

PLAYER Paraphernalia



THE SHADOW MONK (CLASS ARCHETYPE)

#54

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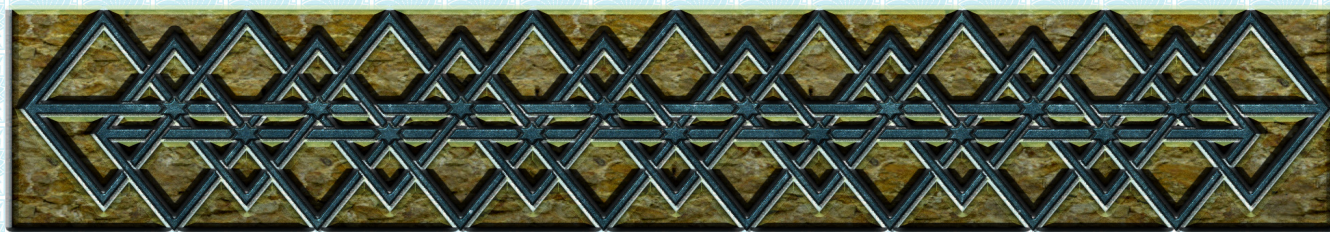
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PLAYER PARAPHERNALIA #54

By the Knotty-Works



Welcome to the fifty-fourth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the shadow monk, an original concept by Randy Price. This archetype focuses on the powers of shadow and darkness, producing a darker and more devious monk class. The archetype is provided for both the core Monk class and the Unchained Monk class.

The Shadow Monk

Concept and original class description by Randy Price, edited and formatted by John Buckley

Toil and Trouble rule the lives of many, but some find the inner strength not to just overcome, but to harness that energy within themselves. The shadow monk takes his own loss and tragic loss and refocuses that energy into his inner ki, forging connections to the planes of shadow and darkness. As a result he learns to harness the shadows and powers of darkness to enhance his own abilities and powers.

Class Abilities

Shadow Sense (Ex): At 1st level, the shadow monk gains the **Blind-Fight** feat as a bonus feat. In addition, at 4th level, the miss chance for both partial and total concealment by 5% (15% for normal concealment and 45% for total concealment) and an additional 5% every 4 levels thereafter. At 16th level the shadow monk does not have to roll for a possible miss chance for normal concealment.

This ability replaces the Monk's **Stunning Fist** class ability.

Improved Shadow Sense (Ex): At 2nd level the shadow monk gains **low-light vision**. If the shadow monk already possesses **low-light vision**, he gains **darkvision** with a 60 foot range. If the shadow monk already has **darkvision**, he gains a +30 foot range to his **darkvision** with a maximum of 90 feet.

This ability replaces the bonus feat the monk gains at 2nd level. The shadow monk retains the additional bonus feats at 6th level and every 4 levels thereafter.

Resist the Dark Lure (Ex): At 3rd level the shadow monk gains a +2 bonus on all saving throws versus negative energy attacks, death effects, and fear based effects.

This ability replaces the Monk's **Still Mind** class ability.

Dark Ki Pool (Su): The shadow monk may harness the dark and enigmatic energies that drive his soul at 4th level, with a number of points equal to ½ his class level + his Wisdom modifier. This ki pool is replenished each morning after 8 hours of rest.

As long as the shadow monk has at least 1 ki point in his dark pool he may make a dark ki strike as listed below.

At 4th level the shadow monk treats all of his unarmed attack as if they were silver or magic for the purpose of overcoming **damage reduction**.

At 7th level the shadow monk's unarmed attacks are considered cold-iron for purposes of overcoming **damage reduction**. In addition, the shadow monk's unarmed attack is treated as having the ghost touch special ability, able to strike incorporeal creatures normally.

At 10th level the shadow monk's unarmed attacks are treated as lawful for purposes of overcoming **damage reduction**.

At 16th level the shadow monk's unarmed attacks are treated as force attacks in regards to **ethereal** creatures and ignoring the effects of spells or **spell-like abilities** that grant **ethereal** properties to the recipient (such as *Blink* and *Etherealness*).

The shadow monk may spend 1 point from his dark ki pool one of the following, all requiring just a **swift action**:

Make an additional attack at his highest attack bonus when making a flurry of blows attack.

Envelope himself in a 5 foot area of darkness (as the spell *Darkness*) granting him concealment for 1 round. The shadow monk suffers no penalties for attacking from the darkness of this effect.

Give himself a +4 **circumstance bonus** to any **Stealth** checks for 1 round.

This ability modifies the monk's normal ki pool class ability.

Shadow Move (Ex): At 4th level the shadow monk learns to move quickly through the shadows. As a result when moving in dim light or complete darkness, the shadow monk gains an additional +10 foot movement bonus to his base speed. Also, he suffers no penalties while moving at his normal movement rate while trying to use **Stealth** in dim light or darkness.

This ability replaces the monk's Slow Fall class ability.

Blood of Shadows (Su): At 5th level the shadow monk gains a supernatural resistance against **energy drain** and **negative level** attacks. This functions as **spell resistance** with a value equal to 10 + ½ the shadow monk's class level. For creatures with an **Energy Drain** ability, treat their hit dice as their effective caster level or any levels they have in a class that grants spell casting abilities.

Note that this ability does not affect **negative levels** gained from spells used to restore the shadow monk's life (such as *Raise Dead* or *Resurrection*).

This ability replaces the monk's Purity of Body class ability.

Shadow Touch (Su): At 7th level the shadow monk may channel negative energy through this touch by spending 1 ki point from his dark ki pool as a **swift action**. He must choose one unarmed attack to apply the effect and if the opponent is successfully struck, the target suffers and additional 1d6 points of negative energy damage. Note that this effect may still be applied if the monk's attack struck the target's touch **AC** even if his normal attack failed to damage the target. Undead are unharmed by this effect.

At 11th level the shadow monk may spend 2 ki points to increase the damage to 2d6 points of damage and at 15th level the shadow monk may spend 3 ki points to increase the damage of the negative energy to 3d6 points of damage.

At 15th level the shadow monk may declare one attack per day as his supreme shadow touch attack. If the attack is successful versus the opponents normal **AC** the shadow monk may forgo the normal negative energy damage (and expenditure of the ki points) and instead will the victim to die immediately or at a later time up to a number of days equal to his class level as a **free action**. The victim is allowed a **Fortitude** saving throw with a DC equal to 10 + ½ the shadow monk's class level + his Wisdom modifier or immediately die. If the victim saving throw succeeds the supreme shadow touch automatically ends.

Only one victim may be under the effects of the supreme shadow strike at a time and if the shadow monk applies the effect before killing the previous victim, the effect on the previous victim automatically ends. Creatures immune to critical hits cannot be affected by the supreme shadow touch.

This ability replaces the monk's Wholeness of Body, Diamond Body, and Quivering Palm class abilities.

Cloak of Shadows (Su): At 12th level the shadow monk may expend 2 ki point from his dark ki pool as a **swift action** to surround himself with shadows that he may step in and out of gaining the effects identical to the *Blink* spell for a number of rounds equal to the shadow monk's class level, though he may end the effect as a **free action** as desired.

Unlike the actual *Blink* spell, the shadow monk's normal physical attacks have no miss chance.

This ability replaces the monk's Abundant Step class ability.

Shadow Soul

(Ex): At 13th level, the shadow monk gains *spell resistance* equal to his current class level + 10. In order to affect the shadow monk with a spell, a spell-caster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's *spell resistance*. This ability does not affect spells with the light descriptor. The monk is immune to spells with the shadow descriptor.

This ability replaces the monk's Diamond Soul class ability.

Shadow Body (Su): The shadow monk gains the ability to enter a state of *ethereality* at 19th level as a *move action* by spending 3 ki points from his dark ki pool. This effect lasts for 1 minute (though it can be ended sooner as a *free action*) as if the shadow monk was using the *Ethereality* spell. The shadow monk may not take others with him while using this ability. By spending an additional ki point from his dark ki pool, the shadow monk may increase his movement rate by ½ while in the *ethereal* state.

This ability replaces the monk's Empty Body class ability.

The Unchained Shadow Monk

The following is the archetype that is compatible with the Unchained Monk from Pathfinder Unchained.



Toil and Trouble rule the lives of many, but some find the inner strength not to just overcome, but to harness that energy within themselves. The shadow monk takes his own loss and tragic loss and refocuses that energy into his inner ki, forging connections to the planes of shadow and

darkness. As a result he learns to harness the shadows and powers of darkness to enhance his own abilities and powers.

Class Abilities

Shadow Sense (Ex): At 1st level, the shadow monk gains the *Blind-Fight* feat as a bonus feat. In addition, at 4th level, the miss chance for both partial and total concealment by 5% (15% for normal concealment and 45% for total concealment) and an additional 5% every 4 levels thereafter. At 16th level the shadow monk does not have to roll for a possible miss chance for normal concealment.

This ability replaces the Monk's *Stunning Fist* class ability.

Improved Shadow Sense (Ex): At 2nd level the shadow monk gains *low-light vision*. If the shadow monk already possesses *low-light vision*, he gains *darkvision* with a 60 foot range. If the shadow monk already has *darkvision*, he gains a +30 foot range to his *darkvision* with a maximum of 90 feet.

This ability replaces the bonus feat the monk gains at 2nd level. The shadow monk retains the additional bonus feats at 6th level and every 4 levels thereafter.

Dark Ki Pool (Su): The shadow monk may harness the dark and enigmatic energies that drive his soul at 3rd level, with a number of points equal to ½ his class level + his

Wisdom modifier. This ki pool is replenished each morning after 8 hours of rest.

As long as the shadow monk has at least 1 ki point in his dark pool he may make a dark ki strike as listed below.

At 3rd level the shadow monk treats all of his unarmed attack as if they were silver or magic for the purpose of overcoming **damage reduction**.

At 7th level the shadow monk's unarmed attacks are considered cold-iron for purposes of overcoming **damage reduction**. In addition, the shadow monk's unarmed attack is treated as having the ghost touch special ability, able to strike incorporeal creatures normally.

At 10th level the shadow monk's unarmed attacks are treated as lawful for purposes of overcoming **damage reduction**.

At 16th level the shadow monk's unarmed attacks are treated as force attacks in regards to **ethereal** creatures and ignoring the effects of spells or **spell-like abilities** that grant **ethereal** properties to the recipient (such as **Blink** and **Etherealness**).

The shadow monk may spend 1 point from his dark ki pool to make an additional attack at his highest attack bonus when making a flurry of blows attack.

Give himself a +4 **circumstance bonus** to any **Stealth** checks for 1 round.

This ability modifies the monk's normal ki pool class ability.

Ki Powers: The following new ki powers are exclusively available to the shadow monk.

Cloak of Shadows (Su): The shadow monk may expend 2 ki point from his dark ki pool as a **swift action** to surround himself with shadows that he may step in and out of gaining the effects identical to the **Blink** spell for a number of rounds equal to the shadow monk's class level, though he may end the effect as a **free action** as desired.

Unlike the actual **Blink** spell, the shadow monk's normal physical attacks have no miss chance. The shadow monk must be at least 10th level before he may take this ki power.

Shadow Body (Su): The shadow monk gains the ability to enter a state of

etherealness as a **move action** by spending 3 ki points from his dark ki pool. This effect lasts for 1 minute (though it can be ended sooner as a **free action**) as if the shadow monk was using the **Etherealness** spell. The shadow monk may not take others with him while using this ability. By spending an additional ki point from his dark ki pool, the shadow monk may increase his movement rate by ½ while in the **ethereal** state. The shadow monk must have the Shadow Move ki power before he may take this ki power.

Shadow Move (Ex): The shadow monk learns to move quickly through the shadows. As a result when moving in dim light or complete darkness, the shadow monk gains an additional +10 foot movement bonus to his base speed while he has at least 1 point in his dark ki pool. Also, he suffers no penalties while moving at his normal movement rate while trying to use **Stealth** in dim light or darkness.

Shadow Shield (Su): The shadow monk may envelope himself in a 5 foot area of darkness (as the spell **Darkness**) granting him concealment for 1 round by spending 1 ki point as a **swift action**. The shadow monk suffers no penalties for attacking from the darkness of this effect.

Shadow Soul (Ex): The shadow monk gains **spell resistance** equal to his current class level + 10 by spending 2 ki points from his dark ki pool as a **swift action**. The effect lasts for a number of rounds equal to the shadow monk's class level. In order to affect the shadow monk with a spell, a spell-caster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's **spell resistance**. This ability does not affect spells with the light descriptor. The monk is immune to spells with the shadow descriptor.

This shadow monk must be at least 12th level before he may take this ki power.

Shadow Touch I (Su): The shadow monk may channel negative energy through this touch by spending 1 ki point from his dark ki pool as a **swift action**. He must choose one unarmed attack to apply the effect and if the opponent is successfully struck, the target suffers and additional 1d6 points of negative energy damage. Note that this effect may still be applied if the shadow monk's attack

struck the target's touch AC even if his normal attack failed to damage the target. Undead are unharmed by this effect.

The shadow monk must be at least 8th level before he may take this ki power.

Shadow Touch II (Su): The shadow monk may spend 2 ki points to increase the damage from his Shadow Touch to 2d6 points of damage. The shadow monk must have the Shadow Touch I ki power and be at least 12th level before he may take this ki power.

Shadow Touch III (Su): The shadow monk may spend 3 ki points to increase the damage of the negative energy to 3d6 points of damage from his shadow touch ki power. In addition the shadow monk may declare one attack per day as his supreme shadow touch attack. If the attack is successful versus the opponents normal AC the shadow monk may forgo the normal negative energy damage (and expenditure of the ki points) and instead will the victim to die immediately or at a later time up to a number of days equal to his class level as a **free action**. The victim is allowed a **Fortitude** saving throw with a DC equal to 10 + $\frac{1}{2}$ the shadow monk's class level + his Wisdom modifier or immediately die. If the victim saving throw succeeds the supreme shadow touch automatically ends.

Only one victim may be under the effects of the supreme shadow strike at a time and if the shadow monk applies the effect before killing the previous victim, the effect on the previous victim automatically ends. Creatures immune to critical hits cannot be affected by the supreme shadow touch.

The shadow monk must be at least 16th level and have the Shadow Touch I and Shadow Touch II ki powers before he may take this ki power.

Under the Cover of Darkness (Ex): The shadow monk may give himself a +4 **circumstance bonus** to any **Stealth** checks for 1 round by spending 1 ki point as a **swift action**.

Resist the Dark Lure (Ex): At 4th level the shadow monk gains a +2 bonus on all saving throws versus negative energy attacks, death effects, and fear based effects.

This ability replaces the Monk's Still Mind class ability.

Blood of Shadows (Su): At 5th level the shadow monk gains a supernatural resistance against **energy drain** and **negative level** attacks. This functions as **spell resistance** with a value equal to 10 + $\frac{1}{2}$ the shadow monk's class level. For creatures with an **Energy Drain** ability, treat their hit dice as their effective caster level or any levels they have in a class that grants spell casting abilities.

Note that this ability does not affect **negative levels** gained from spells used to restore the shadow monk's life (such as *Raise Dead* or *Resurrection*).

This ability replaces the monk's Purity of Body class ability.



Shadow Monk by Jacob Blackmon

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