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Pathfinder shadow mastiff

Shadow Mastiff (CR 6/ MR 2) Although shaped like a dog, this muscular creature has a coat that drinks up the light and draws shadows around it. Its maw is full of sharp teeth, and a wisp of shadow drips from its twisted tongue. Mythical Shadow Mastiff (CR 6/MR 2) XP 2400 Pathfinder RPG Bestiary 3 NE Medium outsider (evil, extraplanar, mythical) Init +8MF; Senses darkvision 60 ft.; Perception +10 Defense AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural) hp 71 (6d10 +38) Fort +8, Ref +7, Will +5 Defensive abilities DR 5/epic; shadow mixture, shadowstuffMA Offense Speed 50 ft.; shadow doorMA Melee bite +11 (1d8 +7 plus ride), tail slap +6 (1d6+3) Special Attacks bayMA, mythical force (2/day, wave +1d6) Statistics Size 21, Dex 15, Con 17, Int 4, Wis 12, Cha 13 Base Atk +6; CMB +11; CMD 23 (27 vs. Tour) Achievements Enhanced InitiativeMF, Iron Will, Power Attack Skills Perception +10, Stealth +11, Survival +10 Language Common (can't speak) Ecology Environment any organization lonely, pair, or pack (1-2 mythical shadow mastiffs and 3-8 shadow mastiffs) Treasure no Special Abilities Bay (Su) When a mythical shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed on a DC 18 Will save or panic for 1d4+2 rounds. A creature that successfully saves can not be affected by the same mastiff bay for 24 hours. The mastiff can use a use of its mythical force to once again influence creatures that previously made their rescues. This is a sonic, thought-provoking fear effect. Save DC is Karisma-based and gets a bonus similar to the mythical rank of mastiff. Shadow Blend (Su) In any state of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it hidden (50% miss chance). Artificial lighting, even a light or continuous flame formula, does not negate this ability; a daylight spell, but do. A shadow mastiff can suspend or resume this capability as a free action. Shadow Door (Su) Three times per day as a movement action when using its shadow mixing ability, a mythical shadow mastiff can transport itself to another area with lighting of less than full daylight, which by dimension dies (wheel level sixth). The mastiff can then use a use of its mythical force when doing so to retain the ability to perform actions until the next turn. Shadowstuff (Su) A mythical shadow masiff can use a use of its mythical force as an immediate action to be incorporated into 6 rounds. It must be in an area with less than full daylight to use this capability. The mastiff deals with the same base injury with its attacks plus 1d6 cold injuries, but it gets no bonuses from Strength. In addition, it loses its natural armor bonus to AC and instead gets a deflection bonus similar to its Charismatic Modifier plus its mythical rank (usually AC 15, touch 15, flat-footed 13). The mastiff can be back to the form as a free action. This article may have additional gun details available on StarfinderWiki. A shadow masiff is a dog-like creature that hunts the darkest corners of the Great Beyond. [1] In Golarion Small, creepy, shadowy knights can use shadowmaterials as mounts. [3] This page is 100 km from 2007. You can help us by expanding it. References 1 Jason Bulmahn, F. Wesley Schneider. (2009). Bonus Bestiary, p. 16. Paizo Publishing House, LLC. 1 Jesse Benner et al. (2011). Pathfinder RPG Bestiary 3, p. 241. Paizo Publishing House, LLC. In 1999, he was named The Standies in 1998. Knights of the Inner Sea, p. 23. Paizo Publishing House, LLC. ISBN 978-1-60125-460-3 ContentsBay (Su)Shadow Blend (Su)Variants Although shaped like a dog, this muscular creature has a coat that drinks up the light and pulls shadows around it. Its maw is full of sharp teeth, and a wisp of shadow drips from its twisted tongue. Shadow Mastiff CR 5 XP 1600 NE Medium outsider (evil, extraplanar) Init +6; Senses darkvision 60 ft.; Perception +10 DEFENSE AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) hp 51 (6d10 +18) Fort +8, Ref +7, Will +5 Defensive Abilities shadow mixing offense speed 50 ft. Melee bite +10 (1d8 +6 plus ride), tail slap +5 (1d6+3) Special Attacks bay STATISTICS Size 19, Dex 15, Con 17, Int 4, Wis 12, Cha 13 Base Atk +6; CMB +10; CMD 22 (26 vs. tour) Achievements Enhanced Initiative, Iron Will, Power Attack Skills Perception +10, Stealth +11, Survival +10 Language Common (can't speak) SPECIAL ABILITIES Bay (Su) When a shadow mastiff screams or barks, all creatures within a 300-foot spread except evil outsiders must succeed on a DC 16 Will save or panic for 1d4 rounds. This is a sonic, thought-provoking fear effect. A creature that successfully saves can not be affected by the same mastiff bay for 24 hours. This is a thought-provoking fear effect. Save DC is Karisma-based. Shadow Blend (Su) In any state of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it hidden (50% miss chance). Artificial lighting, even a light or continuous flame formula, does not negate this ability; a daylight spell, but do. A shadow mastiff can suspend or resume this capability as a free action. ECOLOGY Environment any organization lonely, pair or pack (3-8) Treasure no Tireless hunters, stealthy trackers, and deadly predators, shadow mastiffs pursue the dark corners of the outer planes, preying on all beings that come away from the light. These animals have little in common with actual canines apart from their general forms (but with the remarkable addition of a long, spiked tail), their bodies are the evolution of countless centuries hunting the most relentless wilderness of the Outer Planes and shadow plane. On the material plane, they prefer to in the shade, moves silently and invisible to find prey, hunting in evil sports just as often as in hunger. Shadow mastiffs stand over 4 feet tall, with most weighing nearly 300 pounds. In battle, these stealthy animals prefer to fight in shadows; They are shuns from areas of bright light unless they face no other choice and use the bay to force their enemies to flee well-lit areas. Shadow mastiffs prefer to hunt in groups, using packing tactics to lure prey into traps and to pull it away from shelters. They do not lairs, and are usually not found with any kind of treasure, unless it is on the body of a recently killed victim. Shadow mastiffs are popular guardians among spellcasters able to conjure them via smaller planar ally or less planar bonding. Dead spellcasters and evil outsiders are immune from shadow mastiffs fearsome bay; others who are not immune can deliberately expose themselves to the bay of creatures at a time in daylight when the resulting panic will not directly affect other tasks. As a general rule, it is safe to assume that any site that uses shadow masts as guardians has already been affected by the bay, and that its inhabitants are thus immune to the effects of the ability for the remaining 24 hours of that day. Varieties Shadow Lions, Dinosaurs and Dragons? Larger shadow mastiffs exist – creatures the size of horses or even larger ones. These creatures have different shapes, look less like dogs and more like larger creatures such as lions, dinosaurs or dragons. Such creatures have extra racial Hit Dice, and may even have extra abilities such as airplanes or breathing weapons. Section 15: Copyright Notice Pathfinder RPG Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter and Russ Taylor, based on material by Jonathan Tweet, Monte Cook and Skip Williams. Pathfinder ROLE PLAY: Bonus bestiary. Copyright 2009, Paizo Publishing, LLC; Author Jason Bulmahn. Size/Type: Medium Outsider (Extraplanar) Hit Dice: 4d8+12 (30 hp) Initiative: +5 Speed: 50 ft. (10 squares) Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13 Base Attack/ Grapple: +4/+7 Attack: Bite +7 melee (1d6 +4) Full Attack: Bite +7 melee (1d6 +4) Space / Reach: 5 ft./5 ft. Special Attacks: Bay, trip Special Qualities: Darkvision 60 ft., shadow blend, fragrance saver: Fort +7, Ref +5, Will +5 Abilities: Size 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13 Skills: Hide +8, Listen +8, Move Silent +8, Spot +8, Survival +8* Achievements: Dodge, Enhanced Initiative, TrackB Environment: Plane of Shadow Organization: Lonely, Pair, or Package (5-12) Challenge Rating: 5 Treasure Treasure: No Alignment: Always Neutral Evil Advancement : 5-6 HD 7-12 HD (large) level adjustment: +3 +3 This creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth. A shadow mastiff is slightly more than 2 feet tall on the shoulder and weighs about 200 pounds. Shadows can't talk, but they understand Common. Combat Shadow mastiffs prefer to fight in shadows or dark conditions, giving them a great advantage. If a magical light source negates the shadows around them, shadow mastiffs are cunning enough to either move out of the light or retreat and break up the opposition with the baying. They have been known to grab and carry off objects that are associated with daylight sticks. Bay (Su) When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 13 Will rescue or panic for 2d4 rounds. This is a sonic thought effect. Whether the rescue is successful, an affected creature is immune to the same mastiff bay for 24 hours. Save DC is Karisma-based. Trip (Ex) A shadow mastiff who hits with his bite attack can attempt to stumble your opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of possibilities. If the attempt fails, the opponent cannot react to stumbling the shadow mastiff. Shadow Blend (Su) In any state of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial lighting, even a light or continuous flame formula, does not negate this ability. A daylight spell, but will. Scent.