

Creature Template, The Shade

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The Shade (Creature Template)

A shade is a mortal being who has transformed himself into a creature of shadow through the use of ancient formulas and long lost magics. Many were formerly arcane spellcasters seeking an alternative form of immortality without becoming an undead creature such as a lich. They physically appear much the same as they did before the transformation with the exception of the grayish to nearly black change in skin coloration. Their eyes become dark and veiled, often with a gray, white, or purplish tint and no pupils. Shades usually become taciturn and withdrawn after the transformation, shedding their humanity as well as their mortality.

All scores and abilities remain the same as the base creature except as indicated below. The exact powers of the shade vary depending on the lighting conditions surrounding the shade.

- **Bright light.** Powerful light or direct sunlight that burns into the shadow, causing extreme pain. This can include direct sunlight or being the center of a powerful magical force of light.
 - Ability Modifier: The shade suffers a - 5 ability modifier to all ability scores.
 - Spell Resistance: None
 - Sense Adjustment: The shade is racked with pain and can barely function. All senses are effectively reduced to 1/10th.
 - Actions and Movement Adjustments: The shade can only perform a partial action each round.
 - Magic and Special Abilities: The shade is incapable of using magic, class, or racial abilities in any way.
 - Special: The shades physical body begins to break down. For each round of exposure, the shade suffers 2d4 points of damage. Should the shades exposure lead to its death, it dissipates never to reform again.
 - CR: base creature -3
- **No Shadows.** Instances where no shadows exist. Either surrounded by light or enclosed in an area of complete darkness (including magical light or darkness). This includes the shade being outlined by a faerie fire spell or being the center of a light spell.
 - Ability Modifier: The shade suffers a - 3 ability modifier to all ability scores.
 - Spell Resistance: None
 - Sense Adjustment: The shade has a difficult time using any of its natural senses. All senses are effectively reduced to 1/2.
 - Action and Movement Adjustments: The shade can perform limited functions, but is able to use a full round action if necessary.
 - Magic and Special Abilities: A spellcaster shade's effective casting level is reduced by 2.
 - Special: The shade suffers 1hp of damage per round when not able to access the essence of shadowstuff.
 - CR: base creature -1
- **Weak Shadows.** Small shadowy areas of little density, as created by the effects of dawn or twilight, average indoor lighting, or outdoors on a moonless or overcast night.
 - Ability Modifier: None
 - Spell Resistance: None
 - Sense Adjustment: Normal
 - Action and Movement Adjustments: Normal
 - Magic and Special Abilities: The shade can use any class or racial abilities normally.
 - Special: None
 - CR: base creature
- **Strong Shadows.** Broad shadows that envelope the area, as caused by dim indoor lighting, being outdoors at night, or the lighting of a dense forest or wood during the day.
 - Ability Modifier: The shade gains a +1 ability modifier to all ability scores.
 - Spell Resistance: The shade gains the ability to resist spells (4+1/level).
 - Sense Adjustment: All ranges for physical senses of the shade are doubled.
 - Action and Movement Adjustments: The shades rate of movement is adjusted by an additional ½ of the base movement rate rounded up to the nearest 5 (base movement * 1.5).

- Magic and Special Abilities: The shade gains the spell-like abilities (once per hour) to generate shadow images and become invisible for 1 hour.
- Special: The shade gains a +10 skill check modifier against the use of the Hide in Shadows skill. The shade gains the ability to regenerate [1].
- CR: base creature +1
- **Very Shadowy.** Dense concentration of shadowy light, as if in the woods or jungle during the twilight hours, a dark windowless room with a small light source, the flickering of torchlight in a dark enclosure, being outdoors at night on the edge of a natural light source.
 - Ability Modifier: The shade gains a +3 ability modifier to all ability scores.
 - Spell Resistance: The shade gains the ability to resist spells (8+1/level).
 - Sense Adjustment: The shades senses are magnified beyond most mortal creatures. All sense ranges are tripled. A base creature without low-light vision gains low-light vision with a range of 120ft.
 - Action and Movement Adjustments: The shade can complete a bonus Partial action each round. All base movement rates are doubled.
 - Magic and Special Abilities: The shade gains the shadow image and invisibility powers above, as well as the abilities to blink once every other round, create shadows once an hour, and shadow shift once per day.
 - Special/Feats: The shade gains the ability to regenerate [3]. The shade cannot be fooled by any attempt to hide in shadows. All shades gain the alertness feat. A spellcaster shade also gains the Extended Spell, Heighten Spell, and Spell Mastery (choice of shadow based magic only) feats.
 - CR: base creature +3

Special Powers and Descriptions:

Senses: The senses impacted by becoming a shade include eyesight and hearing. This can also include other similar senses for base monster races. The base creatures original range value is multiplied by the modifier indicated in the description for each category of shadow.

Regeneration: The shade can regenerate all severed limbs (except for the head) over a period of time (1d4 weeks of continual exposure to strong shadows or better).

Shadow Images: As the spell *mirror image* cast at character level, but yielding 1d4+3 shadowy images.

Invisibility: As the spell, but with a duration of 1 hour.

Blink: As the spell, but this ability allows the shade to appear in any very shadowy area within 300 feet as a free action. The shade never appears inside a solid object.

Create Shadows: As the spell *Greater Shadow Conjunction* cast at the shades character level, but 1d4 duplicates of the shade will appear. The shade has complete mental control over these duplicates.

Shadow Shift: The ability to *shadow walk* to any very shadowy locale on the same plane as the shade, or *plane shift* between the current locale and the Demiplane of Shadow. The shade can either shadow walk or planeshift once per day, but not both.

The Secret of the Transformation:

There are only speculations, but the true secret of becoming a shade is shrouded so deeply in secrecy that no mortal really knows it. Only another shade can provide the formula and magics required, then may not even be truthful, possibly causing the demise of a would be shade.

Table 1-1: Powers of the Shade

Light Cond.	Ability Mod.	Spell Resist.	Sense Adjust.	Move Adjust.	Magic/Abilities/Special	CR
Bright Light	-5	None	1/10 th	Partial Only	Suffers 2d4 points of damage/round, no magic or abilities can be used	Base -3
No Shadows	-3	None	1/2	Full	Suffers 1 point of damage/round, -2 to caster level,	Base -1
Weak Shadows	None	None	Normal	Normal	Normal	Base
Strong Shadows	+1	4+1/level	Double	Normal, * 1.5 base distance	+10 to spot Hide in Shadows attempts, Regeneration [1], Shadow Images, Invisibility	Base +1
Very Shadowy	+3	8+1/level	Triple, Low-light vision 120ft	Bonus partial action/round, *2 base distance	Immune to Hide in Shadows attempts, Regeneration [3], Bonus Feats, Shadow Images, Invisibility, Blink, Create Shadows, Shadow Shift	Base +3

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