



Shadow – Knowledge(Religion) DC13

- Shadows are creatures of sentient darkness, hating life and light with equal fervor. Their touch bestows the painful chill of nonexistence, making them very dangerous opponents. A shadow can be difficult to see in dark or gloomy areas but stands out starkly in bright illuminated places.
- Type: Medium Undead(Incorporeal)
- Weapons: 1 Incorporeal Melee Touch
- Special Qualities: Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits
- Special Attacks: Create spawn, Strength Damage

Strength Damage(Su): The touch of a shadow deals Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn(Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 30 seconds.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Undead Traits: Immunity to all mind-affecting effects. Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects. Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores, as well as to fatigue and exhaustion effects.