



ASTONISHING RACES

Fetchlings

Written by Michael Ritter

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Astonishing Races

FETCHLINGS

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Fetchlings

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"Shadows are not darkenss. They are simply places
without light. That is where we dwell."

~ Fetchling proverb

This book emulates the style of the *Pathfinder Roleplaying Game: Advanced Race Guide*, specifically detailing fetchling as a playable race on par with those presented in that book. Various terms and styles are used from that book here as well giving fetchling an 17 Racial Point build, alternate racial traits, favored class options, the Darkness, Dusk Stalker, and Shadow Caller racial archetypes, as well as new feats, magic items, and spells—all for fetchlings!

Astonishing Races

FETCHLING

Legends say that the race now known as fetchlings were once human, but centuries of being trapped within the alien Shadow Plane have irrevocably changed them. Whether or not this is indeed the truth, or simply a tale spun by the fetchlings themselves to seem more sympathetic remains to be seen but one thing is for certain: the fetchling race is one that favors working behind the curtains of society rather than being center stage for all to see. As one of the more servile races within the Shadow Plane, fetchlings possess natural talent in putting others at ease and often use this skill to manipulate events around them whilst under the guise of a retainer. More than one fetchling has controlled a populace from the position of “trusted advisor”. Even so, fetchlings frown upon betrayal, seeing disloyalty to one’s allies or those they have an obligation to protect as the ultimate sin.

Fetchlings are all infused with a portion of the shadows found on their home plane, granting them special abilities which compliment either their inner darkness or their unnatural charm. Though these powers can manifest differently depending on whether or not the fetchling has lived on the Shadow Plane or elsewhere, they all serve to manipulate others into doing their bidding.

Physical Description: In some respects, the typical fetchling resembles a lean human, though even a cursory examination of one would reveal major differences. The pigmentation within a fetchling’s body is deprived of any color and so their skin always appears pale grey. Eerily, this is not the case with their pupilless eyes which glow a sickly yellow color. Most fetchlings dye their hair, though the colors are dependent on location; within the Shadow Plane they tend to dye it black while those who live in the Material Plane might favor flashier

colors such as crimson or sky blue and tend to dress with a similar radiance.

Society: Fetchlings are by far the most numerous race within the Shadow Plane but are subservient in almost every way to the umbral dragons who also call the plane home. After all, in this dangerous land, might makes right and these draconic overlords certainly hold the monopoly on raw power. So as not to be destroyed outright by these bloodthirsty creatures, fetchlings have long since adapted to the role of serfs for their draconic rulers and have expertly manipulated the dragons into focusing more of their attention on attacking one another than destroying the fetchling populace. Frequent tributes of gold, magic items, and the occasional ‘snack’ has contented the majority of umbral dragons into mainly attacking the nests of shadows which are located throughout the Shadow Plane.

This has, for the most part, allowed fetchlings and their cities to thrive within the Shadow Plane. However, as a side effect of the perpetual war that the umbral dragons are waging amongst themselves, fetchling society has become a sort of ‘feudal meritocracy’ where the most talented individuals in the fields of politics, arcane power, and militaristic combat take positions in society, obtain power, and ensure that their offspring are able to enjoy an elevated place in society. This allows these lucky fetchling children to have a money and clout-fueled edge when it comes to developing their talents, making them more likely than the children of less talented parents to succeed. Still, the gap is not impossible to cross, especially for those whose abilities are innate (such as mesmerists and sorcerers) or granted mysteriously (such as mediums and oracles). Even so, there are still a few positions (such as the samurai) which are limited to the offspring of particularly influential fetchlings.

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Due to the dangers which lie in the wilderness, the entirety of the Shadow Plane is made up of city-states, with an umbral dragon controlling one or two at a time. For the most part, these city-states stay isolated, but when two dragons develop a particularly fierce rivalry, they may call upon the fetchlings that they rule over to take up arms and battle with the city-states controlled by their adversary. These wars do not happen all too frequently, but when they do the fetchlings are quickly reminded of destructive capabilities of their draconic rulers, who have spectacular aerial battles with one another, whilst occasionally spraying the battlefield with blasts of negative energy. Rarely are these battles fought in the same place twice, for the souls of the slain often stay behind and form into undead shadows.

The relationship between fetchlings and the umbral dragons is not entirely antagonistic, however, as the dragons do serve as worthy protectors in times of need, although convincing them to help usually requires a sacrifice of sorts. Umbral dragons enjoy taking promising young mages and melding them into avatars of fear and destruction, much like the dragons themselves, oftentimes convincing these mages to seek out means of artificially extending their own lives such as through vampirism or lichdom. These 'apprentices' happen to interest the dragons not only as students of the arcane but also as potential spouses, leading to the birth of the dangerously powerful dragon-blooded fetchlings who are often immediately put into positions of leadership on virtue of their heritage alone.

Some fetchling city-states do away with the idea of draconic rule altogether, placing their structures in either highly defensible locations in mountains or underground, or masking their very presence with the help of archmages. Such cities are generally havens for those looking to either escape the wrath of those on the surface, or perhaps looking to practice a lifestyle contrary to the ones 'recommended' by the dragons.

Such cities specialize in fighting the dragons and use military-like discipline to ensure that every citizen is a capable combatant when a battle inevitably arises with one of those monstrosities.

Some of the larger city-states also have portals that lead directly to the Material Plane, which is a great boon in that the citizenry do not have to travel the dangerous roads of the Shadow Plane in order to procure necessary supplies or services. These portals are frequently guarded by parties on both planes to ensure that threats to either populace are known about well in advance and to ensure that an invasion force is near impossible to mobilize. Still, threats do sometimes get through--most often shadows who decide to wreak havoc on the unsuspecting Material Plane.



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RANDOM STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
20 years	+1d6 years (21 - 26 years)	+2d6 years (22 - 32 years)	+3d6 years (23 - 38 years)

¹ This category includes barbarians, oracles, rogues, and sorcerers,

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

GROWING OLDER

Middle Age ¹	Old ²	Venerable ³	Maximum Age
62 years	93 years	125 years	125 + 3d20 years

¹ At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

² At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

³ At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	5 ft. 4 in.	+2d6 in. (5 ft. 6 in. – 6 ft. 4 in.)	90 lbs.	+(2d6x3 lbs.) (96 – 126 lbs.)
Female	5 ft. 2 in.	+2d6 in. (5 ft. 4 in. – 6 ft. 2 in.)	80 lbs.	+(2d6x3 lbs.) (86 – 116 lbs.)

Fetchlings living on the Material Plane need not deal with the same difficulties found by their kin on the Shadow Plane, but tend to keep the same sort of lifestyle: highly ordered and focused on conflict avoidance, while still attempting to manipulate themselves into favorable positions. Though not always malicious in nature, these fetchlings seem to possess an instinctual drive to ensure success through behind-the-scenes dealings and often serve as spymasters for human settlements. Despite this, fetchlings are surprisingly adaptable and can easily fit into any culture they are placed into, emulating the religion and lifestyle of their adopted culture as well as any natural citizen.

Relations: Due to the stories of a shared ancestry, humans and fetchlings get along quite well, treating one another as relative equals and without any

prejudices. Fetchlings view the long lived races such as elves and gnomes with envy and often daydream about what they could accomplish were they also to have an extra two hundred or so years of life. The exception to this are dwarves, whom fetchlings remain fascinated by due to their work ethic and dedication to tradition despite all obstacles. When dealing with more violent races such as orcs or drow, fetchlings are known to slip into the role of a servant, biding their time until they can manipulate their situation for the better.

If there is one thing that every race can agree on, however, is that somewhere in their ancestry, the fetchlings were cursed. Whether by some ancient power or the Shadow Plane itself depends on who is telling the story.

The only race which fetchlings actively avoid and despise are the uncanny wayangs who trace their

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history on the Shadow Plane back to ancient times, far before fetchlings first appeared. Despite this, fetchlings see the wayang tribes as savages who are to be avoided at all costs; a mindset that has led to fierce animosity on both sides of the conflict and one which umbral dragons on the Shadow Plane exploit in order to keep control of the fetchling populace through fear. The wayangs, none the wiser to the umbral dragons' constant manipulation of the fetchling race do not exactly help relations through their attacks on fetchling caravans travelling from one city-state to another.

Alignment and Religion: Having spent their entire lives in a feudal society, most fetchlings who hail from the Shadow Plane are lawful neutral with many others who are lawful evil. Fetchlings who live in the Material Plane tend to share the alignment of the most populous race in the region. No matter where they live, fetchlings are known to worship gods of darkness, charm, and deception above all others. That said, those who happen to live on the Shadow Plane may find themselves drawn to worship of the natural forces which bind the plane together, or even powerful umbral dragons.

Adventurers: No matter if they reside on the Material or the Shadow Plane, fetchlings are adept at quickly examining a situation and adapting it to their liking. Combining this with their natural charm and magical abilities makes them excellent arcanists, bards, investigators, mediums, mesmerists, ninjas, occultists, oracles, rogues, skalds, sorcerers, summoners, and vigilantes.

Male Names: Arim, Drosil, Jegan, Somar, Yetar, Zoka.

Female Names: Acera, Amelisce, Inva, Renza, Zaitherin.

Fetchling Racial Traits

+2 Dexterity, +2 Charisma, -2 Wisdom (0 RP):

Fetchlings are quick and forceful, but often strange and easily distracted by errant thoughts.

Native Outsider (3 RP): Fetchlings are outsiders with the native subtype.

Medium (0 RP): Fetchlings are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed (0 RP): Fetchlings have a base speed of 30 feet.

Darkvision (0 RP): Fetchlings can see in the dark up to 60 feet.

Low-Light Vision (1 RP): Fetchlings can see twice as far as humans in conditions of dim light.

Skilled (4 RP): Fetchlings have a +2 racial bonus on Knowledge (planes) and Stealth checks.

Shadow Blending (Su) (1 RP): Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

Shadowy Resistance (2 RP): Fetchlings have cold resistance 5 and electricity resistance 5.

Spell-Like Ability (Sp) (1 RP): A fetchling can use disguise self once per day as a spell-like ability. He can assume the form of any humanoid creature using this spell-like ability.

Shadow Travel (Sp) (5 RP): When a fetchling reaches 9th level in any combination of classes, he gains shadow walk (self only) as a spell-like ability usable once per day, and at 13th level, he gains plane shift (self only, to the Shadow Plane or the Material Plane only) usable once per day. A fetchling's caster level is equal to his total Hit Dice.

Languages (0 RP): Fetchlings begin play speaking Common. Fetchlings with high Intelligence scores can choose from the following: Aklo, Aquan, Auran, Draconic, D'ziriak (understanding only, cannot speak), Ignan, Terran, and any regional human tongue.

TOTAL RACIAL POINTS: 17

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Balancing the Fetchling

With 17 RP, fetchlings tend to be a more powerful race than more standard races such as elves, dwarves, or humans (11 RP). GMs may wish to balance them by removing certain racial traits. Although removing the shadow travel and spell-like ability racial traits would balance the fetchlings, we would suggest removing both the skilled and the shadowy resistance racial traits instead. Although either of these methods will bring the fetchling's RP total to 11, this second method allows for the two variant fetchling heritages to feel more unique than simply switching out ability scores and skill bonuses.

Alternate Racial Rules

Brief description of how race varies and across what axis (environmental, social, etc.)

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing fetchling racial traits. Consult your gamemaster before selecting any of these new options.

Anchoring Shadows (5 RP): A fetchling with this racial trait gains *dimensional anchor* as a spell-like ability at 9th level, instead of shadow walk. This racial trait modifies the shadow travel racial trait.

Dark Creator (6 RP): Some fetchlings have been known to possess the ability to create the darkness. At 1st level, they gain the ability to use *dampen light* (see Fetchling Spells below) as a spell-like ability at will. Upon reaching 9th level, they gain the ability to use *darkness* as a spell-like ability twice per day. A fetchling's caster level for this ability is equal to his total Hit Dice. The fetchling no longer gains the ability to cast *disguise self* or *shadow walk* at levels 1

and 9 respectively. This racial trait modifies shadow travel and replaces the spell-like ability racial trait.

Detached Shadow (2 RP): Once per day as a standard action, the fetchling can detach his shadow from his body for one minute. During this time, the fetchling can control his shadow as a move action, directing it mentally to move anywhere within 30 feet of himself and can view surrounding areas as if he were in the shadow's square. Spotting the shadow requires a creature to make a Perception check with a DC equal to 10 + the fetchling's Charisma modifier + 1/2 the fetchling's caster level, however, it is impossible to notice in areas of darkness (whether mundane or magical). Dismissing the shadow is a free action. This racial trait replaces the shadowy resistance racial trait.

Disarming Persona (6 RP): Instead of the abilities most fetchlings are born with, some have the power to control a person's mind. These fetchlings gain *charm person* and *suggestion* as spell-like abilities which they can use once per day at levels 1 and 9 respectively. A fetchling's caster level is equal to his total Hit Dice. This racial trait modifies shadow travel and replaces the spell-like ability racial trait and replaces the skilled racial trait.

Emissary (1 RP): Rare fetchlings excel in the role of emissary between the Shadow Plane and the Material Plane. Once per day, such a fetchling can roll twice when making a Bluff or Diplomacy check and take the better roll. This racial trait replaces the shadow blending racial trait.

Frightful Gaze (5 RP): Some fetchlings are known to have horrific night terrors that follow them into the waking hours of the morning and can force others to peer into these dreams with but a gaze. As a standard action, a fetchling can choose one creature within 30 feet that can see him and force

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it to make a Will saving throw (DC 10 + 1/2 the fetchling's character level + the fetchling's Charisma modifier). Creatures that fail become dazed (as per the condition) in fear for 1 round. This supernatural ability is a mind-affecting fear effect. A target that successfully saves cannot be affected by the fetchling's frightful gaze for 24 hours. This racial trait replaces the shadow blending and skilled racial traits.

Gloom Shimmer (5 RP): Some fetchlings can manipulate shadowy energy in order to displace their location instead of transporting between shadows. Upon reaching 9th level, instead of gaining *shadow walk* as a spell-like ability, these fetchlings gain *displacement* as a spell-like ability usable twice per day. For this ability, a fetchling's caster level is equal to his total Hit Dice. This racial trait modifies the shadow travel racial trait.

Grim Determination (2 RP): Life in the Shadow Plane has strengthened the resolve of these fetchlings. They gain a +2 racial bonus on all saving throws against fear and death effects. This racial trait replaces the shadowy resistance racial trait.

Humanlike (4 RP): A fetchling with this racial trait counts as an outsider (native) and a humanoid (human) for any effect related to race, including feat prerequisites and spells that affect humanoids. He also gains a +10 bonus on all Disguise checks to pass as human. This racial trait replaces the shadow blending racial trait and alters the native subtype.

Keen Mind (1 RP): Life in the shadows has granted these fetchlings the ability to separate what is real from trickery, granting them a +2 racial bonus on saving throws against illusion spells or effects. This racial trait replaces the shadow blending racial trait.

Scion of Darkness (4 RP): A fetchling with this racial trait gains the Persuasive feat as a bonus feat. This racial trait replaces the skilled racial trait.

Sycophant (4 RP): Some fetchlings master the art of appeasing those more powerful than themselves, gaining a +2 racial bonus on Bluff and Sense Motive checks. This racial trait replaces the skilled racial trait.

Shadow Clone (2 RP): Some fetchlings can transform their shadow into an illusory replica of themselves as a move action. The replica functions as a single mirror image and lasts for a number of rounds equal to 1/2 the fetchling's character level (minimum 1). This ability does not stack with the *mirror image* spell. The fetchling can use this ability a number of times per day equal to 3 + their Charisma modifier. This racial ability replaces the shadowy resistance racial trait.

Shadow Magic (2 RP): Fetchlings who spend their time studying the subtle magic of their adopted plane gain arcane insights on the use of shadow spells. These fetchlings gain a +1 racial bonus to the DC of any illusion (shadow) spells they cast. This racial trait replaces the shadow blending and spell-like ability racial traits.

Shadowfingers (4 RP): A faint haze of shadowstuff traces the path of some fetchlings' fingertips. Fetchlings with this racial trait gain a +2 racial bonus on CMB checks made to blind or dazzle creatures with the dirty trick maneuver (see the Pathfinder Roleplaying Game: Advanced Player's Guide™), as tiny motes of shadowstuff obscure the vision of creatures successfully subjected to such a maneuver. This racial trait replaces the skilled racial trait.

Subtle Manipulator (1 RP): Rather than taking on the forms of others, some fetchling are adept at

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deflecting blame from themselves. Any time the fetchling fails a Bluff attempt to tell a lie, they can immediately make an additional Bluff check at a -4 penalty to make it seem as if he were forced to do so by another creature (such as a superior or a particularly dangerous individual). This racial trait modifies the spell-like ability racial trait.

Umbral Slayer (3 RP): Some fetchlings have the courage and skill to fight against the other creatures native to the Shadow Plane. These fetchlings gain a +1 bonus on attack rolls and a +2 dodge bonus to AC and on saving throws against the extraordinary, supernatural, and spell-like abilities of umbral dragons and shadows. In addition, they take 1 less point of Strength damage whenever one of these creatures deals Strength damage to them. This racial trait replaces shadow blending and shadowy resistance.

World Walker (4 RP): Fetchlings who have spent most of their lives on the Material Plane can become more acclimated to their new environments. Instead of gaining a +2 racial bonus on Knowledge (planes) checks, these fetchlings gain a +1 racial bonus on Knowledge (nature) and Knowledge (local) checks. This racial trait modifies the skilled racial trait.

Variant Fetchling heritages

Presented here are alternate fetchlings descended from umbral dragons and shadows. Players may choose one of the following heritages for their fetchling in place of the traditional fetchling racial features (which are assumed to be born from less pure or mixed heritages). Each heritage presents new features that replace default fetchling racial traits, as well as other custom race traits. Each heritage also includes typical personalities and appearances, and likely places of origin for these unique breeds of fetchling.

DRAGON-BLOODED

These fetchlings are larger and more free spirited than most others, preferring to take a more aggressive approach to life rather than waiting in the shadows for their opportunity to shine.

Heritage: Umbral Dragons

Alternate Ability Modifiers: +2 Int, +2 Str, -2 Cha

Alternate Skill Modifiers: Intimidate, Knowledge (arcana)

Shadow Breath: Once per day as a standard action, dragon-blooded fetchlings can make a supernatural breath weapon attack that deals 1d4 points of negative energy damage in a 30-foot cone. The damage dealt by this attack increases by 1d4 at 3rd level and every two character levels thereafter. All creatures within the affected area may attempt a Reflex saving throw for half damage. The save DC for this breath weapon is 10 + 1/2 the fetchling's character level + the fetchling's Constitution modifier.

This breath weapon has no effect on undead creatures, even if it would normally heal them. This alternate racial trait replaces the spell-like ability racial trait.

The umbral dragons who rule the Shadow Plane have a reputation for their unrivaled ferocity and dominance of all other creatures within the Plane. These creatures only rarely interact with their subjects and even less frequently with their own kin, so it is no surprise that their numbers are relatively small. In order to ensure that their line is furthered by one means or another, a few umbral dragons

Fetchblings

have been known to take the form of a humanoid and select a mate from the fetchling population of spellcasters. Those 'lucky' enough to be chosen find that their descendents are much different than most fetchlings. Dragon-blooded fetchlings are known for their amazing feats of strength and cunning, however, their brutish demeanor tends to rub others the wrong way. Still, their kind is looked at more favorably by the umbral dragons who see them as potential pawns that can be used to further subjugate the 'weaker' fetchlings.

damage rolls against everyone but the marked enemy as well as to all skill checks. A wayward soul can only have a maximum number of temporary hit points equal to his character level.

Once activated, this ability lasts until the combat ends, at which point all of the bonuses and penalties immediately end. This is a death effect. This alternate racial trait replaces the spell-like ability racial trait.

WAYWARD SOUL

These fetchlings look quite frail compared to most others, but their smiles betray a fierce hunger, and their blood red eyes gaze unnervingly at all who cross their path.

Heritage: Shadows

Alignment: Any non-good

Alternate Ability Modifiers: +2 Cha, +2 Wis, -2 Str

Alternate Skill Modifiers: Knowledge (religion), Use Magic Device

Retributive Drain: Once per day when a wayward soul is affected by an enemy's spell or attack, he can use an immediate action to mark the enemy for retribution. Whenever the wayward soul deals hit point damage to the marked enemy with either weapons or spell effects, the creature takes additional damage equal to the wayward soul's Charisma modifier while the wayward soul gains an amount of temporary hit points equal to her Charisma modifier. The wayward soul takes a -2 penalty on all attack and



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It is sometimes said that the Shadow Plane itself is comprised of a myriad of dark powers, many of which have alien senses of humor. A favorite 'joke' to play on the fetchlings who call the plane home is to send an undead shadow to haunt a newborn for some time. If the shadow is not dispatched of within a month of the child's birth, it enters the child's body. Instead of killing the child, the shadow acts as a parasite, clinging onto the fetchling's physical body and feeding on their strength throughout the rest of their lives. There is currently no known way to remove the shadow, though these 'possessed' fetchlings would likely resist any attempts to remove it any who, for the relationship between themselves and the shadow is reciprocal. In return for the shadow feeding on the fetchling's essence, it also provides the ability to steal the vitality of those who threaten them.

Favored Class Options

The following options are available to all fetchlings who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Fetchlings who pursue the life of an alchemist are considered oddities by their kin, who see the art as too conspicuous to be effective. Of course, these same detractors never seem to complain when a bomb-chucking alchemist manages to destroy a swarm of shadows. *Add one extract formula from the alchemist's list to the character's formulae book. This formula must be at least one level lower than the highest-level formula the alchemist can create.*

Arcanist: Perhaps the most feared of all spellcasters, fetchling arcanists tend towards one of two paths: either attempting to learn magic directly from the umbral dragons who lord over them or attempting to absorb one of the many fonts of corrupting magic located within the Shadow Plane. *Add +1/2 on Spellcraft skill checks.*

Antipaladin: Appearing perhaps once in a generation, the origins of a fetchling antipaladin tend to be quite grim. Kidnapped and tortured to insanity by a greater shadow, these fetchlings live to share to the pain that they once suffered with the rest of their kind. *Add +1 to the amount of damage the antipaladin deals with touch of corruption.*

Barbarian: Those fetchlings who wish to survive the Shadow Plane and all its dangers sometimes learn to unlock an inner ferocity. Barbarians tend to travel the wastes, looking for potential threats and eliminating them before they could pose harm to their allies. *Add +1/3 to the bonus from the superstition rage power.*

Bard: It is often the role of a bard to act as a mediator between fetchling communities and the umbral dragons which rule them, meaning that they stand as one of the few lines of defense between their kin and an easily irritated and often hungry dragon. *Add +1/2 on Bluff and Diplomacy skill checks.*

Bloodrager: These fetchlings are normally discovered and trained from their youth to harness their power against their foes. Their families tend to limit their exposure with their draconic overlords lest a dragon take a keen interest in corrupting and exploiting the youth's power. *Increase the bonus gained from blood sanctuary by +1/4.*

Brawler: There are some umbral dragons who enjoy making a game out of forcing fetchlings to fight one another to the death. Those who survive become fierce warriors who do not need the use of a weapon to slay their foes. *Gain a +1 bonus to the brawler's CMD when resisting two combat maneuvers of the brawler's choice.*

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Cavalier: It is rare that a cavalier is trained within fetchling communities as there is a distinct lack of suitable mounts which umbral dragons do not find as tasty meals. When one does appear, however, they often take leadership roles in battles to protect their communities against invaders or even a displeased dragon. *Add +1/4 to the cavalier's banner bonus.*

Cleric: Fetchlings are far less frequently drawn to the clerical arts than they are to arcane pursuits. Most often, these clerics worship gods of darkness, though a select few find that they are able to draw divine energy from the Shadow Plane itself, almost as if some ancient force were granting them their powers. *Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.*

Druid: Because the Shadow Plane exists as a sort of parallel world that coexists with the Material Plane, fetchling druids are liable to find a connection with a wide variety of different natural areas and form bonds with animal companions that fit those locations. Unlike most of the fetchling population, druids have no fear of wayangs, seeing the species as a natural part of the Shadow Plane. *Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.*

Fighter: Because of the constant fear that their draconic masters may one day decide to fly by and kill them all, fetchlings who train as fighters tend to focus on long range weapons such as longbows, while still giving proper respect to those who can master the art of close combat. *Add a +2 bonus on rolls to stabilize when dying.*

Gunslinger: Although guns most certainly can be found on the Shadow Plane, most see them as noisy, clunky, and uncivilized. That said, a blast from a blunderbuss is far more likely to be effective against

an umbral dragon's hide than traditional weaponry, making gunslingers fierce dragon slayers. *Add +1/2 to the bonus on initiative checks the gunslinger makes while using her gunslinger initiative deed.*

Hunter: City-states on the Shadow Plane are typically connected to one another by a series of roads with the occasional portal to the Material Plane being found in major city-states. Those far away from civilization, however, rely on hunters for both steady supplies of food and protection from the wild. *The hunter and her animal companion gain a +1 bonus on Stealth checks while in the Shadow Plane.*

Inquisitor: These fetchlings stand as natural enemies against those foolish enough to plan insurrections against the umbral dragons. Inquisitors are fiercely loyal to their draconic masters and are able to infiltrate a resistance movement with ease. *Add +1/2 on Bluff and Sense Motive checks.*

Investigator: Investigators are normally found within cities on the Shadow Plane, solving some of the more domestic problems in fetchling communities such as crime sprees, finding the locations of shadow nests, and keeping tabs on the local wayang tribes. *Increase the total number of points in the investigator's inspiration pool by 1/3.*

Kineticist: As occupants of the Shadow Plane, most fetchlings cannot relate to some of the more material elements which kineticists on the Material Plane would, instead turning to either the aether or the void in order to focus their occult gifts. *Gain 1/6 of an Extra Wild Talent feat.*

Magus: Fetchlings who strive to become magi are seen as the 'ideal' citizens, perfectly blending swordplay as well as a study of the arcane arts. Thankfully, most umbral dragons see them as little more than inferior wizards and do not put much, if

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any, effort into corrupting them. *Add +1/2 point of extra damage to magus spells that deal cold or electricity damage.*

Medium: Although incredibly rare amongst the majority of the fetchling population, wayward souls have been known to use the shadow which fused to their essence to find and bond with spirits far more easily than mediums of other races could. After all, the Shadow Plane is full of wandering spirits which have yet to be put to rest. *Gain a +1/2 bonus on Knowledge (planes) and Knowledge (religion) checks.*

Mesmerist: To hold the power of a mesmerist is to control entire chunks of the Shadow Plane in the palm of one's hand. This seductive power allows these gifted fetchlings the power to improve conditions for their fellows... or work behind the scenes of society so that the umbral dragons are nothing more than puppet leaders. As the old saying goes -- absolute power corrupts absolutely. *Add +1/3 to the DC of all mesmerist tricks.*

Monk: Some fetchlings want nothing more than to achieve self-perfection. These monks train both their bodies and minds for years so that they may return to their communities and act as leaders both in a political sense as well as against all enemies. *Add a +1/3 luck bonus to the monk's AC.*

Ninja: Unlike rogues who tend to be more social in nature, fetchlings who decide to take up the mantle of a ninja tend to be focused on the arts of infiltration, sabotage, and assassination. Ninja are often hired by either fetchling leaders or even umbral dragons themselves in order to carry out jobs which require the utmost precision and subtlety. *Add +1/4 point to the ninja's ki pool and to Stealth checks.*

Occultist: The Shadow Plane is rife with powerful yet cursed items for those daring enough to venture

out in search of them. Fetchling occultists are few and far in between but are highly sought after as experts to separate the merely dangerous artifacts from those which are definitely lethal. *Gain a +1/2 bonus on Knowledge (arcana) and Spellcraft checks.*

Oracle: Oracles who appear on the Shadow Plane tend to be drawn to one mystery and one mystery alone: the darkness which looms ominously over the entirety of the world. At first, it calls for them to playfully disrupt the dreary norm in fetchling society, but it has been known to drive older oracles mad, forcing them to venture out into the vast wilds of the plane, never to be seen again. *Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.*

Paladin: Though fetchlings are prone to a lawful lifestyle, those who hold altruism in their hearts are rare indeed. The fetchlings who do take on the burden of the paladin tend to be natural leaders and often rise up to fight against the tyranny of their draconic dictators. *Add +1/2 to the paladin's cold and electricity racial resistances (to a maximum increase of 10).*

Psychic: There are no locked doors, tightened lips, or hidden tombs which can withhold the secrets of the Shadow Plane from these fetchlings. Fetchling psychics have absolute control over their emotions and are so feared that umbral dragons make a point of hunting them down before they could prove to be a threat. *Add +1/4 point to the psychic's phrenic pool.*

Ranger: There are few who know how to navigate the Shadow Plane as expertly as rangers. These fetchlings often act as mercenaries hired to protect wary merchants and to eliminate nests of shadows before they become problematic. Some rangers take a darker path and find themselves on xenophobic crusades to wipe out wayang tribes. *Add a +1/2 bonus on Perception and Survival checks made on the Plane of Shadow.*

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Rogue: Most commonly found in towns and cities, these fetchblings are quite adaptable at fulfilling any roles which they put their minds to. Most commonly, they find work infiltrating social gatherings, working in organized crime, and even as scouts for adventuring parties. *Add a +1/2 bonus on Stealth and Sleight of Hand checks made while in dim light or darkness.*

Samurai: While training as a fighter may be commonplace and cavaliers are seen as adequate generals, the way of the samurai is meant only for the upper echelons of fetchbling society. Samurai undergo brutal training from an early age to shrug off wounds that would fell anyone else and stand as beacons of resolve on the battlefield. Entire battles have been won through the strategic elimination of a single samurai. *Add +½ to the samurai's bonus to damage against targets of the samurai's challenge.*

Shadowdancer: The earliest information about shadowdancers date back as far as the first recorded

Although prestige classes do not generally give favored class bonuses, the shadowdancer is such a vital part of fetchbling culture that we would urge GMs to consider making an exception. Here, we have provided a writeup and a favored class bonus for the shadowdancers. All fetchblings treat the shadowdancer as a second favored class, regardless of what their primary favored class is.

mentions of fetchblings themselves. The most popular legends tell of a human being named Umbra who was one of the original humans trapped on the Shadow Plane, leading to the creation of the fetchbling race. This human apparently made a deal with the dark powers holding the plane together so that her people could survive its hostile environment. The dark powers obliged her request, transforming them into the beings now known as fetchblings and making Umbra the first shadowdancer.



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Today, true shadowdancers are rare. While there are those who can mimic one or two of their many abilities, none could do so as masterfully and flawlessly as a shadowdancer proper. Every shadowdancer who was born within the Shadow Plane for the past few millennia had a tendency of altering the course of its history, becoming legends in their own right. *The shadowdancer adds +1/2 to all damage dealt while within 10 feet of an area of dim-light.*

Shaman: These fetchlings are looked upon with a mixture of fear and disgust, combining the mad tendencies of oracles with the practice of drawing power directly from the spirits within the Shadow Plane. They are often cast out of society and make their homes in secluded thorpes. *The shaman gains 1/6 of a new shaman hex.*

Skald: In daily life, these fetchlings can appear much like their bardic cousins, using charm and wit to get their way. However, where bards prefer to manipulate from the shadows, fetchling skalds often act as revolutionary firebrands, pushing their fellows to battle. *Add +1/2 on Intimidate checks.*

Slayer: There are few who relish in the art of “elimination” as much as the slayer. These fetchlings are experts in tracking their prey throughout urban environments and waiting for just the right moment to strike, before slipping out into the darkness. *Add a +1/4 dodge bonus to Armor Class against the slayer’s studied target.*

Sorcerer: Sorcerers in fetchling society are looked upon with envy upon those who study the arcane arts for decades in order to gain an understanding of their powers. For this reason, they are protected and kept out of the prying eyes of the umbral dragons for fear of having a young and easily influenced spellcaster of immense power bear down on the populace. *Select*

one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer’s Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Spiritualist: The forces of darkness within the Shadow Plane are oftentimes malevolent in nature, leading to wayward souls and antipaladins. But sometimes, they prove to be beneficial, following a fetchling around and providing assistance where needed. That is where spiritualists come in, using a phantom as a bodily manifestation of these more benign shadow forces. *Add 1 skill rank or 1 hit point to the spiritualist’s phantom.*

Summoner: On the Shadow Plane, standard summoners are rare. Instead, cabals of ‘shadow callers’ exist away from cities and take absolute joy in pushing their conjuration abilities to limits other mages have never even dreamed of. *The summoner’s eidolon gains resistance 1 against either cold or electricity. Each time the summoner selects this reward, he increases his eidolon’s resistance to one of those energy types by 1 (maximum 10 for any one energy type).*

Swashbuckler: Although most of fetchling society is formal, and dreary compared to other cultures, swashbucklers exist and do their best to brighten up life on the Shadow Plane through flashy displays of heroism and bravery. *Add a +1/2 bonus on Bluff checks to feint and pass secret messages.*

Vigilante: The rules and trappings of fetchling society often lead to discontent amongst those who wish to elevate their position. Many blame the perpetuity of this lifestyle to the umbral dragons and their pawns. Vigilantes are born out of a desire to both appear commendable in everyday society while enacting change under a more frightening guise. *The vigilante adds a +1/2 bonus on Bluff checks while*

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in his social identity and a +1/2 bonus on Intimidate checks while in his vigilante identity.

Warpriest: For every cleric in fetchling society, there are about three warpriests willing to fight for the same cause. Not as easily manipulated as the common warrior, these fetchlings are led by a devotion and fervor which would rival the most zealous of human traditions. *Add +1/2 to the result of the warpriest's channeled energy when healing creatures of the dragon and outsider types.*

Witch: In fetchling society, making a deal with outside forces in an attempt to acquire power is seen as an ultimate taboo, as the magic is seen as 'stolen' rather than being innate or learned. As a result, witches are often shunned within fetchling city-states, if not outright exiled for their practice, sometimes finding solace in joining wayang communities. *Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level the witch can cast. If the witch ever replaces this familiar, the new familiar knows these bonus spells.*

Wizard: Wizards hold a special place in fetchling societies, often straddling the line between leader and outsider. Umbral dragons often like to keep tabs on the progress of wizards and enjoy converting them to more insidious purposes, but these fetchlings are seekers of knowledge and the idea of serving under such a destructive entity would make even the most vile of practitioners shudder. *Add one spell from the wizard spell list to wizard's spellbook. The spell must be at or below the highest level he can cast and be of the illusion (shadow) subschool or have the darkness descriptor.*

Racial Archetypes

The following racial archetypes are available to fetchlings.

DARKNESS (ORACLE MYSTERY)

The darkness speaks to you in a more literal sense than most people can understand. It has a playful wickedness which encourages you to do as you wish, when you wish it.

Class Skills: An oracle with the darkness mystery adds Disable Device, Disguise, Sleight of Hand, and Stealth to her list of class skills.

Bonus Spells: *vanish* (2nd), *darkness* (4th), *deeper darkness* (6th), *shadow projection* (8th), *shadow walk* (10th), *prying eyes* (12th), *greater shadow conjuration* (14th), *mind blank* (16th), *shades* (18th).

Revelations: An oracle with the darkness mystery can choose from any of the following revelations.

Blade in the Dark (Ex): You gain Blind-Fight as a bonus feat. At 7th level, you gain Improved Blind-Fight as a bonus feat. At 13th level, you gain Greater Blind-Fight as a bonus feat. You do not need to meet the prerequisites to receive these feats.

Channel (Su): You can channel negative energy like a cleric, using your oracle level as your effective caster level when determining the amount of damage dealt (or healed to undead) and the DC. You can use this ability a number of times per day equal to 1 + your Charisma modifier.

Cloak of Darkness (Su): The shadows around you seem to move instinctively to help you when you are in danger and when it is necessary to utilize stealth. Add your Charisma modifier (instead of your Dexterity modifier) to your Armor Class. Your armor's maximum Dexterity bonus applies to your Charisma instead of your Dexterity

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Freezing Touch (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of cold damage + 1 point for every two oracle levels you possess. At 7th level, the touched creature must also make a Fortitude saving throw or be sickened for a number of rounds equal to 1/2 your oracle level. This has no effect on a creature that is already sickened. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Hasty Escape (Ex): Once per day as an immediate action, when you are struck by an attack which would bring you below 0 hit points, you can choose to take half damage from the attack and if still conscious, move up to your speed without provoking attacks of opportunity from the creature which attacked you. You must be at least 11th level before selecting this revelation.

Hide in Plain Sight (Su): You can use the Stealth skill even while being observed. As long as you are within 10 feet of an area of dim light, you can hide yourself from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow. You must be at least 7th level before selecting this revelation.

Shadow Ki (Su): You gain an unnatural understanding of the dark forces within your body, and gain a pool of ki points. This ki pool is similar to a ninja's ki pool, but your ki pool cannot grant you extra attacks. You gain a number of ki points equal to your Charisma modifier (minimum 1). These ki points replenish at the start of each day. If you already have a ki pool, or gain a ki pool later, you gain half your Charisma bonus (minimum 1) as bonus ki points to your ki pool. Starting at 7th level, you can spend a swift action and one ki point to disappear for 1 round per level. This ability functions as *invisibility*.

Shadowy Form (Su): As a standard action, you and your equipment become somewhat translucent and can now pass through terrain and obstacles as well as enter solid objects (including walls and floors) as if you were incorporeal. You are still considered corporeal for all other intents and purposes, including for attacks made both by you and against you. You can use this ability for a number of rounds per day equal to your oracle level and once activated can maintain its effect as a swift action every round. You must be at least 7th level before selecting this revelation.

Umbral Grip (Sp): Once per day as a standard action, you can call on the shadows to reach out and restrain your foes. This functions similarly to *black tentacles*, except that you and a number of creatures equal to your Charisma modifier are not hindered or affected by the effects of this ability whatsoever. You



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use your oracle level as your effective caster level for the purposes of this ability. You must be at least 11th level before selecting this revelation.

Unnatural Protection (Su): You can allow the darkness in your soul to take root more firmly in your actual physiology. You gain a +2 bonus on saving throws against death effects and negative energy damage. At this bonus increases to +4 at 4th level, and to +6 at 7th level. At 11th level, you become immune to death effects and only take half damage from negative energy. If an effect would have you take half damage from negative energy on a successful saving throw, you instead take no damage on a successful save.

Final Revelation: Upon reaching 20th level, you draw the attention of a greater shadow. Unlike a standard greater shadow, its alignment matches your own and it cannot create spawn. This greater shadow receives a +6 bonus on Will saves made to halve damage from positive channeled energy and it cannot be turned or commanded. This shadow serves as a companion to you and can mentally communicate with you in a shared language as long as you are within 1 mile. The greater shadow has a number of hit points equal half your total hit points and uses both your base attack bonus and base save bonuses.



If your greater shadow companion is destroyed, or you choose to dismiss it, you must attempt a DC 18 Fortitude save. If you fail the saving throw, you gain the sickened condition until you gain the services of a new shadow. A successful saving throw negates the sickened effect. A destroyed or dismissed greater shadow companion cannot be replaced for 30 days.

DUSK STALKER (RANGER)

Hunters and guides through the Shadow Plane, dusk stalkers are rangers that thrive in shadow. Adept at hunting in dusk, darkness, and twilight, these rangers excel at manipulating shadows.

Class Skills: The dusk stalker adds Knowledge (planes) to his list of class skills and removes Knowledge (nature) from his list of class skills.

Shadow Guide: When a dusk stalker gains the favored terrain ability, that ability is modified in the following ways. At 3rd level, a dusk stalker picks his primary terrain normally, but only gains a +1 bonus on those checks while on a plane other than the Shadow Plane, and gains a +3 bonus on those checks while on the Shadow Plane. Each time he chooses to add a bonus in a favored terrain, he gains a +1 bonus on those checks while on a plane other than the Shadow Plane, and gains a +3 bonus on those checks while on the Shadow Plane. This ability modifies favored terrain.

Shadow Bond (Su): At 4th level, a dusk stalker creates a mystical bond with shadows. The shadows around a dusk stalker weave and swirl, confusing his enemies. When a dusk stalker is fighting in dim light or darkness (magical or otherwise), he gains a +4 insight bonus on Acrobatics checks made to move through an enemy's threatened area or through its space. Furthermore, a number of times per day equal to his Wisdom modifier, the dusk stalker can

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manipulate shadows in a 5-foot square within 30 feet. That square must be in an area of dim light or darkness (magical or otherwise). Enemies with an Intelligence score within or adjacent to that 5-foot square take a –2 penalty to AC and on Reflex saving throws. The harassing shadows last for 1 round. This is a mind-affecting fear effect. This ability replaces hunter's bond.

Dark Sight (Su): At 12th level, a dusk stalker gains the see in darkness ability. This ability replaces camouflage.

SHADOW CALLER (SUMMONER)

While most summoners can call any manner of creature from across the planes to serve them in combat, supplementing the skills of their eidolon with a diverse range of creatures, others eschew this broad utility and instead concentrate upon calling forth entities from the Shadow Plane.

Class Skills: The shadow caller adds Stealth to his list of class skills and removes Use Magic Device from his list of class skills.

Shadow Summoning (Sp): When a shadow caller uses his *summon monster* ability or casts the *summon monster* spell, he typically summons creatures from the Shadow Plane or creatures closely associated with shadow. When a creature on the *summon monster* spell list indicates that it is summoned with either the celestial or the fiendish template based on the alignment of the caster, the creature summoned by the shadow caller has the shadow creature template instead. Furthermore, the *summon monster* lists are modified in the following ways (these changes also apply to using a higher-level summon spell to summon multiple creatures from a lower-level list).

Summon Monster I: No changes.

Summon Monster II: A shadow caller cannot summon Small elementals or lemures, but instead can summon zoogs.

Summon Monster III: A shadow caller cannot summon dretches or lantern archons, but can summon augur kytons.

Summon Monster IV: A shadow caller cannot summon Medium elementals, hell hounds, hound archons, or mephits, but can summon allips, gloomwings, and shadows.

Summon Monster V: A shadow caller cannot summon babau, bearded devils, bralani azatas, Large elementals, salamanders, or xills, but can summon shadow mastiffs and shae.

Summon Monster VI: A shadow caller cannot summon Huge elementals, erinyes, lillend azatas, or succubi, but can summon cloaklers.

Summon Monster VII: A shadow caller cannot summon bebiliths, bone devils, greater elementals, or vrocks, but can summon greater shadows.

Summon Monster VIII: A shadow caller can only summon derghodaemons and young umbral dragons.

Summon Monster IX: A shadow caller can only summon interlocutor kytons and nightwings.

This ability otherwise functions as and replaces the summoner's normal *summon monster* spell-like abilities.

Shadow Eidolon: A shadow caller's eidolon is at once a thing of shadow called from the deep of the Shadow Plane and his own shadow; the two are inseparable. When his eidolon manifests, his shadow lengthens and finally detaches from him as a creature unto itself. For as long as the shadow caller's eidolon is manifested, he and the eidolon do not have distinct shadows, regardless of the presence or absence of light. This lack of a shadow replaces the magical symbol that identifies the summoner and his eidolon.

This ability alters the summoner's eidolon ability.

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Creatures with the shadow creature template dwell on the Shadow Plane, only rarely venturing onto other, brighter planes, and can be summoned by shadow callers. A shadow creature's CR increases by +1. A shadow creature's quick and rebuild rules are the same.

Rebuild Rules: **Senses** gains darkvision 60 ft. and low-light vision; **Defensive Abilities** gains energy resistance and DR as noted on the table below; **SR** gains SR equal to new CR + 6; **Special Abilities** *Shadow Blend (Su)* In any condition of illumination other than bright light, a shadow creature blends into the shadows, giving it concealment (20% miss chance). A shadow creature can suspend or resume this ability as a free action.

Shadow Creature Defenses

Hit Dice Resist Cold and Electricity DR

1–4 5 —

5–10 10 5/magic

11+ 15 10/magic

NEW EVOLUTIONS

The following evolutions are available to all summoners.

2-Point Evolutions

Shadow Blend (Su): In any condition of illumination other than bright light, the eidolon disappears into the shadows, giving it concealment (20% miss chance). If it has the shadow form evolution, it instead gains total concealment (50% miss chance). The eidolon can suspend or resume this ability as a free action.

Shadow Form (Su): The eidolon's body becomes shadowy and more indistinct. This shadow form grants the eidolon constant concealment (20% miss

chance), and its melee attacks affect incorporeal creatures as if it had the *ghost touch* weapon property. The eidolon's melee attacks deal only half damage to corporeal creatures.

SHADOWMANCER (WIZARD)

The arcane science of shadow magic comes naturally to the higher-minded denizens of the Shadow Plane. Fetchlings are no exception, and tend to pursue illusions and shadow magic over other schools and traditions.

Class Skills: Shadowmancers add Stealth to their list of class skills.

Arcane School: A shadowmancer must choose the illusion arcane school.

Shadow Bond (Su): A shadowmancer forges a special, arcane bond with his shadow. The shadowmancer's shadow shares a few qualities in common with a more traditional wizard's arcane-bonded object, and thus a shadowmancer without a shadow (such as a shadowmancer who has become a vampire) or a shadowmancer whose shadow has been stolen or copied (such as by a peryton's shadow mark ability) must make a concentration check or lose any spell they attempt to cast. The DC for this check is equal to 20 + the spell's level.

In addition, a shadowmancer's shadow can be called upon to grant the shadowmancer a +2 armor bonus, shielding him like a cloak of shadowstuff. Alternately, the shadow can be called upon to conceal or obfuscate the shadowmancer's form, granting the shadowmancer a +4 bonus on Stealth skill checks made in areas of dim light or darkness. Activating or switching bonuses requires a move action. Otherwise, the shadow bond can be called upon to enable the

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shadowmancer to cast a spell that he does not have prepared in the same way that an arcane bond does. This ability replaces arcane bond.

Grasp at Shadows (Su): As a standard action, a shadowmancer can create a mundane object (such as a sword, shield, crowbar, tool, ladder, or any other non-magical object) weighing no more than 2 lbs. per class level out of raw shadowstuff. The object functions normally in dim light or darkness, and persists until it is brought into an area of brighter light, after which it disappears in a number of rounds equal to your Intelligence modifier (minimum 1 round). Items created in this way are masterwork objects. At 8th level, a weapon or shield created in this way gains a +1 enhancement bonus. At 16th level, this bonus increases to +2. A shadowmancer may only create one object at a time in this way; creating a new object causes the previous one to vanish. The shadowmancer may use this ability a number of times per day equal to 3 + his Intelligence modifier. This ability replaces the blinding ray arcane school ability.

Summon Shadow (Su): At 15th level, a shadowmancer can animate his shadow to serve as a companion of sorts. This ability functions as the shadowdancer prestige class ability of the same name. If the shadowmancer's shadow is destroyed, so is his arcane bond. The shadowmancer can replace a destroyed shadow and his arcane bond after 1 week. This ability replaces the 15th level wizard bonus feat.

Shadowmeld (Su): At 20th level, whenever a shadowmancer or his shadow companion are in an area of darkness, they gain DR 10/—. Furthermore, whenever he is within an area of darkness, the shadowmancer can use a full-round action to meld with the shadows and become ethereal along with his equipment and his shadow companion. While ethereal due to the effects of this ability, neither the

shadowmancer nor any of his equipment is affected by the passage of time. Neither the shadowmancer nor his shadow companion can take any actions or even move for the duration of this effect, though they remain aware of their surroundings. The effects of this ability only end once either the shadowmancer or his shadow companion are exposed to an area of dim light or brighter or should the shadowmancer decide to return to normal at any time of his choosing. This ability replaces the 20th level wizard bonus feat.

TWILIGHT GUARDIAN (PALADIN)

It is often said that the darkness plays no favorites in the battle versus good and evil, merely sitting as a tool for those canny enough to utilize it. Twilight guardians do not shy away from wielding the power of darkness to root out the evil which may lie within.

Armor Proficiency: A twilight guardian is not proficient with medium or heavy armor.

Class Skills: The twilight guardian adds Perception and Stealth to her list of class skills and removes Knowledge (nobility) and Sense Motive from her list of class skills.

Revealing Smite (Su): Whenever the twilight guardian chooses to smite evil, she does not actually have to see the creature she wishes to target, instead, she can choose to target one square where she believes a creature is located. If the twilight guardian targets a square without a creature in it, the smite is wasted with no effect. If there is a creature in the square they are immediately outlined in a shimmering light with effects similar to those of *faerie fire*. This effect lasts for one minute for each level the twilight guardian possesses and takes effect even if the outlined creature is not evil, though the smite's other effects only work on evil creatures. Even

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if the foe is an evil outsider, undead, or evil-aligned dragon, the twilight guardian doesn't add increased damage to her first attack. This ability alters smite evil.

Shadow Charge (Su): At 4th level, a twilight guardian can will the darkness to aid her in battle, clearing a path and shielding her from harm. In an area of dim light, she can ignore difficult terrain when making charge attacks. When in an area of darkness she can additionally charge through squares which contain allies as well as gaining concealment (20% miss chance) against any attacks of opportunity she may provoke during the charge. This ability replaces channel positive energy.

Hide in Plain Sight (Su): At 11th level, a twilight guardian can use the Stealth skill even while being observed. As long as she is within 10 feet of an area of dim light or darkness, a twilight guardian can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow. This ability replaces aura of justice.

Lasting Darkness (Sp): At 14th level, a twilight guardian may create an area of *deeper darkness* that she can see through without penalty. All creatures except the twilight guardian are entangled within this darkness unless using *freedom of movement* or a similar effect. The twilight guardian uses her paladin level as her effective caster level for the purposes of this ability. She may use this ability once per day. This ability replaces aura of faith.

Umbral Puppeteer (Bard)

There are some bards who prefer working from within the shadows than being exposed for the world to see. These umbral puppeteers can pull strings made of raw shadowstuff in order to both control darkness and incite fear in others.

An umbral puppeteer gains the following types of bardic performance:

Web of Shadows (Su): At 1st level, an umbral puppeteer can use his performance to create physical bits of darkness to hinder and frighten foes. All enemies within 60 feet of the umbral puppeteer takes a -1 penalty on saving throws against fear and illusion effects and a -1 penalty on attack and weapon damage rolls. At 5th level, and every six levels thereafter, these penalties increase by 1, to a maximum of -4 at 17th level. This ability replaces inspire courage.

Frightening Show (Su): Once per day at 2nd level, and once more for every 4 levels thereafter, the umbral puppeteer can spend 2 rounds of his bardic performance as a move action to modify an ongoing web of shadows performance, allowing the umbral performer to attempt an Intimidate check to demoralize all enemies affected by her web of shadows performance. This ability replaces countersong and distraction.

Entangling Shadows (Su): Starting at 3rd level, the umbral puppeteer can spend a swift action and one round of bardic performance to target one creature affected by his web of shadows bardic performance with tendrils made of shadowstuff. The target must succeed a Reflex saving throw or be entangled for a number of rounds equal to the umbral puppeteer's Charisma modifier. At 7th level and every 4 levels thereafter, the umbral puppeteer can choose to target one additional creature with this ability by spending one round of bardic performance per creature he wishes to target. This ability replaces inspire competence.

Umbral Knowledge (Ex): At 1st level, an umbral puppeteer adds 1/2 his level (minimum 1) to all Bluff, Knowledge (planes), Sleight of Hand, and Stealth skill checks. This ability replaces bardic knowledge.

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Dark Secrets (Su): The darkness of the Shadow Plane fills the umbral puppeteer with forbidden knowledge. At 2nd level and every four levels thereafter, an umbral puppeteer can add one illusion or necromancy spell to his spells known from the spell list of any arcane or divine spellcasting class. The spell must be of a level he can cast. This ability replaces versatile performance.

Shadow Fortitude (Su): At 2nd level, an umbral puppeteer gains a +4 bonus on saves against fear, energy drain, and illusions. This ability replaces well-versed.

Fear of the Dark (Su): Starting at 5th level, whenever an umbral puppeteer creates a fear effect that imposes a penalty or bonus with a duration of at least 2 rounds, it lasts 1 additional round as long as the affected creature is in an area of dim light or darkness. Furthermore, whenever a creature is affected by a fear effect created by the umbral puppeteer, their speed is reduced by 10 feet (minimum 5 feet) so long as they are within an area of dim light or darkness. This ability replaces lore master.

Shadow Jump (Sp): At 12th level, an umbral puppeteer gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some dim light. An umbral puppeteer can jump up to a total of 40 feet each day in this way; this may be a single jump of 40 feet or four jumps of 10 feet each. Every two levels higher than 12th, the distance an umbral puppeteer can jump each day doubles (80 feet at 14th, 160 feet at 16th, 320 feet at 18th, and 640 feet at 20th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment. This ability replaces soothing performance.

New Racial Rules

The following options are available to fetchlings. At the GM's discretion, other appropriate races may also make use of some of these.

Fetchling Equipment

Fetchlings have access to the following equipment.

Item	Cost	Weight	Craft DC
Darklight lantern	20 gp	3 lbs.	—
Gloom sight goggles	200 gp	—	25
Shadowcloy flask	25 gp	1 lb.	20

Darklight Lantern: This lantern does not burn oil, but instead burns shadowcloy (see below). When shadowcloy is used as its fuel, this lantern creates a strange, hazy darkness that decreases the light level for 30 feet around it by one step. Unlike when shadowcloy is thrown at a single target, this haze does not decrease natural darkness to supernatural darkness. One flask of shadowcloy fuels a darklight lantern for 1 minute.

Gloom Sight Goggles: These nonmagical goggles are set with a piece of alchemically treated, black, obsidianlike stone found in the mountainous regions of the Shadow Plane. Gloom sight goggles interact with the unique eyes of fetchlings in such a way that when the goggles are worn over both eyes, they expand the range of a fetchling's darkvision to 90 feet, but the fetchling also gains the light sensitivity weakness. Other races cannot see through the lenses of these goggles, and they have no affect on fetchlings whose eyes have been modified by the Gloom Sight feat. Though they are alchemical rather

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than magical in nature, these goggles take up the magic item eye slot.

Shadowcloy: This thin black liquid is stored in airtight flasks because it evaporates quickly when exposed to air. Its cloying vapors cling to a target, obscuring vision for a short period of time. You can throw a shadowcloy flask as a splash weapon with a range increment of 10 feet. A direct hit means the target treats the ambient light as one category darker than normal, with a creature already in natural darkness treating it as supernatural darkness. This effect lasts for 1 round. A thrown shadowcloy flask has no effect on adjacent creatures or if it misses.

Fetchbling Special Materials

Fetchblings have developed the following special materials well suited to their needs and homeland.

Shadow Steel

This pitch-black material can only be found naturally within the Shadow Plane, most often within the various iron mines which scatter across the plane. Although it is found quite frequently, prolonged exposure to the raw, unworked material can lead to accidental death due to the negative energy radiating from it, dealing 2 points of damage each hour to all creatures within 20 feet of it. Wearing lead-lined clothing or armor can eliminate this damage.

When it is purified and refined into a workable substance, shadow steel armor provides energy resistance against negative energy damage (1 for light armor, 3 for medium armor, 5 for heavy armor) as well as against the Strength draining abilities of both shadows and umbral dragons. Light shadow steel armor negates 1 point of such damage, medium shadow steel armor negates 2 points, and heavy shadow steel negates 3 points. Shadow steel weapons are unique in their own

way and must be carefully worked so that they are safe for their users, but deadly enough to inflict 2 points of negative energy damage on a successful hit in addition to their normal damage.

Armor or weapons made from shadow steel are always considered masterwork, and the masterwork costs are included in the listed prices.

Shadow steel has the same hit points and hardness as steel.

Ammunition +30 gp per missile
Light Armor +1,500 gp
Medium Armor +4,000 gp
Heavy Armor +6,000 gp
Weapon +1,000 gp

Fetchbling Feats

Fetchblings have access to the following feats.

DARK SIGHT

With further modification, your eyes can pierce the gloom of even magical darkness.

Prerequisites: Gloom Sight, fetchling.

Benefit: You gain the ability to see up to 15 feet clearly in magical darkness, such as that created by the *deeper darkness* spell.

DEEP DARKNESS

Your darkness spells are especially potent.

Prerequisites: Ability to cast *darkness*, fetchling.

Benefit: The miss chance granted by spells that you cast with the darkness descriptor is improved by an amount equal to your relevant caster level. For example, if a 5th-level fetchling cleric with the Deep Darkness feat creates an area of dim light with a *darkness* spell, the concealment miss chance granted by that area is 25% (as opposed to the usual 20%). This ability never improves concealment to total concealment.

Astonishing Races

GLOOM SIGHT

With a combination of strange shadow magic and surgery, your eyes are permanently modified to see farther in darkness.

Prerequisite: Fetchling.

Benefit: You gain darkvision 90 feet, but gain the light sensitivity weakness.

GLOOM STRIKE

Few creatures are as accustomed to fighting in the shadows as you.

Prerequisites: Blind-Fight, fetchling.

Benefit: When you are within an area of dim light or darkness, you gain a +1 bonus on attack rolls against enemies that are also within dim light or darkness.

HEART OF DARKNESS

Because of the shadow bonded to your own soul, you become a lot more in tune with other shadows which you may encounter.

Prerequisites: Retributive drain racial trait, fetchling, Cha 13.

Benefit: You gain the ability to interact with and influence shadows despite their normally hostile nature. This ability functions just like a Diplomacy check to improve the attitude of a person. You roll 1d20 and add half your character level and your Charisma bonus to determine the check result. To use this ability, you and the shadow must be within 60 feet from one another and be aware of one another's presence.

Generally, influencing a shadow this way takes 1 minute, but, as with influencing people, it might take more or less time. This ability cannot be used on shadows bound to someone else (such as the

one granted by the shadowdancer prestige class).

If successful, the shadow will have an attitude of indifferent to you and your allies. If you were to use this ability to raise the attitude of the shadow even further it may become possible for you to make requests of the shadow. A shadow's attitude can never be raised to helpful through use of this ability.

IMPROVED DARK SIGHT

With further modification, your eyes see clearly in not only normal darkness, but in magical darkness as well.

Prerequisites: Dark Sight, Gloom Sight, fetchling.

Benefit: You gain the see in darkness ability and lose the light sensitivity weakness, but gain the light blindness weakness.

IMPROVED SHADOW SUMMONS

Your shadow creatures become more resilient, making them difficult to destroy.

Prerequisites: Augment Summoning, Shadow Summons, Spell Focus (conjunction), fetchling.

Benefit: Whenever you augment a conjured creature using the Shadow Summons feat, you can now apply the shadow creature template to it. Additionally, the affected creature is no longer destroyed in areas of bright light or in the radius of a *daylight* spell. Instead, it is staggered until it leaves the area + 1d4 rounds thereafter.

PIERCING SHADOWS

The power of shadow infuses your weapons.

Prerequisites: Gloom Strike, Improved Dark Sight, base attack bonus +8, fetchling.

Benefit: Whenever you gain the benefits of your Gloom Strike feat, you also gain the supernatural ability to ignore up to 5 points of any damage reduction that your target possesses.

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SHADOW GHOST

You can move between the Shadow Plane and the Material Plane more often.

Prerequisites: Fetchling, *shadow walk* spell-like ability.

Benefit: You gain the ability to use *shadow walk* an additional time each day.

Special: You may select this feat multiple times. Its effects stack.

SHADOW SUMMONS

Creatures that you summon can be infused with shadow magic.

Prerequisites: Augment Summoning, Spell Focus (conjuration), fetchling.

Benefit: Every time you conjure a creature using a summon spell, you have the option to imbue them with shadowy energy. Creatures affected in this way take 50% less damage from all non-magical weapon attacks, including natural attacks. When an affected creature is exposed to bright light or enters the radius of a *daylight* spell, the creature is immediately destroyed.

SHADOW WALKER

You can pierce the veil between the Shadow Plane and the Material Plane more often, and to greater effect.

Prerequisites: Fetchling, *shadow walk* spell-like ability.

Benefit: You can expend one use of your shadow walk spell-like ability to use *dimension door* as a spell-like ability. Your start and end locations for this ability must be in dim light or darkness.

SHADOWED VITALITY

You are an especially resistant individual.

Prerequisites: Endurance, fetchling.

Benefit: You can choose to either improve either your racial cold or electricity resistance to 10. Furthermore, you are treated as if you were under the constant effects of *endure elements*.

Special: You may select this feat a second time. If you choose to do so, your second elemental resistance increases to 10. In addition, you need not eat or drink while in the Shadow Plane as you are instead nourished by the plane's magical properties.

SILENT STRANGLER

You have mastered the art of remaining hidden while you pick off your enemies.

Prerequisites: sneak attack +2d6 or Improved Grapple and Improved Unarmed Strike, fetchling.

Benefit: Whenever you grapple a creature, you can prevent it from yelling or making other loud noises by both choking and expertly grappling them. In order to negate this effect, the opponent must succeed at a Fortitude save equal to 10 + 1/2 your character level + your Dexterity or Strength modifier (your choice).

SWIFT AS SHADOWS

You can move quickly through the shadows.

Prerequisites: Shadow Walker, fetchling.

Benefit: As long as you do not travel more than 30 feet, you may use your Shadow Walker feat to create a *dimension door* as a move action. Unlike a standard *dimension door*, you are still able to take actions after using this ability.

UMBRAL SPAWN

You are more connected to your draconic heritage than most.

Prerequisites: Shadow breath racial trait, fetchling.

Astonishing Races

Benefit: You gain an extra use per day of your shadow breath ability. Additionally, undead creatures are now harmed by the effects of this ability.

Normal: You may use your shadow breath ability once per day and it has no effect on undead creatures.

Fetchling Traits

Only fetchlings may select one of these traits. These traits are not alternate racial traits, but instead designed to be used with the trait system introduced in the *Pathfinder Roleplaying Game: Advanced Player's Guide* and most often chosen at character creation.

DARK DIPLOMAT

You serve as an emissary between two worlds.

Benefit: You gain a +1 trait bonus on Diplomacy and Knowledge (local) skill checks, and both skills are class skills for you.

MASTER MANIPULATOR

A life of servitude under the umbral dragons has taught you to be quite a charming individual.

Benefit: Once per day, you may reroll a Bluff skill check you just made. You must take the result of the second roll, even if it is worse. Bluff is always a class skill for you.

SHADOW SCHOLAR

You are much more familiar with the beings within the Shadow Plane than most others.

Benefit: You gain a +2 trait bonus on all checks made to identify creatures native to the Shadow Plane.

SHADOWY CONDUIT

You have a deep connection with the forces which hold the Shadow Plane together.

Benefit: Whenever you channel negative energy, you gain a +1 trait bonus to the save DC of your channeled energy.

UMBRAL APOLOGIST

Unlike your foolish kin, you find great joy in working with the umbral dragons.

Benefit: You gain a +2 trait bonus on Diplomacy checks to influence umbral dragons and a +2 trait bonus on Intimidate checks to influence those actively working against umbral dragons (such as rebels, spies, etc.).

Fetchling Magic Items

Fetchlings have access to the following magic items.

AMULET OF HIDDEN LIGHT

Aura faint illusion; **CL** 3rd

Slot neck; **Price** 9,000 gp; **Weight** —

DESCRIPTION

This large amulet crafted of rough-cut glass can, on command, shed light as a sunrod. Unlike a normal light source, creatures outside this area cannot see the amulet's light.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*, *light*;
Cost 4,500 gp

LAMBENT WINDOW

Aura moderate divination; **CL** 7th

Slot none; **Price** 20,000 gp; **Weight** 2 lbs.

DESCRIPTION

This small pane of glass in a frame made of black metal looks like a small hand mirror at first glance, but when a creature spends at least 1 minute star-

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ing into its reflection, the image shifts and changes, showing the landscape of another plane. If the *lambent window* is activated on the Material Plane, it shows the corresponding location on the Shadow Plane, along with any creatures at that location. Likewise, when used on the Shadow Plane, it shows the corresponding location on the Material Plane. This item only allows those staring into it to see the corresponding location on the other plane; they cannot hear through or gain other sensory information about the other side by way of the window. This effect can be used for up to 10 minutes per day. Those minutes need not be consecutive, and the 1 minute it takes to activate the *lambent window* does not count against this limit.

A person holding an active *lambent window* can use it as a special focus when casting *plane shift* or using *plane shift* as a spell-like ability to reach the specific location shown in the mirror, rather than 5–500 miles from the bearer's intended destination.

CONSTRUCTION

Requirements Craft Wondrous Item, *plane shift*, *scrying*;
Cost 10,000 gp

LANTERN OF DANCING SHADOWS

Aura moderate transmutation; **CL** 6th
Slot none; **Price** 41,000 gp; **Weight** 2 lbs.

DESCRIPTION

This small lantern is made of thin, nearly transparent paper and black iron. The lantern burns for 6 hours on 1 pint of oil. The lantern's light causes the illumination level in a 30-foot radius to move one step toward dim light, from bright light to normal light, from normal light to dim light, or from darkness to dim light. The lantern has no effect in an area that is already in dim light. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in the lantern's area. Magical light or darkness only change the light level in the lantern's area if they have a higher caster level than the lantern. Once per day, the lit *lantern of dancing shadows* can be commanded to create quasi-real illusions from the shadows cast by its light, as the *shadow conjuration* spell. In addition, once per day, the lantern can be commanded to solidify shadows for a short period

of time. These solidified shadows cause incorporeal creatures within the lantern's illumination radius (30 feet) to coalesce into semi-physical forms, as the *mass ghostbane dirge* spell.

CONSTRUCTION

Requirements Craft Wondrous Item, *darkness*, *mass ghostbane dirge*, *shadow conjuration*; **Cost** 20,500 gp

Fetchling Spells

Fetchlings have access to the following new spells.

DAMPEN LIGHT

School evocation (shadow); **Level** bard 0, cleric/oracle 0, druid 0, inquisitor 0, magus 0, shaman 0, sorcerer/wizard 0, summoner/unchained summoner 0, witch 0

Casting Time 1 standard action

Components V, M/DF (a cricket)

Range touch

Effect object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

This spell causes a touched object to drain light from the surrounding area, causing all non-magical light within a 30-foot radius from the point touched to shed only a portion of their normal light, dropping their light level by one step down to dim-light (bright light becomes normal light, normal light becomes dim light). This effect is immobile but it can be cast on a movable object.

You can only have one *dampen light* spell available at one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through *permanency* or a similar effect), it does not count against this limit. *Dampen light* can be used to counter or dispel any light spell of equal or lower spell level.

GLOOMBLIND BOLTS

School conjuration (creation) [shadow]; **Level** bloodrager 3, magus 3, sorcerer/wizard 3, witch 3

Astonishing Races

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect one or more bolts of energy

Duration instantaneous

Saving Throw Reflex negates; see text; **Spell Resistance** yes

You create one or more bolts of negative energy infused with shadow pulled from the Shadow Plane. You can fire one bolt, plus one for every four levels beyond 5th (to a maximum of three bolts at 13th level) at the same or different targets, but all bolts must be aimed at targets within 30 feet of each other and require a ranged touch attack to hit. Each bolt deals 4d6 points of damage to a living creature or heals 4d6 points of damage to an undead creature. Furthermore, the bolt's energy spreads over the skin of creature, possibly blinding it for a short time. Any creature struck by a bolt must succeed at a Reflex saving throw or become blinded for 1 round.

SHADOWSCULPTING

School illusion (shadow); **Level** bard 1, occultist 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components S, M (a black velvet ribbon)

Range personal

Target you

Duration concentration

Saving Throw none; **Spell Resistance** no

You gain the ability to alter and shape your own shadow for as long as you concentrate. You may cast your shadow on any surface within 60 ft. that you can see, though such a surface must be within an area of dim or brighter light in order for a shadow to be visible upon it. Your shadow may take any shape and size that you wish, and you may change or alter this shape for as long as you concentrate. For example, you might project a gigantic, dragon-like shadow, or the fearsome silhouette of a horned demon. There is no saving throw vs. disbelief allowed by this spell; *shadowsculpting* truly alters the shape of your shadow, altering and augmenting it with raw shadowstuff from the Shadow Plane.

SHADOWY HAVEN

School transmutation; **Level** occultist 4, psychic 4, shaman 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a small black silk bag)

Range touch

Target one 5-foot square of floor touched

Duration 2 hours/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions like *rope trick*, except the point of entry is through a 5-foot-square instead of a rope.

The space holds as many as 10 creatures of any size. When this spell is cast upon a 5-foot-square part of a wall, it creates an extradimensional space adjacent to the Plane of Shadow. Creatures in the extradimensional space are hidden beyond the reach of spells (including divinations) unless those spells work across planes. The space holds as many as 10 creatures (of any size). The entrance to the extradimensional space remains visible as an area that is darker than the ambient illumination.

Spells cannot be cast across the extradimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if a 5-foot-by-5-foot door or window were centered on the affected surface. The window is invisible (though it is within the shadowed entrance to the spell, which is visible), and even creatures that can see the window from the outside can't see through it. Anything inside the extradimensional space is ejected when the spell ends. Only one creature may enter or exit the extradimensional space at a time.

The entrance is only open when the area around it is in dim light. Any other level of light (brighter or darker) closes the entrance, trapping creatures inside the extradimensional space. If the entrance is closed when the spell expires, there is a 50% chance that creatures in it are ejected into the Shadow Plane instead of the location of the entrance. If this occurs, the creatures appear on the Shadow Plane 1d10 miles in a random direction from their corresponding location on the Material Plane. The spell has no effect if cast on a plane that is not adjacent to the Shadow Plane.

Because the extradimensional space is adjacent to the Shadow Plane, any *shadow walk* spell or similar effect that allows travel to the Shadow Plane is more

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accurate, reducing the distance creatures arrive off-target by half.

WALL OF SHADOWS

School conjuration (shadow); **Level** antipaladin 2, bard 3, cleric/oracle 3, druid 3, medium 3, occultist 3, psychic 3, shaman 3, sorcerer/wizard 3, summoner 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Effect pitch black wall whose area is up to one 10-ft. square/level

Duration 1 round/level

Saving Throw see text; **Spell Resistance** no

You create a pitch black wall which obscures the vision of all creatures without darkvision. Any creature that passes through the wall feels the dark forces of the Shadow Plane draining their energy and must succeed at a Fortitude save or become fatigued; if already fatigued, the creature becomes sickened for the rest of the spell's duration as the creature feels the shadows rushing inside of them. Creatures gain total concealment against creatures on the other side of the wall who do not possess darkvision.

The wall must be vertical and rectangular. It need not touch the ground. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature when it is cast, the spell fails.

Random Fetchling Features

Presented below are random features a fetchling might possess. None of the following features grant characters any special power in excess of their usual abilities.

d100	Feature
01-02	The tips of your fingers are completely black, as if frostbite had affected them.
03-04	Your eyes don't stay the same color. Some days they are yellow, while others they are green.

05-06	Of course it isn't yours. Not yet anyhow.
07-08	Whenever you are in a shadowy place, you feel as if something is watching you.
09-10	Though you cannot feel it, anyone who touches you finds your skin to be icy cold.
11-12	You are never alone in the darkness; you always have that voice which whispers incoherently to you.
13-14	Your skin is paper-thin and feels dry to the touch. You tend to avoid fire, just in case.
15-16	You have the nagging feeling you were meant to manipulate events from the shadows.
17-18	Your facial features are delicate, potentially hinting at elvish ancestry.
19-20	You know it's irrational, but you feel quite anxious whenever exposed to bright light.
21-22	Your entire body, from your skin tone to your hair, is exactly the exact same grey color.
23-24	At times, it seems like your shadow has a will of its own.
25-26	Your allies are all idiots. That's why they need you to subtly guide them on the right path.
27-28	You constantly have to trim your nails else they would look more like talons.
29-30	Whenever you enter a room, the color seems to be sucked out of surrounding objects.
31-32	The shadows around you look as distinct as they objects which cast them, even if they seem to blend together to other people.
33-34	Though you can see it, no one else has ever been able to point out your shadow.
35-36	Your smile is more sinister than those your peers wear, even when you feel quite jovial.
37-38	You weigh a lot less than people might assume, though are no weaker than anyone else of your stature.
39-40	Each shadow has a life of its own. They call out, begging for you to set them free.
41-42	Your laugh is unsettling to listen to, almost as if there is always another person chuckling along with you.
43-44	Unlike other fetchlings, your eyes do not glow yellow or green; they are black and soulless.
45-46	Though they won't actively run away, animals are noticeably unnerved by your presence.
47-48	The undead creatures known as shadows don't seem entirely evil to you. Each one has a name and a story just waiting to be uncovered.
49-50	Your voice comes out as a comforting whisper and does not have a hint of malice. Even when you want it to.
51-52	The cold has always comforted you. Almost as much as the darkness does.

Astonishing Races

53-54	You've always had a distaste for violence. There are far better ways of getting rid of your enemies.	93-94	You quite enjoy the role of the puppetmaster, hiding away while others take the glory. After all, if anything goes wrong, it is "all their fault".
55-56	Whenever you are injured, the scars never leave you, even if healed by magical means.	95-96	There is music in the darkness. You can hear it, but other people just aren't listening closely enough.
57-58	Why would anyone doubt your leadership skills? You're obviously the most qualified.	97-98	You can't trust anyone. They just want to control you. You'll play the part of a doting servant for now, but will slip away whenever you can.
59-60	Your hair is so thin that sometimes it seems almost incorporeal.	99-00	You have the strange feeling that for every fetchling in the world, there is a human who acts as their opposite. You want to meet yours.
61-62	No matter how old you get, you feel as if you will never need to hide your dotage behind a veil of makeup.		
63-64	When you were first born, you might have been able to pass as human, but the color has slowly been leaking out of you as you age.		
65-66	You find your shadow-infused blood to be vile and unnatural. You'll go to any lengths to find a 'cure' and become human.		
67-68	You could sit in isolation for hours, admiring the subtle beauty of the shadows.		
69-70	Every so can see a smiling figure hiding in the darkness. But every time you try to inform someone, it disappears.		
71-72	You are quite a bit taller than your peers, but have grown accustomed to your height.		
73-74	No matter how bright it is, the light around you always seems to be just a bit dimmer than everywhere else.		
75-76	You don't need anyone else. Not when you have the shadows on your side.		
77-78	For some reason, you are a lot more colorful than most fetchlings. Instead of having greyscale skin, you seem to have pigmentation not unlike a human.		
79-80	Unlike most of your kin, you feel uneasy in the dark. There is a hostile force which has its eyes set on you.		
81-82	You seem to have a split shadow which always appear on opposite sides of your body. They never seem to disappear, even when exposed to light.		
83-84	You don't care what anyone else says. You are not truly a fetchling, but an umbral dragon cursed to possess a weak and pathetic body.		
85-86	At times, parts of your skeleton become visible when you are exposed to light,.		
87-88	Each of your eyes is a different color, giving you an odd, catlike appearance.		
89-90	You cannot seem to hold a smile; whenever you try, it always leads to one side of your mouth twitching uncontrollably.		
91-92	Shadows are almost tangible for you, and with great amounts of effort, you can seem to move them small distances.		

Fetchblings

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