apply to flying speed). Because the shadow is not fully incorporeal, it cannot pass through walls or through spaces that would not normally permit its passage. However, combat rules for incorporeal combatants do apply (i.e. it can only be hit by magical or ghost-touched weapons, and non-ghost-touched magical weapons and non-force-based spells only do half damage against it, and its own attacks and spells are similarly restricted). In all other respects, this ability is the same as a druid's wild shape ability, with the shadow's effective druid level being equal to total level. If a shadow enters an antimagic field while in shadow form, the shadow form immediately ends, and time spent in the antimagic field counts toward the duration of the use. Exiting the antimagic field, the shadow form will resume. Resuming the form in this way does not count against uses per day. If a shadow in shadow form enters an area of bright light or direct sunlight, or is subjected to a spell that emulates the effects of direct sunlight or deals specific debilitation or damage to creatures harmed by sunlight, it will be affected by the sunlight or spell as if it were an undead creature that is harmed by sunlight. In addition, any *light*-based spell that deals specific damage to or has a specific effect on undead creatures (whether they are harmed by sunlight or not) will similarly affect a shadow form, but it is not susceptible to other spell descriptors that have specific effects on the undead, such as spells with the *holy* or *unholy* descriptors.

Shadow Familiar: A shadow creature may cause its own shadow to separate from itself and act on its own accord. This functions like both an *unseen servant*, with regard to duration and abilities, and like a druid's *wild shape* ability, with regard to size, action time and number of times per day, except as noted below. The shadow's effective wizard or druid level, for the purposes of determining the variables for the shadow familiar, is equal to its total level. The shadow familiar may take on any form up to the shadow creature's size (or as small or large as the it is able to manage according to the druid's wild shape guidelines) with which the shadow is familiar. If the shadow has met the desired creature in-game, its form is automatically available. If it has not met the desired creature in-game, then it must make an appropriate Knowledge skill check (DC 5 for very common creatures, DC 10 for somewhat common creatures, DC 15 for uncommon creatures, DC 20 or more for rare or unique creatures) to determine if it is familiar enough with the creature to give it form through its shadow familiar. The shadow creature may change the form as a Free Action (it is still limited to only one Free Action per round, as normal). Unlike an unseen servant, the shadow familiar is not mindless. It shares a continuous telepathic bond with the Shadow creature – the two are of one mind. The shadow creature may make skill checks through the shadow familiar, but the shadow familiar is limited in that it may not exert a force in excess of 20 pounds and does not have access to any of the shadow creature's abilities. Additionally, a shadow familiar may not attack at all, though it can be targeted for attack. A shadow familiar may move up to the shadow creature's speed in any manner available to the shadow creature. If a shadow familiar is destroyed it returns immediately to its natural form and state, and the shadow must wait 1d4 rounds before it may be summoned forth again (up to the number of times per day allowed according to the druid's wild shape guidelines). If a shadow familiar passes into an area of bright light or complete darkness, it is rendered non-functional (except for movement), but it may return to functionality when it passes into an area of dim or normal light, providing there still duration left to its form (time spent in darkness or bright light still counts against its available duration). A shadow creature may call its familiar back to being a normal shadow as a Free Action, but doing so will cancel any remaining duration on that use.

Shadow Walk: At 10th level, a shadow creature gains *shadow walk* as a spell-like ability, usable once per day.

