MYTHIC MONSTERS SHADOW

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GENDARY



MYTHIC PLUG-INS



MYTHIC MONSTERS SHADOW

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SPECIAL THANKS: Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Roleplaying Game Mythic Adventures* hardback.

Special Thanks

Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff for all of the magic. We also would like to thank the fans and supporters of Legendary Games that have made our company a success. We also thank our families and the spouses and children that are so patient and supportive to each of us in the time we take to create the very best for all of you.

Mythic Monsters: Shadows © 2015, Legendary Games; Authors Jeff Lee and Jason Nelson. ISBN-13: 978-1517720803 ISBN-10: 151772080X First printing October 2015. Printed in USA.



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NOTE: THE FOLLOWING NOTATIONS ARE USED IN THE STAT BLOCKS CONTAINED IN THIS PRODUCT:

 $^{MF} = MYTHIC FEAT$

^{MA} = MYTHIC ABILITY

^{MMA} = Major mythic ability (counting as two abilities)

Underlined text indicates a rules element that is described in Pathfinder Roleplaying Game Mythic Adventures.



WELCOME TO MYTHIC PLUG-INS: MYTHIC MONSTERS!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAMemaster who would like to try out the new mythic rules but might feel a bit intimidated by the huge amount of conversion work. The *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a wealth of new rules, but in one book there cannot be room for everything, especially when it comes to monsters. That book contains some of the iconic monsters of myth and legend and RPG history, transformed into a mythic rules format. The published monsters demonstrate that a "mythic monster" does not need to be an ultra-powerful death machine - you can have mythic monsters from CR 1 to CR 30 and all points in between - but there are less than 50 monsters in the book. They are all classics, to be sure, but the game has evolved and there are so many more. That is where the *Mythic Monsters* series from Legendary Games comes in.

What you won't find inside this product are individual monster illustrations. You already have them. Fantastic, glorious illustrations for every monster in every bestiary. You also won't find descriptive text for these monsters. You already have that too. Every mythic monster could be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful champion, the last remnant of a mightier primeval race, a singular being unto itself, or perhaps a newly evolved master race looking to supplant the ordinary beings of its ilk that came before. To repeat these narratives for every monster, with slight variations, would be redundant. You can create the perfect origin story and background for mythic versions of ordinary monsters that fits precisely with your world. What you need are the stats, 100% crunch, and that is what *Mythic Monsters* delivers.

The *Mythic Monsters* series contains updated mythic stat blocks for every creature combined with innovative, exciting, and cinematic mythic abilities that clearly set these monsters apart from the ordinary. Monsters that leave your players saying "What was THAT?" Monsters that leave them feeling like mythic heroes when they triumph, whatever their level. Every issue brings you mythic versions of 12 monsters you already know and love, all tied together by a creature type or theme, plus one all-new mythic monster you've never seen before! All brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that created the mythic monsters in *Pathfinder Roleplaying Game Mythic Adventures*.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: SHADOW

Mythic Monsters: Shadow brings you a dozen and one shadowy sneaks from the realms of endless nocturn. Whether lurking in the dark and hidden places beneath the ground or emerging from beshadowed realms far beyond this mortal coil, there is something terribly cool about creatures of raw and endless darkness. From the sleek and sinister unseelie realms to the coiling, roiling, pits of eternal night, creatures of shadow have always captured our imagination, whether they are simply misunderstood dwellers in darkness or truly villains of the deepest dye. From CR 3 to 25, we bring you the living and the dead that live beyond the light, from simple **shadows** seeking to blot out the light and drink your life to towering **nightwalkers**, the devastating heralds of annihilation. The secretive and stealthy **dark creepers** and **dark stalkers** lurk within these pages, alongside the misshapen **umbral shepherds** and the terrifying **tenebrous worms** that mature into beautiful but deadly **gloomwings**. A quartet of killer **kytons** are found, from the bloodthirsty **lampadarius** and the vivisecting **interlocutor** to the sinister **sacristan** and the horrid **eremite** lords of the kyton race. Finally, the **umbral dragon** graces these pages with its sleek shimmer-gloom, breathing darkness and devouring light. As if a dozen existing monsters were not enough, the mysterious **shadowpeople** exist forever on the edge of sight, their motives as much an enigma as their true face and form. For heroes or villains wishing to tame the shadow, we also present a mythic version of the **shadowdancer** prestige class, with mythic versions of each and every class feature!

The Mythic Monsters series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson

To DANCE IN THE SHADOWS

Not all things born in shadow are villainous, monstrous, or evil. Some keep to the shadows simply for their love of stealth and secrecy. They lurk in the shadows to keep themselves safe, or to find freedom from prying eyes, and they stalk the rooftops and alleys and other dark places of the world as nocturnal knights in ebon armor, cloaked in shadow and veiled in silence until they strike and vanish once more. This ideal is embodied in the shadowdancer prestige class in the Pathfinder Roleplaying Game Core Rulebook, one of the original prestige classes from 3rd Edition. Not to say that all shadowdancers are heroic, of course; this class could turn to evil quite as easily as to good, but following in the footsteps of the mythic class features presented in Chapter 2 of the Mythic Hero's Handbook, the mythic shadowdancer offers an array of awesome options for your PCs who might like to go bump in the night.

Each of the following mythic class features is considered a 1st-tier universal path ability, or may be taken in place of a mythic feat. You must have a class feature in order to gain its mythic version. A mythic class feature cannot be taken more than once unless it says otherwise.

A multiclassed shadowdancer who wishes to select mythic class features for any other classes in which he has levels can consult Chapter 2 of the Mythic Hero's Handbook for mythic class features for over 20 core classes and base classes, including all classes from the Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game Advanced Player's Guide, Pathfinder Roleplaying Game Ultimate Combat, and Pathfinder Roleplaying Game Ultimate Magic.

Mythic Shadowdancer Class Features

A mythic shadowdancer is a living ephemera, a lithe and lethal shadowy presence that slips and slices her way through all who might oppose her.

Mythic Hide in Plain Sight (Ex): A mythic shadowdancer can use this ability as long as an area of dim light or darkness is within 10 feet times her mythic tier. If she is within or adjacent to an area of dim light or darkness, she can make herself invisible until the end of her turn as a swift action. If she expends one use of mythic power, it instead acts as greater invisibility, using double her tier as her caster level.

Mythic Evasion: A mythic shadowancer is a master of evading attacks. When she takes damage, she may expend one use of mythic power to halve the amount of damage she takes. This does not require an action. This applies to ability damage and ability drain as well, but not to any ongoing damage from an effect the shadowdancer failed to save against. Thus, the mythic shadowdancer could use mythic evasion to halve the damage taken from a poison if she failed her save, but not any damage the poison deals after its initial effect.

Mythic Darkvision (Ex): A mythic shadowdancer adds 10 feet per mythic tier to the range of her darkvision. In addition, she can expend one use of mythic power as a free action to gain the ability to see through areas of magical darkness for 1 minute, with a range of 10 feet plus 10 feet per 2 mythic tiers.

Mythic Uncanny Dodge (Ex): Against attacks from non-mythic sources, a mythic shadowdancer is never considered to be flat-footed nor to have lost her Dex bonus to AC unless she is helpless.

Mythic Rogue Talent: A mythic shadowdancer can take the mythic version of any rogue talent she possesses, as described under Mythic Rogue Class Features (*Mythic Hero's Handbook* 73-74). To take a mythic talent, a mythic shadowdancer must have the non-mythic version of the talent. No mythic rogue talent may be taken more than once.

Mythic Shadow Illusion (Sp): The mythic shadowdancer gains one additional daily use of this ability for every 2 mythic tiers, and when she creates a *silent image* in an area of dim light or darkness, a mythic shadowdancer adds her mythic tier to the saving throw to disbelieve the illusion. In addition, a mythic shadowdancer may expend one use of her mythic power to create a *mythic silent image*^{MAdy} and at 6th level she can expend two uses of mythic power to create an *augmented mythic silent image*.

At 4th level, a mythic shadowdancer can expend two daily uses of this ability to create a *minor image* rather than a *silent image*, and at 8th level she can expend four daily uses of this ability to create a *major image* instead. This ability otherwise functions as above.

Mythic Summon Shadow (Su): A mythic shadowdancer's summoned shadow gains a portion of her mythic power. It is considered a mythic creature, and whenever the shadow is within 30 feet the shadowdancer can expend her mythic power to grant the shadow a mythic surge, using her own mythic surge die. This follows all of the normal rules for mythic surges.

The summoned shadow gains bonus hit points equal to the shadowdancer's mythic tier. In addition, unlike most undead creatures it is not destroyed when reduced to 0 hit points. Instead, it can be reduced to negative hit points equal to twice its Charisma score before being destroyed. It is helpless while at 0 or fewer hit points. A mythic shadowdancer can heal her shadow companion by expending one or more uses of her mythic power as a standard action, up to a maximum number equal to her mythic tier. Each point of mythic power expended heals the shadow a number of hit points equal to the shadowdancer's surge die.

At 3rd tier, the shadow shares your evasion and uncanny dodge abilities whenever it is within 30 feet.

At 5th tier, the shadow gains your shadow jump ability, being able to jump the same distance per day as you. The distance it uses does not reduce the distance you are able to jump each day.

At 7th tier, the shadow gains the mythic saving throws^{MAdv} base mythic ability

At 9th tier, the shadow shares your defensive roll and improved uncanny dodge abilities whenever it is within 30 feet. **Mythic Shadow Call (Sp):** A mythic shadowdancer adds onehalf her mythic tier to her caster level when using this ability, and when she creates a *shadow conjuration* in an area of dim light or darkness, a mythic shadowdancer adds her mythic tier to the saving throw to disbelieve the illusory portion of the effect (though not to the saving throw against the effect itself, if believed). In addition, a mythic shadowdancer may expend one use of her mythic power to create a *mythic shadow conjuration* (*Mythic Spell Compendium* 211) and at 6th level she can expend two uses of mythic power to create an *augmented mythic shadow conjuration*. At 10th level, she can create a *greater shadow conjuration* that is otherwise modified as described above.

Mythic Shadow Jump (Su): A mythic shadowdancer increases the distance she can jump each day with this ability to 50 feet, plus 10 feet per 2 mythic tiers. This distance is still doubled for every two levels higher than 4th. A mythic shadowdancer can expend one use of her mythic power when using this ability to travel within or into a non-mythic effect that blocks teleportation, such as *antimagic field, dimensional lock,* or *forbiddance* (or when affected by *dimensional anchor*) by making a caster level check with a DC of 15 plus the caster level of that effect, using her shadowdancer level plus her mythic tier as her caster level.

Alternatively, if she expends one use of mythic power when using this ability, she can create a temporary one-way portal that others can use, as if she had cast *mythic dimension door*^{MAdv}, with a caster level equal to her shadowdancer level.

Mythic Defensive Roll (Ex): A mythic shadowdancer adds half her tier (minimum +1) as a bonus on Reflex saves made as part of her defensive roll. If the shadowdancer successfully uses her defensive roll ability against an attack, she takes no damage from it. Additionally, she may expend 2 uses of mythic power to use her defensive roll even if she has already used it that day.

Mythic Improved Uncanny Dodge (Ex): A mythic shadowdancer adds half her tier (minimum +1) to the number of rogue levels a creature must have to be able to flank her.

Mythic Slippery Mind (Ex): If a mythic shadowdancer with this ability is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again once per round. After her first additional attempt, the DC increases by a successive +1 on each additional attempt thereafter (+1 on her 3rd attempt, +2 on her 4th attempt, and so on).

Mythic Shadow Power (Sp): A mythic shadowdancer adds one-half her mythic tier to her caster level when using this ability, and when she creates a *shadow evocation* in an area of dim light or darkness, a mythic shadowdancer adds her mythic tier to the saving throw to disbelieve the illusory portion of the effect (though not to the saving throw against the effect itself, if believed). In addition, a mythic shadowdancer may expend one use of her mythic power to create a *mythic shadow evocation* (*Mythic Spell Compendium* 211) and at 10th level she can expend two uses of mythic power to create an *augmented mythic shadow evocation*. **Mythic Improved Evasion (Ex):** On a failed Reflex save, a mythic shadowdancer takes only 10% of an effect's damage. Additionally, she only takes half damage from any area attack, even if it does not allow a Reflex save.

Mythic Shadow Master (Su): A mythic shadowdancer gains immunity to being blinded or dazzled. When in an area of dim light, a mythic shadowdancer has a 50% chance to ignore critical hits and precision-based damage, as if she had the fortification^{MAdv} mythic ability, and any damage reduction she possesses applies even against special attacks that normally bypass damage reduction, such as a the distant barrage and fleet charge abilities of a mythic champion^{MAdv}.

If she has summoned a shadow (see mythic summon shadow above), she can expend her mythic power to heal the shadow whenever it is within 30 feet. She can heal it by touch as a swift action rather than a standard action, healing an amount of damage equal to twice her mythic surge die for each use of mythic power she expends.



Dark Creeper

Filthy, reeking black rags wrap this small humanoid from head to toe, leaving only its hands and pale white nose visible.

Mythic Dark Creeper

XP 800

CR 3/MR 1

Pathfinder Roleplaying Game Bestiary CN Small humanoid (dark folk, mythic) Init +3; Senses see in darkness; Perception +4

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 natural, +1 size) hp 27 (3d8+8)

Fort +3, Ref +6, Will +1

Defensive Abilities filthy rags^{MA}

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee dagger +6 (1d3+3/19-20 plus poison)

Special Attacks death throes, <u>mythic power</u> (1/day, surge +1d6), sneak attack (+1d6), stealthy poisoner^{MA}

Spell-Like Abilities (CL 3rd, concentration +2)

At will—darkness, detect magic

STATISTICS

Str 11, Dex 17, Con 14, Int 9, Wis 10, Cha 8

Base Atk +2; CMB +1; CMD 14

Feats Skill Focus (Sleight of Hand), Weapon Finesse^{MF} **Skills** Climb +8, Perception +4, Sleight of Hand +7, Stealth +12; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rag armor

ECOLOGY

Environment any underground

Organization solitary, pair, gang (3–6), or clan (20–80 plus 1 dark stalker per 20 dark creepers)

Treasure standard (dagger, black poison [3 doses], other gear) SPECIAL ABILITIES

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Filthy Rags (Ex) A mythic dark creeper's clothing is infused with its black smear poison, exposing any creature that strikes it with a melee touch attack, unarmed strike, or natural weapon to its black smear poison, though the save DC is reduced to 11. In addition, any creature with the scent special quality that hits a mythic dark creeper with a bite attack becomes sickened for 1 round (DC 12 Fortitude negates), or for 1d4 rounds if a non-mythic creature. Vermin and creatures accustomed to filth and rot, such as rats, vultures, and otyughs, are immune to this effect. **Poison Use (Ex)** Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.
See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Stealthy Poisoner (Ex) A mythic dark creeper can poison its weapon as a swift action, and when it makes a successful sneak attack with a poisoned weapon the save DC of its poison is increased by 1 (or by 2 against a non-mythic opponent). A mythic dark creeper can expend one use of its mythic power as a full-round aciton when applying black smear poison to its weapon, it can gain one of the following effects:

- The poison retains its potency for 1d6+1 successful attacks, rather than a single attack.

- The poison's effect is altered so that it deals damage to a different ability score other than Strength.

- The poison's duration is increased by 1d6 rounds and the cure condition is increased to 2 consecutive saves.

Dark Stalker

This tall humanoid's pale brow and black, soulless eyes are all that can be seen above a black scarf wrapped around its face.

CR 5/MR 2

Mythic Dark Stalker

XP 1,600

Pathfinder Roleplaying Game Bestiary CN Medium humanoid (dark folk)

Init +5; **Senses** see in darkness; Perception +8

DEFENSE

AC 21, touch 17, flat-footed 16 (+2 armor, +5 Dex, +4 natural) hp 55 (6d8+28)

Fort +4, **Ref** +10, **Will** +2

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee 2 short swords +6/+6 (1d6+5 plus poison/19-20)

Special Attacks creeper commander^{MA}, death throes, <u>mythic</u> <u>power</u> (2/day, surge +1d6), sneak attack (+3d6), stalking shadow^{MA}

Spell-Like Abilities (CL 6th, concentration +7)

At will—deeper darkness, detect magic, fog cloud

STATISTICS

Str 14, Dex 20, Con 14, Int 9, Wis 11, Cha 13

Base Atk +4; CMB +6; CMD 20

Feats Precise Strike, Outflank^B, Two-Weapon Fighting, Weapon Finesse^{MF}

Skills Climb +10, Perception +8, Sleight of Hand +6, Stealth +9; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ poison use, shadow stealth^{MA}

ECOLOGY

Environment any underground

- **Organization** solitary, gang (1 dark stalker and 2–5 dark creepers), or clan (20–80 dark creepers plus 1 dark stalker per 20 dark creepers)
- **Treasure** NPC gear (leather armor, short swords [2], black smear [6], other treasure)

SPECIAL ABILITIES

Creeper Commander (Ex) A mythic dark stalker is a natural leader of dark creepers. Dark creepers within 30 feet of a mythic dark stalker gain a +2 morale bonus on saving throws against fear, and a mythic dark stalker gains the benefits of any teamwork it knows as if allied dark creepers had the same teamwork feats; this does not grant the benefits of those feats to the dark creepers. In addition, three times per day a mythic dark stalker can share any teamwork feat it knows with all dark folk within 30 feet. Those dark folk do not need to meet prerequisites for the feat and may use the feat for 6 rounds. If the mythic dark stalker activates this ability again, the new teamwork feat replaces the old; they do not stack. **Death Throes (Su)** When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them. Black Smear—injury; *save* Fort DC 15; *frequency* 1/ round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Shadow Stealth (Ex): When a mythic dark stalker is in darkness, it can move at full speed without taking a penalty on Stealth checks. As a move action, it can expend one use of its mythic power to teleport from one area of darkness to another within 100 feet, as if using *greater teleport*. It must have line of effect to the destination.

Stalking Shadow (Su) As a full-round action, a mythic dark stalker detach its shadow and use it as a spy similar to *arcane eye*. Its stalking shadow is as visible as the dark stalker's own shadow would be. It has no substance and is always approximately the same size as the real dark stalker, though it can warp and distort its shape into fanciful or horrifying shapes if desired. Unlike an *arcane eye*, the stalking shadow must move along a surface (including liquid surfaces or the edge of a cloud of vapor); it cannot fly into empty space. The stalking shadow cannot enter an area of bright light, and it has the same light blindness and see in darkness abilities that the dark stalker does. If the mythic dark stalker expends one use of its mythic power, it can split its stalking shadow into 1d4+6 Tiny shadow-duplicates of itself that function as *prying eyes*, except as noted above.

As a free action, the mythic dark stalker can direct its stalking shadow to touch the shadow of another creature as a melee touch attack. If the stalker hits, its shadow transforms to match the shadow of the creature struck. Once the mythic dark stalker has established this link, it gains a +2 morale bonus on attack and damage rolls against that target, and every time the dark stalker hits that target with an attack the target becomes frightened for 1 round (DC 14 Will negates). It cannot be linked with more than one creature at a time in this way; if it links with another creature's shadow, the link with the previous creature is lost. This is a mind-affecting fear effect. The save DC is Charisma-based.

Gloomwing

The twisted sable patterns on this enormous, purple-winged moth churn and twist in a maddening motion.

CR 5/MR 2

Mythic Gloomwing

XP 1,600

Pathfinder Roleplaying Game Bestiary 2 N Large outsider (extraplanar, mythic)

Init +3; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size) hp 57 (5d10+30)

Fort +3, Ref +7, Will +5

DR 5/epic

OFFENSE

Speed 10 ft., fly 40 ft. (good); shadow flight^{MA}

Melee bite +6 (1d8+2), 2 claws +6 (1d6+2)

Space 10 ft.; Reach 5 ft.

Special Attacks confusion, implant, <u>mythic power</u> (4/day, surge +1d6), overwhelm the weakened mind^{MA}, pheromones

STATISTICS

Str 15, Dex 17, Con 15, Int 2, Wis 12, Cha 12

Base Atk +5; CMB +8; CMD 21

- **Feats** Ability Focus (confusion), Extra Mythic Power^{MF}, Flyby Attack, Hover
- Skills Fly +5, Perception +9, Stealth +7 (+11 in dim light); Racial Modifiers +4 Stealth in dim light

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary

Treasure none

SPECIAL ABILITIES

Confusion (Su) The eerie shifting of patterns on a gloomwing's wings is hypnotic—any creature within 30 feet that does not avert its gaze from the gloomwing must make a DC 15 Will save at the start of each turn or become confused for 1 round. This is a mind-affecting effect—gloomwings and tenebrous worms are immune to this effect. The save DC is Charisma-based.

Implant (Ex) A gloomwing can lay eggs inside a Small or larger helpless or dead creature as a full-round action that provokes attacks of opportunity. A creature implanted with gloomwing eggs must make a DC 14 Fortitude save each morning to avoid suffering 1d4 points of Constitution damage. Within 24 hours of a creature's death from this damage, 1d4 young tenebrous worms emerge from the corpse, devouring it completely in the process. The eggs can be destroyed via any effect that cures disease, but the eggs themselves are not treated as a disease for purposes of what creatures are immune to this effect. The save DC is Constitution-based. **Overwhelm the Weakened Mind (Su)** The mythic gloomwing can expend one use of mythic power as a move action to cause its wing patterns to writhe in maddening motions that are too much for those minds already under attack by its confusion ability. Any creatures confused by the mythic gloomwing's confusion ability must make a DC 15 Will save or be rendered unconscious for 1d6 rounds. This is a mind-affecting effect gloomwings and tenebrous worms are immune to this effect. The save DC is Charisma-based.

Pheromones (Su) After the first round of combat, a gloomwing can emit a strange, musky scent in a 30-foot radius as a free action. All creatures within this area (save for other gloomwings or tenebrous worms) must make a DC 14 Fortitude save each round to avoid becoming weakened by the pheromones. Once a creature fails a save against this effect, it takes a -4 penalty to its Strength score—this penalty lasts for as long as the battle continues and for 1 hour thereafter. *Lesser restoration* or any other effect capable of healing ability damage immediately removes this Strength penalty. The save DC is Constitution-based.

Shadow Flight (Ex) While the mythic gloomwing is in dim light, it can fly at full speed without taking a penalty on Stealth checks. As a move action, it can expend one use of mythic power to teleport from one area of dim light to another within 120 feet as if using greater teleport. The mythic gloomwing must have line of effect to the destination.

Gloomwings that live and breed close to areas of the Shadow Plane tainted by the presence of greater evils (such as the Lord of Chains) often exhibit greater powers than their common kin. Areas inhabited by mythic gloomwings are doubly hazardous, as their more dangerous larvae are often nearby, sometimes developing into mythic tenebrous worms (see page 18).

Kyton, Eremite

This heavily mutilated form is topped with a head crowned with embedded metal shards. Its skeletal wings are feathered in black shadows.

Mythic Eremite

CR 25/MR 10

XP 1,638,400

Pathfinder Roleplaying Game Bestiary 3

LE Medium outsider (evil, extraplanar, kyton, lawful, mythic) Init +23/+3^{MA}, dual initiative; Senses darkvision 60 ft., *true*

seeing; Perception +35

DEFENSE

AC 49, touch 20, flat-footed 39 (+9 Dex, +1 dodge, +29 natural) hp 430 (20d10+320); regeneration 15 (good weapons and spells, silver weapons)

Fort +21, Ref +17, Will +20; second save^{MA}

Defensive Abilities <u>block attacks</u>^{MA}, <u>fortification</u> (50%)^{MA}; **DR** 15/epic, good, and silver; **Immune** cold, fear effects, nonlethal damage, pain; SR 41

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee bite +30 (2d6+11 plus pain), 2 claws +30 (2d6+16/18-20 plus grab and pain), 2 wings +25 (1d8+5 plus pain)

Special Attacks evisceration, <u>mythic power</u> (10/day, surge +1d12), nihilistic gaze^{MA}, unnerving gaze (30 ft., DC 32)

Spell-Like Abilities (CL 20th; concentration +32)

Constant-true seeing

At will—greater teleport (self plus 50 lbs. of objects only), inflict critical wounds (DC 26), shadow walk, telekinesis (DC 27)

3/day—blade barrier (DC 28), dimensional lock, forcecage (DC 29), greater shadow evocation (DC 30), heal (self only), insanity (DC 29), mass inflict critical wounds (DC 30), plane shift (DC 29), shades (DC 31), symbol of pain (DC 27), wall of force 1/day—binding (DC 30), trap the soul (DC 30)

STATISTICS

Str 32, Dex 29, Con 32, Int 22, Wis 23, Cha 35

Base Atk +20; CMB +31 (+35 grapple); CMD 52

Feats Combat Casting, Combat Expertise^{MF}, Combat Reflexes, Dodge, Fabulous Figments^{MF},Improved Critical (claws)^{MF}, Improved Initiative^{MF}, Iron Will, Lightning Reflexes, Skill Focus (Perception), Spell Penetration^{MF}

Skills Bluff +35, Diplomacy +35, Fly +13, Heal +29, Intimidate +35, Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Knowledge (nature) +16, Knowledge (planes) +29, Knowledge (religion) +16, Perception +35, Sense Motive +29,

Spellcraft +29, Stealth +32, Use Magic Device +32 Languages Common, Infernal; telepathy 100 ft.

SQ graft flesh, move like a shadow^{MA}, powerful blows (claws)^{MA}, shadow stealth^{MA}, shadow traveler

ECOLOGY

Environment any (Plane of Shadow) **Organization** solitary, pair, or cell (3-5) **Treasure** double

SPECIAL ABILITIES

Death's Shadow (Su) A mythic eremite can, as a move action, beat its wings and send a pall of shadows outward in a 50 foot radius around itself. This lowers light levels by one level within the area of effect (but never less than dim light). If the eremite expends one use of mythic power while using this ability, it is wrapped in a swirling veil of shadows that act as the cold version of *fire shield*, lasting 10 rounds.

Evisceration (Ex) When an eremite grapples a foe, it can quickly eviscerate or otherwise surgically alter its victim by excising a bit of flesh or a part of an internal organ as a swift action, causing the victim to take 1d8 points of ability drain—the exact ability score drained is chosen by the eremite. The victim can resist this effect with a DC 29 Fortitude save. The save DC is Dexterity-based.

Graft Flesh (Su) Once per day, an eremite may graft any bit of flesh or bone harvested via its evisceration ability within the previous hour to its own body as a full-round action that provokes an attack of opportunity. Doing so grants the eremite the effects of a *heal* and a *greater restoration* spell (caster level 20th).

Immune to Pain (Su) An eremite is immune to nonlethal damage, as well as to all magical effects associated with extreme pain, such as a *symbol of pain*, another eremite's pain attack, or similar effects at the GM's discretion.

Move Like A Shadow (Ex) Creatures using blindsight and blindsense can't automatically detect a mythic eremite, and must succeed at at Perception checks as normal to do so.

Nihilistic Gaze (Su) A mythic eremite can expend one use of mythic power to alter its unnerving gaze for 10 rounds. Creatures who fail their saves against the gaze are not paralyzed, but instead attempt to carve flesh from their bodies to offer the eremite. Creatures under this effect spend their round damaging themselves with whatever weapon they have available, inflicting 1d8 + Str modifier points of damage to themselves. A creature that inflicts damage upon itself due to this ability must make a DC 31 Will save or take 1d4 points of Wisdom damage from encroaching madness. This is a mindaffecting effect.

- Pain (Su) Any creature struck by an eremite's natural attacks must make a DC 31 Fortitude save or become staggered for 1 round from the pain. As long as a creature is staggered by this effect, it takes a -4 penalty on all saving throws made to resist the eremite's spell-like and extraordinary abilities. The save DC is Constitution-based.
- Shadow Dodge (Su) When hit by a melee or ranged attack, a mythic eremite can expend one use of mythic power as an immediate action to replace itself with a shadow-duplicate and teleport to any square in dim light or darkness within 30 feet of its current position. It takes no damage from this attack, which instead destroys the shadow-duplicate (similar to *mirror image*). The mythic eremite must have line of effect to the square into which it teleports.
- Shadow Stealth (Ex) Whenever the mythic eremite is in dim light or darkness, it can move or fly at full speed within that area without taking a penalty on Stealth checks. A mythic eremite can move up to double its speed in such areas and only take a -5 penalty on Stealth checks.
- **Shadow Traveler (Ex)** When an eremite uses *plane shift* to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an eremite uses *shadow walk*, it moves at a rate of 100 miles per hour.
- **Unnerving Gaze (Ex)** A creature that succumbs to an eremite's unnerving gaze becomes paralyzed with fear for 1d4 rounds as it finds itself almost longing to submit its flesh to the kyton. At the end of any round it remains paralyzed in this way, the victim must make a DC 31 Will save or take 1d4 points of Wisdom drain from encroaching madness. This is a mind-affecting fear effect.

These kytons are the most powerful of their kind, save for the Eremite Overlords. Their pursuit of shared pain with their victims is a twisted form of art which—should a victim somehow survive the encounter—will surely drive the creature mad from the encounter. Even the mightiest of angels loathes the idea of conflict with these beings.

Kyton, Interlocutor

A glistening mass of viscera, wire-bound into humanoid shape, forms the core of a metal monstrosity of bladed gray-black metal limbs.

Mythic Interlocutor

XP 51,200

Pathfinder Roleplaying Game Bestiary 3

LE Large outsider (evil, extraplanar, kyton, lawful, mythic)

Init +7^{MF}; **Senses** darkvision 60 ft.; **Perception** +23

DEFENSE

AC 32, touch 13, flat-footed 28 (+3 Dex, +1 dodge, +19 natural, -1 size)

hp 221 (14d10+144); regeneration 5 (good weapons and spells, silver weapons)

Fort +14, Ref +9, Will +17; second save^{MA}

DR 10/silver or good and epic; Immune cold; SR 29

OFFENSE

Speed 40 ft.

Melee 4 claws +21 (1d8+12/19-20 plus bleed)

Space 10 ft.; Reach 10 ft.

Special Attacks bleed (1d6), control the mindless^{MA}, mythic

<u>power</u> (6/day, surge +1d8), poison, <u>feral savagery</u> (rend)^{MA}, rend (2 claws, 1d8+8), shadow barbs^{MA}, surgical strikes, unnerving gaze (30 ft., DC 23)

- Spell-Like Abilities (CL 14th; concentration +20)
- At will—*bleed* (DC 16), *plane shift* (from the Material Plane to the Plane of Shadow, self only), *stabilize*
- 3/day—cure serious wounds, restoration

1/day—breath of life

STATISTICS

Str 26, Dex 17, Con 23, Int 15, Wis 22, Cha 22

Base Atk +14; CMB +23; CMD 37 (39 vs. trip)

Feats Cleave^{MF}, Combat Reflexes, Dodge, Improved Initiative^{MF}, Iron Will, Lightning Reflexes, Power Attack^{MF}

Skills Heal +23, Intimidate +23, Knowledge (arcana, local, religion) +9, Knowledge (dungeoneering, nature, planes) +12,

Perception +23, Sense Motive +23, Stealth +16

Languages Common, Infernal

SQ mark of shadow^{MA}, powerful blows (claws)^{MA}

ECOLOGY

Environment any (Plane of Shadow) **Organization** solitary, pair, or gang (3-5) **Treasure** standard

SPECIAL ABILITIES

CR 15/MR 6

Control the Mindless (Su) Masters of flesh and metal, mythic interlocutors can gain control over mindless constructs and undead. Using this ability is a standard action. The mythic interlocutor makes a Knowledge check against the target's CMD, using Knowledge (arcana) for constructs, and Knowledge (religion) for undead. If the check equals or exceeds the target's CMD, the mythic interlocutor can give it an order that lasts up to 1 round. For every 5 by which it beats the target's DC, its control lasts 1 additional round. The mythic interlocutor can expend one use of mythic power when using this ability to extend the duration of control from rounds to minutes.

Mark of Shadow (Su) If a mythic interlocutor successfully strikes a creature with a claw attack and draws blood, then it can mark the target with a bit of its own shadow essence as a free action, forming a link between it and the target. As long as the target remains within 1 mile, the mythic interlocutor always knows the direction and approximate distance to the target. If the marked creature has any weaknesses or vulnerabilities (including a mythic flaw), the mythic interlocutor immediately knows this information. This ability only affects creatures that can be affected by the bleed condition. The mythic interlocutor can only maintain a mark upon one creature at a time; if it uses this ability on another creature, then its connection to the previous creature is lost.

Shadow Barbs (Ex) When a mythic interlocutor confirms a critical hit with its claws, a sliver of the shadow-forged metal remains behind in the wound. This barb writhes in the wound with a life of its own, burrowing deeper and dealing 6 points of damage (half of which is cold damage) a round over the next 6 rounds, after which it dissolves into a wisp of shadowstuff. While the barb is in the wound, the bleeding cannot be stopped by mundane means. If magic is used to heal the wound and stop the bleeding, the barb remains. The following round, the damage it inflicts causes the bleed damage to continue. A successful Heal check (DC 23) allows the barb to be extracted; doing so is a full-round action that draws attacks of opportunity. The DC is Charisma-based.

Surgical Strikes (Ex) An interlocutor's claws threaten a critical hit on a roll of 19–20. On a successful critical hit, that claw deals 2d6 bleed damage rather than 1d6.

Unnerving Gaze (Ex) A creature that succumbs to an eremite's unnerving gaze becomes staggered for 1 round as it becomes convinced that it recognizes some of its own body parts entangled in the interlocutor's body.

The elite among the surgeon-sculptors, mythic interlocutors seek to push the boundaries of their "art" by seeking out new and unusual specimens to practice upon. They can become quite obsessive over a particular specimen, using their mark of shadow to track them wherever they try to flee.

Kyton, Lampadarius

Though humanoid in shape, the roiling shadows that form the right side of its leather-clad body are otherworldly.

CR 5/MR 2

Mythic Lampadarius

XP 1,600

From the guide to the gods of the official Pathfinder game world. LE Medium outsider (evil, extraplanar, kyton, lawful, mythic) Init +6; Senses darkvision 60 ft., see in darkness; Perception +8 DEFENSE

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural) hp 57 (5d10+30); regeneration 2 (good weapons and spells, silver weapons)

Fort +6, Ref +3, Will +6

Defensive Abilities semi-incorporeal; **DR** 5/epic and good or silver; **Immune** cold; **SR** 17

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6), incorporeal touch +5 (1d6 Strength damage) Special Attacks burning darkness^{MA}, <u>mythic power</u> (2/day, surge +1d6), trailing shadow^{MA}, unnerving gaze (30 ft., DC 14)

Spell-Like Abilities (CL 5th; concentration +6)

Constant-blur

At will—bleed (DC 11), dancing lights, detect magic 3/day—darkness, invisibility (self only), levitate (self only) 1/day—deeper darkness, shadow step^{UM}

STATISTICS

Str 11, Dex 15, Con 14, Int 11, Wis 10, Cha 14
Base Atk +5; CMB +5; CMD 18
Feats Dodge, Improved Initiative, Iron Will^{MF}
Skills Heal +8, Intimidate +10, Knowledge (arcana) +8, Knowledge (planes) +8, Perception +8, Stealth +14; Racial Modifiers +4 Stealth

Languages Common, Infernal, Shadowspeech

ECOLOGY

Environment any (Plane of Shadow) **Organization** solitary, pair, or gang (3-5) **Treasure** standard

SPECIAL ABILITIES

Burning Darkness (Su) When a mythic lampadarius hits an opponent with its touch attack, it can expend a use of mythic power to instill the freezing cold of its component shadowstuff in the target. This deals an additional 4d6 points of cold damage in addition to the normal damage from the touch attack, and staggers the opponent for 1 round. A successful Fortitude save (DC 14) negates the staggered condition. Semi-Incorporeal (Su) Some of a

lampadarius's body is composed of incorporeal shadow. As a result, it has a 25% chance of taking no damage from any non-magical attack. It takes only 75% of the damage from magic weapons, spells, spell-like effects, and supernatural effects. However, it takes full damage from incorporeal creatures and effects, force effects, and *ghost touch* weapons.

- **Strength Damage (Su)** A lampadarius's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. If the kyton deals Strength damage that equals or exceeds the target's Strength score, the kyton gains the benefits of *death knell* for 1 hour.
- **Trailing Shadow (Su)** When a mythic lampadarius hits with its touch attack, it leaves behind shreds of shadowstuff that tangle about the target before they dissipate, hindering its vision for 1 round. During this round, all opponents of the target are considered to have concealment.
- **Unnerving Gaze (Su)** A lampadarius can make an opponent feel like its own shadow is attempting to claw its face. Those who fail their saves are shaken for 1d3 rounds. This ability has no effect if there is no light present to create shadows. In dim illumination, the DC increases by 2. This is a mind-affecting fear effect. The save DC is Charisma-based.

Embracing the deadly cold of its shadowy grafts, a mythic lampadarius learns to channel the cold darkness into its foes, giving them a taste of the wonderful terrors that await them.

These elevated kytons are often direct servitors of the will of the Lord of Chains, carrying out special missions or serving His elite human representatives.

Kyton, Sacristan

Wisps of darkness leak between the hooks holding shut the ruined mouth of this chain-wielding creature.

CR 12/MR 5

Mythic Sacristan

XP 19,200

Pathfinder Roleplaying Game Bestiary 4

LE Medium outsider (evil, extraplanar, kyton, lawful, mythic) Init +3; Senses darkvision 60 ft., see in darkness^{MA}; Perception +17

DEFENSE

AC 27, touch 13, flat-footed 24 (+3 Dex, +14 natural)

hp 176 (12d10+110); regeneration 5 (good weapons and spells, silver weapons)

Fort +13, Ref +7, Will +10

Defensive Abilities pain's lesson learned^{MA}; **DR** 10/silver or good and epic; **Immune** cold; **SR** 26

OFFENSE

Speed 30 ft.

- **Melee** mwk spiked chain +18/+13/+8 (2d4+7) or 2 claws +17 (1d4+5)
- Space 5 ft.; Reach 5 ft. (10 ft. with spiked chain)
- Special Attacks drive back^{MA}, maw of darkness^{MA}, <u>mythic</u>
- <u>power</u> (5/day, surge +1d8), shadow scream, twilight's reach^{MA}, unnerving gaze (30 ft., DC 20)
- STATISTICS
- Str 20, Dex 16, Con 21, Int 13, Wis 14, Cha 19

Base Atk +12; CMB +17 (+19 bull rush); CMD 30 (32 vs. bull rush)

Feats Bleeding Critical^{MF}, Cleave, Critical Focus^{MF}, Great Cleave, Improved Bull Rush, Power Attack^{MF}

Skills Acrobatics +15, Bluff +17, Climb +17, Intimidate +19, Perception +17, Sense Motive +17, Stealth +18

Languages Common, Infernal

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, bodyguard (1d4 plus 1 kyton of lower CR [usually an ostiarius]), or entourage (2d6 plus 1 kyton of higher CR)

Treasure standard

SPECIAL ABILITIES

Drive Back (Ex) As a full-round action, a mythic sacristan can attempt one bull rush combat maneuver check and apply it to all opponents within reach. After it has pushed opponents backward, the mythic sacristan may move with any one of its bull rush targets. This ability may be used in conjunction with twilight's reach, but the mythic sacristan can only move with a bull rushed opponent that started adjacent to itself.

Maw of Darkness (Su) As a swift action, a mythic sacristan can expend two uses of mythic power at the ending of its shadow scream ability. The darkness expelled by the shadowscream becomes tangible, clinging to creatures within its area as the mythic sacristan draws it back into its mouth and dragging them along. Up to 5 creatures (of Medium or smaller size) are drawn into its mouth and cast into the Plane of Shadow. If there are more than 5 eligible creatures within the area of effect, start with those closes to the mythic sacristan, followed by any unconscious or otherwise helpless targets. A successful Reflex save (DC 20) allows a creature to avoid the effect. The save DC is Charisma-based.

Pain's Lesson Learned (Ex) Whenever a mythic sacristan fails a saving throw against a spell, spell-like ability, or supernatural ability that inflicts damage, it gains a +5 bonus on all further saves against that spell or ability, including subsequent saves against an ongoing effect, or against the same effect produced by a different source or creature. This bonus lasts for a 5 minutes. If the sacristan fails another saving throw against the same ability, the duration of pain's lesson learned resets, but the bonus doesn't stack with itself.

See in Darkness (Ex) A mythic sacristan can see without difficulty in natural or magical darkness, including that created by *deeper darkness* and similar spells.

Shadow Scream (Su) Once per hour as a standard action, a sacristan can burst the bonds sealing its mouth and unleash a cacophony of darkness and soul-shaking howls from the pits of the Shadow Plane. The area within 25 feet of the sacristan is affected by deeper darkness. All creatures within the area are deafened for as long as they remain in the area and must succeed at a DC 20 Will save or be confused. The confusion effect lasts for as long as the creature is in the shadow scream's area of effect and for 1d4 rounds after leaving. Any creature that falls unconscious while under the effects of this confusion effect must succeed at an additional DC 20 Will save or be afflicted by a random insanity-roll on the insanity table in the Pathfinder Roleplaying Game GameMastery Guide to determine which. A sacristan's shadow scream lasts for 3 rounds and remains centered on the kyton even if it moves. The sacristan can end the shadow scream at will. The scream also ends if the sacristan is killed or is affected by the spell dimensional lock, which prevents this ability's use for as long as the spell in effect. The save DCs are Charisma-based.

Twilight's Reach (Su) When making a full attack action, a mythic sacristan can choose 5 squares within 25 feet of itself that are in dim light. By expending one use of mythic power, the mythic sacristan can attack as if it occupied any and all of those chosen squares, using either its spiked chain or claw attacks. This ability lasts for a number of rounds equal to the mythic sacristan's mythic tier, or until it takes an action other than a full attack.

Unnerving Gaze (Ex) A creature that succumbs to an augur's unnerving gaze becomes staggered for 1 round.

Mythic sacristans are crafted by the kyton sculptor-surgeons for tasks of great importance. Sometimes they are used as assassins, other times they serve as the personal guard for kytons of import, or those pursuing important missions on behalf of their master.

Nightshade, Nightwalker

This towering, night-black giant has demonic features, including a huge pair of ram-like horns. Its arms end in massive blades.

Mythic Nightwalker

XP 307,200

CR 20/MR 8

SPECIAL ABILITIES

Treasure standard

ECOLOGY

Environment any (Negative Energy Plane)

plus 2-4 non-mythic nightwalkers)

Blackbody (Ex) When a mythic nightwalker is struck by a manufactured weapon that overcomes its damage reduction, the attacker must succeed on a DC 29 Reflex save or the weapon becomes embedded in the nightwalker's body. Removing the weapon requires a DC 22 Strength check or a successful combat maneuver check against the nightwalker's CMD. Weapons embedded within its body take 6d6 points of damage per round (DC 29 Fortitude half), and weapons reduced to 0 hit points are disintegrated. Artifacts and legendary items are unaffected by this ability. The save DC is Charisma-based.

Organization solitary, pair, or legion (1-2 mythic nightwalkers

Darkwalker (Su) In dim light or darkness, a mythic nightwalker's movement is not impeded by difficult terrain or by squeezing through a space up to 10 feet wide, and it can squeeze through a space only 5 feet wide. In areas of magical darkness, a mythic nightwalker gains an additional +8 bonus on Stealth checks and also gains continuous freedom of movement. In addition, it can teleport up to 40 feet as a move action or 80 feet as a standard action, as long as the destination is within its line of sight and also in an area of magical darkness.

Dread Gaze (Su) Cower in fear for 8 rounds, 30 feet, Will DC 29 partial (mythic creatures are shaken for 1 round on a successful save, non-mythic creatures are shaken for 8 rounds). This is a mind-affecting fear effect. The save DC is Charisma-based.

In addition, creatures in a magical darkness effect within 30 feet of a mythic nightwalker are affected by its gaze even if they cannot see it, as long as the nightwalker has line of effect to them. If a creature within 30 feet has line of sight to a mythic nightwalker, the nightwalker can attempt an Intimidate check to demoralize that creature as a swift action. If the mythic nightwalker expends a use of its mythic power as part of this swift action, it adds its mythic surge die as a bonus on the Intimidate check. If the target has immunity to fear, that immunity is suppressed for 1 minute (DC 29 Will negates). This effect does not apply if the target's mythic rank or tier is higher than the nightwalker's. This ability replaces the fear gaze of a non-mythic nightwalker.

Entropic Annihilation (Sp) As a standard action, a mythic nightwalker can focus the power of absolute entropy to *disintegrate* (Fortitude DC 34, caster level 16th) a single unattended object or a mass of nonliving material up to a 10foot cube. It must be able to touch the object or material with both hands to use this power. The save DC is Strength-based.

Pathfinder Roleplaying Game Bestiary 2 CE Huge undead (extraplanar, mythic, nightshade)

Init +2/-18, <u>dual initiative</u>^{MA}; **Senses** darkvision 60 ft., darksense, *detect magic*; Perception +29

Aura desecrating aura (30 ft., DC 29, 10 rounds)

DEFENSE -

AC 39, touch 10, flat-footed 37 (+2 Dex, +29 natural, -2 size) hp 347 (21d8+253)

Fort +18, Ref +11, Will +19

Defensive Abilities blackbody^{MA}, magical decay^{MA}, scion of night^{MA}; **DR** 15/epic, good, and silver; **Immune** cold, undead traits; **SR** 35

Weaknesses light aversion

OFFENSE

Speed 40 ft.

Melee 2 claws +28 (3d6+15/19-20 plus 4d6 cold)

Space 15 ft.; Reach 15 ft.

Special Attacks darkwalker^{MA}, dread gaze^{MA}, entropic annihilation^{MA}, <u>mythic power</u> (8/day, surge +1d10), mythic spell-like abilities^{MA}, swift sundering, uttercold^{MA}

Spell-Like Abilities (CL 16th; concentration +25) Constant—*air walk, detect magic, magic fang*

At will—contagion (DC 23), deeper darkness, greater dispel magic, unholy blight (DC 23)

3/day—confusion (DC 23), empowered unholy ice^{APG} (DC 24), haste, hold monster (DC 24), invisibility, quickened deeper darkness

1/day—cone of cold (DC 24), finger of death (DC 26), plane shift (DC 26), polar midnight^{UM} (DC 28), summon (level 7, 4 greater shadows)

STATISTICS

Str 35, Dex 14, Con -, Int 20, Wis 21, Cha 29

Base Atk +15; CMB +32 (+40 sunder); CMD 41 (47 vs. sunder)
 Feats Command Undead, Empower Spell-Like Ability (*unholy ice*^{APG}), Greater Sunder, Improved Critical (claw), Improved Sunder^{MF}, Improved Vital Strike, Power Attack^{MF}, Quick Channel^{UM}, Quicken Spell-Like Ability (*deeper darkness*), Sundering Strike^{APG, MF}, Vital Strike^{MF}

Skills Intimidate +33, Knowledge (arcana) +29, Knowledge (planes) +26, Knowledge (religion) +29, Perception +29, Sense Motive +29, Spellcraft +29, Stealth +18 (+26 dim light and darkness, +34 magical darkness), Survival +23, Swim +15; Racial Modifiers +8 Stealth dim light and darkness, +16 magical darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.



Magical Decay (Su) When a mythic nightwalker is struck by a magical item, as an immediate action it can attempt to drain the power of that item (DC 29 Fortitude negates). This draining leaves a permanent item powerless for 1d4 rounds, while single-use items are permanently drained and items with charges lose 1d6 charges. It can use this ability when struck by a magical weapon, or against a magical ring, glove, bracer, or similar item on the hand of a creature making a successful touch attack or unarmed strike against it. If the item's properties are suppressed, that occurs after resolving the attack. Artifacts are immune to this effect. Legendary items cannot be rendered powerless but are drained of 1d4 uses of legendary power on a failed save.

If the nightcrawler uses this ability against an item that confirmed a critical hit against it, the nightcrawler can expend one use of its mythic power as an immediate action to *disintegrate* the item used in the attack (DC 29 Fortitude partial, caster level 16th) rather than draining its magical power. If the weapon is destroyed by this effect, damage from the attack is negated. Artifacts and legendary items are immune to this effect. The save DC is Charisma-based.

- Mythic Spell-like Abilities (Su) Three times per day, a mythic nightwalker may cast the mythic spell version of any of its corresponding spell-like abilities. It must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.
- Scion of Night (Ex) A mythic nightwalker does not become sickened in bright light unless that light was created by a mythic effect. It takes the normal penalties for being sickened in direct sunlight, rather than double the normal penalties. A mythic nightwalker can expend one use of mythic power as a free action when exposed to bright light or direct sunlight to suppress these penalties for 1 minute.
- Swift Sundering (Su) A nightwalker can make a sunder attempt as a swift action with one of its claws.
- Uttercold (Su) A mythic nightwalker gains *polar midnight*^{UM} and *unholy ice*^{UM} as spell-like abilities. In addition, one-half of any cold damage dealt by a mythic nightwalker is untyped destructive energy and is not subject to cold resistance or immunity.

Primal Dragon, Umbral

This sleek, dark dragon moves with a disturbing, serpentine grace, its eyes glowing as if lit from within by crimson embers.

- GIANT MYTHIC ADULT UMBRAL DRAGON CR 18/MR 7 XP 153,600
- Pathfinder Roleplaying Game Bestiary 2
- CE Gargantuan dragon (extraplanar, mythic)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +25 **Aura** frightful presence (180 ft., DC 23)

DEFENSE

AC 36, touch 5, flat-footed 36 (-1 Dex, +31 natural, -4 size) hp 316 (17d12+206)

Fort +18, Ref +9, Will +15

Defensive Abilities <u>fortification</u>^{MA}, **DR** 10/epic and magic; **Immune** cold, death effects, negative energy, paralysis, sleep, dragon traits; **SR** 28

OFFENSE

- Speed 40 ft., fly 250 ft. (clumsy)
- **Melee** bite +25 (4d6+18/19–20/x3), 2 claws +25 (2d8+12), tail slap +25 (2d8+18), 2 wings +25 (2d6+12)
- Space 20 ft.; Reach 20 ft. (30 ft. with bite)
- **Special Attacks** breath weapon (60-ft. cone, 12d8 negative energy, Reflex DC 26 for half, usable every 1d4 rounds), crush (4d6+18, DC 26, Medium or smaller creatures), fade to black^{MA}, fast swallow^{MA}, <u>mythic power</u> (7/day, surge +1d10), shadow breath (6 Str), sun eater^{MA}, swallow whole^{MA} (2d8 acid and 2d8 negative energy damage, AC 25, 31 hp), swarming shadows^{MA}, tail sweep (2d6+18, DC 26, Small or smaller creatures)
- **Spell-Like Abilities** (CL 17th; concentration +22) At will—*darkness, shadow walk, vampiric touch*
- **Sorcerer Spells Known** (CL 7th; concentration +12)
 - 3rd (5)— dispel magic, inflict serious sounds (DC 18)
- 2nd (7)— invisibility, resist energy, silence (DC 18)
- 1st (8)— divine favor, grease (DC 16), inflict light wounds (DC 17), magic missile, shield
- 0 (at will)— bleed (DC 15), detect magic, detect poison, ghost sound (DC 15), mage hand, ray of frost, read magic

STATISTICS

Str 35, Dex 8, Con 27, Int 20, Wis 21, Cha 20

Base Atk +17; **CMB** +33 (+37 grapple); **CMD** 42 (46 vs. trip) **Feats** Dragonfear^{MF}, Flyby Attack, Improved Critical^{MF} (bite), Improved Initiative, Improved Vital Strike, Multiattack^{MF},

- Power Attack, Skill Focus (Stealth), Snatch, Vital Strike^{MF} **Skills** Bluff +25, Diplomacy +25, Fly +5, Knowledge (arcana) +25, Knowledge (local) +25, Knowledge (planes) +25, Perception +25, Sense Motive +25, Spellcraft +25, Stealth +13
 - (+20 dim light or darkness), Survival +25; **Racial Modifiers** +7 Stealth dim light or darkness
- Languages Abyssal, Common, Draconic, Infernal, Terran, Undercommon
- SQ ghost bane, silent shadowcaster^{MA}, umbral scion

ECOLOGY

Environment any Organization solitary Treasure triple SPECIAL ABILITIES

Breath Weapon (Su) Although it deals negative energy damage, an umbral dragon's breath weapon does not heal undead creatures.

- Fade to Black (Su) When a mythic umbral dragon deals Strength damage to a non-mythic creature, that creature begins to fade into shadow. Such creatures gain a bonus on Stealth checks in dim light or darkness equal to one-half the number of points of Strength damage they have, but they also gain light blindness and become partially incorporeal. Faded creatures do not gain most of the traits of the incorporeal subtype, such as being able to move through solid objects; however, attacks made by or against such creatures have a 20% miss chance, and any spell, spell-like, or supernatural ability or magic item effect created by a creature faded in this way has a 20% chance of having no effect, as its effects are shunted into the Plane of Shadow. This is a curse effect that lasts as long as the Strength damage dealt by the umbral dragon does. A creature whose Strength damage equals or exceeds his Strength score must succeed on a DC 26 Fortitude save each round at the end of his turn or become a shadow if it has 8 or fewer HD, or a greater shadow if CR 9 or above.
- **Ghost Bane (Su)** A young or older umbral dragon's physical attacks deal damage to incorporeal creatures normally.
- **Necrotic Gullet (Su)** Creatures swallowed whole by a mythic umbral dragon take 1d3 points of Strength damage each round they begin their turn within the dragon's gullet. A creature remaining inside the dragon's gullet at the end of its turn also gains 1 negative level (DC 26 Fortitude negates). The dragon heals 1 hit point for each point of Strength damage inflicted by this ability and 5 hit points for each negative level inflicted.
- Shadow Breath (Su) Three times per day, an adult or older umbral dragon can breathe a cone of shadows. Creatures who fail a Fortitude save are blinded for 1d4 rounds and take 1 point of Str drain per age category possessed by the dragon. A successful save negates the blindness and reduces Str drain to 1d4 points.
- **Silent Shadowcaster (Ex)** A mythic umbral dragon adds its mythic tier as a bonus on Stealth checks in dim light and darkness, and when in an area of magical darkness the dragon can omit the verbal component of spells it casts, as if it had the Silent Spell feat. It can expend one use of mythic power to omit a spell's verbal component without increasing the spell's casting time or the level of the spell slot needed to cast the spell.

- **Sun Eater (Su)** The illumination level within 10 feet of a mythic umbral dragon is reduced by one step unless that illumination is from a mythic source. A mythic umbral dragon also can use its bite to dispel a magical light effect (as dispel magic, caster level 17th) by touching any portion of that effect's area with its jaws as a standard action. If the light effect source is successfully dispelled, the dragon's frightful presence is triggered (if it had not already been triggered), and the illumination level is reduced by one step within the entire area affected by the dragon's frightful presence for a number of rounds equal to the spell level of the light effect. If the dragon expends one use of its mythic power after dispelling a light effect, it can instead shroud itself in a *vampiric shadow shield*^{ACG} for a number of rounds equal to the the spell level of the the spell level of the dispelled effect.
- Swarming Shadows (Su) When a mythic umbral dragon uses its shadow breath, it can expend one use of mythic power to cause the shadowy breath to break apart into a multitude of tiny winged shadows. These flitting shadows coalesce into 3 swarms that can appear anywhere within the area its breath affected. These swarms have statistics identical to bat swarms, but they are incorporeal undead rather than living flesh, and creatures damaged by one of these swarms take 1d3 points of Strength damage in addition to normal damage and bleed damage. Once created, the swarming shadows can move independently, though they remain under the control of the dragon that created them.

Umbral Scion (Ex) Umbral dragons have negative energy affinity and are immune to energy drain and death effects.

MYTHIC ADULT UMBRAL DRAGON

Without the giant simple template, a mythic adult umbral dragon's stats are as follows: **CR** 17/**MR** 7; **XP** 102,400; **Size** Huge; **Init** +11; **AC** touch 8; **hp** 282; **Fort** +16, **Ref** +10; **Melee** bite +25 (2d8+15), 2 claws +25 (2d6+10), 2 wings +25 (1d8+10), tail +25 (2d6+15); **Space** 15 ft., **Reach** 10 ft. (15 ft. with bite), swallow whole (AC 24, 28 hp), no tail sweep; **Special Attacks** breath weapon (50-foot cone, DC 24), crush (DC 24, 2d8+15); **Str** 31, **Dex** 10, **Con** 23; **CMB** +29 (+33 grapple); **CMD** 38 (42 vs. trip); **Skills** Fly +8, Stealth +18 (+25 dim light or darkness).

Shadow

Barely seen out of the corner of the eye, this wisp of shadow is vaguely humanoid in outline and writhes with unholy life.

Mythic Shadow

XP 1,200

Pathfinder Roleplaying Game Bestiary

CE Medium undead (incorporeal, mythic)

Init +2; Senses darkvision 60 ft., shadowsight^{MA}; Perception +8 DEFENSE

AC 17, touch 17, flat-footed 13 (+3 deflection, +2 Dex, +2 dodge)

hp 27 (3d8+14)

Fort +3, Ref +3, Will +4

Defensive Abilities incorporeal, channel resistance +2; Immune undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn, mythic power (1/day, surge +1d6), snuff the light^{MA}

STATISTICS

Str -, Dex 14, Con -, Int 6, Wis 12, Cha 15

Base Atk +2; CMB +4; CMD 17

Feats Dodge^{MF}, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); Racial Modifiers +4 Stealth in dim light (-4 in bright light)

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, gang (1 mythic shadow and 3-6 shadows), or swarm (2-4 mythic shadows and 5-8 shadows)

Treasure standard

SPECIAL ABILITIES

CR 4/MR 1

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Shadowsight (Ex) A mythic shadow can see perfectly in any form of darkness. In addition, in conditions of total darkness, a mythic shadow sees as if it had true seeing.

Snuff the Light (Su) A mythic shadow is surrounded by an aura of gloom that dims light from non-mythic effects within 10 feet of the shadow, reduced illumination by one category. In addition, as a standard action a mythic shadow can dispel any non-mythic magical light effect as if using a targeted dispel magic (caster level 3rd), though the shadow must touch the object (requiring a melee touch attack to hit an attended object) in order to do so. A mythic shadow can expend one use of its mythic power to use this ability to dispel a mythic light effect. Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Tenebrous Worm

This pallid worm sports hardened plates of chitin bristling with dark spines. Its jagged jaws drip liquid darkness.

CR 10/MR 4

Mythic Tenebrous Worm

XP 9,600

Pathfinder Roleplaying Game Bestiary 2 N Medium outsider (extraplanar, mythic)

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 25, touch 13, flat-footed 22 (+3 Dex, +12 natural) hp 145 (10d10+90)

Fort +15, Ref +6, Will +8

Defensive Abilities bristles, fortification (50%); **DR** 5/epic; **Immune** acid

OFFENSE

Speed 20 ft.

Melee bite +16 (2d6+6 plus 6d6 acid)

Ranged bristles +13 (2d4 plus poison)

Special Attacks bristle burst^{MA}, <u>mythic power</u> (4/day, surge +1d8), pernicious acid^{MA}, poison, shadow web^{MA}

STATISTICS

Str 19, Dex 16, Con 22, Int 2, Wis 13, Cha 7
Base Atk +10; CMB +14; CMD 27 (can't be tripped)
Feats Critical Focus^{MF}, Great Fortitude, Improved Initiative, Iron Will, Weapon Focus (bite)^{MF}
Skills Perception +14, Stealth +16

ECOLOGY

Environment any land (Plane of Shadow) **Organization** solitary, pair, or swarm (3-6) **Treasure** none

SPECIAL ABILITIES

- Acid (Su) The acid of a tenebrous worm's bite affects only organic matter—as it dissolves creatures, it converts their flesh to shadow that swiftly fades away, leaving raw, jagged wounds behind. In dim light, acid damage dealt by a tenebrous worm's bite increases to 8d6 points of damage, while in darkness or bright light, the acid damage is reduced to 4d6.
- **Bristles (Su)** Long bristles of shadowstuff extend from between the tenebrous worm's armor plates. These bristles react swiftly to attacks, stabbing at any creature that attempts to harm the worm. Each time a creature attacks a tenebrous worm, it must make a DC 18 Reflex save to avoid being punctured by several bristles. Each time a creature is punctured by these bristles, it takes 1d4 points of piercing damage and is exposed to the tenebrous worm's poison. A creature that grapples a tenebrous worm is automatically hurt by these bristles. The save DC to avoid the bristles is Dexterity-based.

- **Bristles Burst (Su)** Four times per day, the mythic tenebrous worm can shoot its bristles at all nearby opponents. As a full round action, the mythic tenebrous worm makes a ranged attack against all creatures within 20 feet. A creature that is struck suffers 2d4 piercing damage and is exposed to the mythic tenebrous worm's poison.
- **Pernicious Acid (Su)** The mythic tenebrous worm can expend one use of mythic power to strengthen its acid, doing damage over time to targets of its bite attack. The round after the bite attack, the target takes additional acid damage equal to half the initial acid damage. On the second round after the bite attack, the target takes additional acid damage equal to one quarter the initial acid damage (minimum 1d6). Once activated, the pernicious acid ability applies to all bite attacks made by the mythic tenebrous worm for 4 rounds.
- **Poison (Su)** Bristles—injury; *save* Fort DC 20, *frequency* 1/round for 6 rounds, *effect* paralysis for 1d4 rounds plus 1d2 Con (the duration of the paralysis is cumulative with each failed save), *cure* 2 consecutive saves. The save DC is Constitution-based.
- Shadow Web (Su) A mythic tenebrous worm can use the shadowstuff normally reserved for weaving its cocoon as a weapon. Up to eight times per day, the mythic tenebrous worm can throw out sticky shadow webs at an opponent. This is similar to an attack with a net, and is effective against targets up to one size category larger than the mythic tenebrous worm. An entangled creature can escape with a successful Escape Artist check or bust the web with a Strength check (DC 21). The DC to escape from or burst the shadow web increases by 2 in dim light, but is reduced by 2 in darkness or bright light. The DC is Constitution-based.

Spawned in tainted areas of the Shadow Plane, such as those claimed by the Lord of Chains, mythic tenebrous worms are more vicious than their normal kin. Their hunger is voracious and they are fearless in their attempts to kill and devour prey.

Umbral Shepherd

This mass of shadow possesses \overline{a} horrific demon face. Several writhing tentacles sprout from its grublike body. The eyes of this demon-faced, tentacled shadow glow with an eerie blue light

Mythic Umbral Shepherd

XP 2,400

Sec. A. St.

CR 6/MR 2

Bestiary of creatures from the official Pathfinder game world. LE Medium outsider (incorporeal)

Init +6^{MF}; Senses darkvision 60 ft.; Perception +10

DEFENSE

AC 17, touch 17, flat-footed 15 (+5 deflection, +2 Dex) hp 59 (6d10+26) Fort +3, Ref +9, Will +8 Defensive Abilities incorporeal; DR 5/epic Weaknesses light sensitivity, planebound OFFENSE

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +8 (shadow touch or possession) Special Attacks <u>mythic power</u> (2/day, surge +1d6), umbral harvest^{MA}

STATISTICS

Str —, Dex 14, Con 12, Int 15, Wis 13, Cha 17
Base Atk +6; CMB +8; CMD 20 (can't be tripped)
Feats Improved Initiative^{MF}, Iron Will, Lightning Reflexes
Skills Bluff +11, Disguise +12, Fly +14, Intimidate +12, Knowledge (planes) +11, Knowledge (religion) +11,

Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal, Shadowspeech SQ shadow shift^{MA}

ECOLOGY

Environment any (Plane of Shadow) **Organization** solitary, pair, or choir (3-12) **Treasure** none

SPECIAL ABILITIES

Planebound (Ex) An umbral shepherd is inherently tied to the Plane of Shadow, and can't survive for long on any other plane without a host body. Each round that an umbral shepherd is on another plane without a host body, it takes 1d6 damage. Possession (Su) An umbral shepherd can possess a host body as if using magic jar, save that if its host body is killed while possessed, the shepherd dies as well. An umbral shepherd can attempt a possession any time it succeeds at a touch attack, even while already in a host body. If the touched creature fails a DC 16 Will save, it becomes possessed. Possession by an umbral shepherd takes a toll on the host body, which takes 1 point of Constitution drain every month it is so possessed. Abandoning a host body requires the umbral shepherd to either take a standard action (to appear in a square adjacent to the host) or make a successful possession attempt on a new host. The save DC is charisma-based.

Shadow Shift (Su) As a standard action, a mythic umbral shepherd can expend one use of mythic power to turn its host body and all carried equipment into shadowstuff, rendering it incorporeal for 2 minutes. This puts great strain on the host body, which takes 1 point of Constitution damage once it becomes corporeal again. The mythic umbral shepherd can end this effect and return the body to corporeal form as a move action.

- Shadow Touch (Su) An umbral shepherd that succeeds at a touch attack can attempt to dissolve a portion of the victim's flesh into shadow, which then dissipates, dealing 1d4 points of Constitution damage. Victims that succeed at a DC 16 Fortitude save take half damage. The umbral shepherd can use this ability even while possessing a host body. The save DC is Charisma-based.
- **Umbral Harvest (Su)** As an immediate action, a mythic umbral shepherd can expend one use of its mythic power when it confirms a critical hit with shadow touch ability. The Constitution damage dealt is instead converted to drain, and the mythic umbral shepherd gains 5 temporary hit points for each point of drain inflicted. These temporary hit points last for 1 hour or until expended.

These terrible creatures are even more sadistic than their lesser relatives, taking great delight in causing pain and stealing bodies to wreak evil upon the Material Plane.

Shadowperson

This vague, shadowy shape appears humanoid, but all other details are shrouded in darkness.

Shadow Person

CR 3/ MR 2

XP 1,200

NE Medium outsider (evil, extraplanar, incorporeal) Init +6; Senses darkvision 90 ft.; Perception +8 Aura frightful presence (30 ft

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge) **hp** 46 (4d10+24)

Fort +3, **Ref** +6, **Will** +5

Defensive Abilities corner of the eye, incorporeal; **SR** 13 **Weaknesses** light banishment

OFFENSE

Speed fly 30 ft.

Melee incorporeal touch +5 (1d6)

- **Special Attacks** hypnagogia^{MA}, mythic power (2/day, surge +1d6), possession^{MA}
- **Spell-Like Abilities (**CL 4th; concentration +6)
- At will—arcane mark, lullaby
- 3/day—memory lapseAPG (DC 13), sleep (DC 13)
- 2/day—plane shift (self only; only between the Shadow Plane and the Material Plane)
- 1/day—dust of twilight^{APG} (DC 14), twilight haze^{ACG}

STATISTICS

Str —, Dex 14, Con 13, Int 11, Wis 12, Cha 15

Base Atk +3; CMB +5; CMD 18

Feats Dodge^{MF}, Improved Initiative

Skills Bluff +13, Knowledge (local) +7, Knowledge (planes) +7, Perception +8, Sense Motive +8, Stealth +9 (+13 in dim light, +5 in bright light); Racial Modifiers +4 Bluff, +4 Stealth in dim light (-4 in bright light)

Languages Common

SQ feed on fear

ECOLOGY

Environment any (Shadow Plane) **Organization** solitary, pair, or obscurity (3-6) **Treasure** none

SPECIAL ABILITIES

Corner of the Eye (Su) A shadow person remains invisible, even when it attacks, to anyone that directly observes it. It can only be seen out of the corner of one's eye or in a reflection (assuming there is enough light for reflective surfaces to function). A creature viewing a shadow person in this fashion is considered to be averting their gaze, and the shadow person gains concealment against that opponent. A shadow person can repress or resume this ability as a free action.

- **Feed on Fear (Su)** A shadow person that makes a successful melee touch attack on a creature suffering from a fear effect receives a +1 bonus to attack rolls, saving throws, skill checks, and DCs for spell-like abilities and special abilities for a number of rounds equal to the damage dealt. Successive attacks reset the duration of feed on fear, but the bonus does not stack with itself.
- **Hypnagogia (Su)** A shadow person can use its mythic power to increase the effects of its frightful presence upon a single sleeping intelligent creature. By expending one use of mythic power, the shadow person can awaken the target from slumber. The target, upon seeing the shadow person, must make a Will save (DC 14) against the shadow person's aura, or be paralyzed for 2 rounds. A mythic creature can attempt another save the following round to negate the paralysis. This is a mind-affecting fear effect.

Light Banishment (Su) If a shadow person is caught within an area of bright light, it is thrown back into the nearest area of dim light or darkness. The shadow person must succeed at a DC 15 Will save at the end of this movement or be staggered for 1 round. Light banishment causes no damage to the shadow person, and it moves in a direct line, ignoring terrain and obstacles except for force effects. If a force effect blocks a shadow person's trajectory, it angles to another direction to the next nearest area of dim light or darkness. This movement is instantaneous and does not count as part of the shadow person's movement for the round. If a possessed individual is exposed to bright light, the shadow person is expelled from its body to the nearest area of dim light or darkness.

Possession (Su) A shadow person can merge itself with with a humanoid, or native outsider under the effects of its hypnagogia ability. This is similar to a *magic jar* spell (caster level 9th), except it does not require a receptacle. To use this ability, the shadow person must be adjacent to its target. The target can resist the attack with a successful DC 14 Will save. By expending one use of mythic power, the shadow person can raise the DC of this Will save by 2. A creature that successfully saves is immune to that same shadow person's malevolence for 24 hours. The save DC is Charisma-based.

The mysterious and malevolent shadow people are inhabitants of the Shadow Plane. They are sometimes mistaken for undead shadows, as they too are nothing more than immaterial patches of darkness in humanoid form. Their powers quickly differentiate them from the undead. Canny observers note that sometimes eyes can be seen on a shadow person, eerily glowing lights in an otherwise featureless face, typically when it has a victim under the effects of its hypnagogia ability. Otherwise, they simply appear to be shadowy figures in a range of heights and sizes that run the gamut of human appearance.

ECOLOGY

Shadow people prey on the fearful and timid, using their abilities to stalk their prey and draw sustenance from their terror, whispering threats from the darkness and offering vague glimpses of themselves. They rarely kill their targets, though they have no compunctions over doing so. They also delight in taking over victims and using them to sow distrust and paranoia. Some think their possession of others is an attempt to find a way back to the material world permanently, at the expense of those whose bodies they steal.

HABITAT & SOCIETY

The exact origins of the shadow people are a mystery, but the dominant theory is that they came to the Plane of Shadow from the Ethereal plane. They are perhaps lost souls of humanoids that died in their dreams, or the remnants of refugees from some catastrophe on another world. Fleeing the animate dreams and other terrors, they escaped to the Shadow Plane, closer to the material world they lost, and able to project themselves into worlds similar to their former home. They tend to be found almost exclusively in areas that mirror urban settlements on the Material Plane, especially in areas where passage to and from can be found, so as to conserve their own limited abilities to cross the boundaries between the planes.

While they prey on the fear of others, shadow people themselves are not overly bold. They tend to avoid the more powerful creatures that inhabit the Shadow Plane. Shadow people are often coerced into serving such beings, albeit grudgingly. They can be talked into temporary alliances that will benefit them, however, and sometimes will serve as functionaries for umbral dragons or powerful spellcasters, especially if such service grants them opportunities to possess people on the Material Plane. Whatever their greater reasons for doing so, evidence suggests that shadow people revel in the ability to experience corporeal sensations. Given the similarities in their abilities, some speculate that umbral shepherds are created from shadow people, possibly by some powerful magical creature, or perhaps even a dark god.





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This product is a rules and adventure supplement for the Pathfinder Roleplaying Game and requires the use of the Pathfinder Roleplaying Game Core Rulebook and Pathfinder Roleplaying Game Mythic Adventures from Paizo, Inc., or the free online rules for the game available in the Pathfinder Reference Document (paizo.com/ PRD/) and equivalent third-party online resources such as d20pfsrd.com.



MYTHIC PLUG-INS