

Slow Shadow

Medium Outsider (Chaotic, Cold, Evil, Incorporeal)

Hit Dice: 14d8+28 (91 Hp's)

Initiative: +10

Speed: Fly 30 ft. (Perfect) (6 squares)

Armor Class: 18 (+6 Dex, +2 Deflection), Touch: 18, Flat-Footed: 12.

Base Attack / Grapple: +14 / +14

Attack: Incorporeal Touch +20 Melee (1d8 Negative Energy plus 1d6 Cold)

Full Attack: Incorporeal Touch +20 melee (1d8 Negative Energy plus 1d6 cold)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Attach, Create Spawn, Slow

Special Qualities: Amorphous, Blindsight 120 Ft., Immune to Cold, Immune to Electricity, Immune to Mind-affecting Attacks, Incorporeal Traits, Negative Energy Affinity, Vulnerable to Fire, Vulnerable to Haste

Saves: Fort +11, Ref +15, Will +11

Abilities: Str --, Dex 22, Con 14, Int 5, Wis 15, Cha 15

Skills: Hide +25, Listen +25, Search +14, Spot +21, Tumble +25

Feats: Ability Focus (slow), Alertness, Combat Reflexes, Improved Initiative, Stealthy

Environment: Negative Energy Plane

Organization: Solitary, pair, or pack (3 - 8)

Challenge Rating: 7

Treasure: Standard

Alignment: Always Chaotic Evil

Advancement: 15 - 18 HD (Medium), 19 - 30 HD (Large), 31 - 42 HD (Huge)

Level Adjustment: —



What at first seemed to be nothing more than shadows pooled in the crevices of the floor suddenly rears up, a seething wave of liquescent blackness, undulant with a forest of writhing tendrils.

Slow shadows are living incarnations of the interaction between darkness and light. Although native to the Negative Energy Plane and infused with negative energy, they are often found on the Plane of Shadow. They are found on the Material Plane most often as guardians called by powerful spellcasters.

Combat

A Slow Shadow is an ambush hunter, preferring to lurk in the natural shadows of a poorly-lit environment until prey wanders too closely, at which point it attacks. The Incorporeal touch of a slow shadow channels a tiny burst of negative energy and absolute cold; it deals no actual physical damage, and as a result slow shadows cannot harm creatures that are immune to negative energy and cold. Since slow shadows “feed” by inflicting negative energy on living creatures, they avoid persistently attacking creatures that seem to be immune to their attacks. The slow shadow applies its Charisma bonus to its Armor Class as a deflection bonus.

! **Attach (Ex):** If a slow shadow successfully damages a target with its Incorporeal touch, it automatically

attaches to the creature. An attached slow shadow automatically hits the creature with its Incorporeal touch once each round if it takes a full-round action to remain attached, but cannot attack other creatures and is considered flat-footed. slow shadow remains attached until slain, or until the creature to which it is attached is subjected to magical healing or *haste* effects, at which point it immediately detaches.

Attacks made against an attached slow shadow suffer the standard 50% miss chance for attacking an Incorporeal creature. If any attack fails to hit the slow shadow due to its Incorporeal nature, the attack instead strikes and damages the creature to which the slow shadow is attached (as long as the attack roll is high enough to hit that creature's Armor Class).

Only one slow shadow may be attached to a single creature at any one time, despite the size of the creature.

- ! **Create Spawn** (Su): Any living creature slain by a slow shadow dissolves into shadow itself over the course of one round. Only 1d4 rounds later, the dissolved body transforms into a slow shadow. This new slow shadow is not under the control of the slow shadow that created it, but neither does it bear the spawning slow shadow any ill will; especially since slow shadows are incapable of harming other Slow Shadows.
- ! **Slow** (Su): Any creature that takes negative energy damage from a slow shadow must make a successful Fortitude save (DC: 19) or become *Slowed*, as the spell, for one round. The saving throw DC is Constitution-based.
- ! **Amorphous** (Ex): The slow shadow has no set physical shape. It can pass through openings of any size without penalty, and is completely immune to additional damage from sneak attacks or critical hits.
- ! **Negative Energy Affinity** (Ex): The slow shadow is affected by *cure* spells and *inflict* spells as if it were an undead creature. A slow shadow can take an attack action to damage itself with its Incorporeal touch, healing 1d8 points of damage per attack.
- ! **Vulnerable to Haste** (Ex): A Slow Shadow affected by a *Haste* effect is stunned and can take no actions for the duration of the effect.

Advanced Slow Shadows

If you advance a Slow Shadow's Hit Dice, the bonus it would normally get to its Strength score is instead applied to its Charisma score, and it never suffers a penalty to its Dexterity score. It never gains a bonus to its natural armor, and s both the negative energy and cold damage inflicted by its Incorporeal Touch attack increases as appropriate for its size change.