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Shadow mastiff pathfinder

ContentBay (Su)Shadow Blend (Su)Variants Although it is shaped like a dog, this muscular creature has a coat that drinks light, drawing shadows around it. Mau's full of sharp teeth, and his pot is filled with pot. Shadow Mastiff CR 5 XP 1600 NE Medium External (Evil, Extraldrig) Init +6; The senses are 200 feet dark. Perception +10 DEFENSE AC 18, Touch 12, Plane 16 (+2 Dex, +6 Natural) HP 51 (6d10+18) Fortress +8, Ref +7, Will +5 Protective Shadow Protection Capabilities REFRESH Speed 50 ft. Melee Bite +10 (1d8+6 plus Travel), Tail Slap +5 (1d6+3) Special Attack Bay Stats 19, Dex 15, Con 17, Int 4, Wis 12, Cha 13 Base ak +6; CMB +10; CMD 22 (26 vs. Travel) Feats Improved Initiative, Iron Will, Perception of Power Attack Skills +10, Stealth +11, Survival +10 Languages General (Can't Speak) SPECIALABILITIES Bay (Su) When shadow mastiff led or bark, all creatures within 300-foot spread except evil outsiders must succeed in DC 16 Will save or panic about 1d round 4. It's a sonic, mind-influencing fear. A creature that successfully rescues cannot be affected by the bay of mastiff for 24 hours. It's mind-influencing fear. Saving the capital is charisma-based. Shadow Blend (Su) In any state of illumination other than full daylight, the shadow disappears into the shadows, giving it a hiding (50% missed chance). Artificial lighting, even a slight or prolonged flame spell, does not deny this ability; daylight spell, however. Shadows mastiff can stop or resume this ability as free action. These beasts have little to do with actual canines, apart from their common forms (albeit with the remarkable addition of a long, spiked tail), their bodies are the evolution of countless centuries, hunting the most ruthless wildernesses of the outer plains and shadows. On the Material Level, they prefer to travel in the shadows, moving voicelessly and unseen to find prey, hunting in a vicious sport just as often as hunger. The shadow mastiff is 1.5 m tall, weighing 300 pounds. In battle, these ridiculous beasts prefer to fight in shadows; they are ashamed of bright light zones unless they face another choice and use their bay to force their enemies to flee well-lit areas. Shanks prefer to hunt in groups, using the packaging tactics to lure prey into traps and move it away from light sources. They don't make slothful tins and usually don't find themselves with any treasure unless it's on the body of a recently killed victim. Shadow mastiff is a popular watchdog among motorways able to summon them less planar or smaller planar binding. Unruly spellers and evil outsiders are immune to frightening bay mastiffs: others who are not immune may intentionally expose themselves to the bay of beings at some point during the day when the resulting panic will not directly affect other tasks. As a general rule, it is safe to assume that any site using the shadow scarf as guardians has already been affected by the bay and that its inhabitants are immune to the effects of ability for the remaining 24 hours of that day. Variants shadow lions, dinosaurs, and dragons? Larger shadows of 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 like lions, dinosaurs, or even dragons. Such creatures have additional racial Hit dice and may even have additional abilities such as flight or breath. Section 15: Role-playing Games Copyright Protection in Bestiary 3 RolePlay, © 2011, Payso Publisher, LLC; Writers Jesse Benner, Jason Bulman, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Rennie, Chris Simms, F. Wesley Schneider, James L. Saier and Russ Taylor, based on material by Jonathan Tweeth, Monte Cook and Skip Williams. Rolefinder Rolefinder: Bonus Besiarar. Copyright 2009, Payzo Publishing, LLC; Author: Jason Bulmahan. Home & Clear & (Bestiary) By type & External & Skrillo Mastiff & DEFENSE AC 19, touch 14, flat end 15 (+4 Dex, +5 natural) hp63 (6d10+30) Fort +10, Ref +9, Will +5 Shadow Protection Melee Bite +12 (1d6 +7 plus Travel) Special Attacks Bay Statistics 21, Dex 19, Con 21, Int 2, Wis 12, Cha 13 Base ATK +6; CMB +11; CMD 25 (29 vs. Travel) Feats Improved Initiative, Iron Will, Weapon Focus (Bite) Skills Perception +10, Stealth +10, Survival +7 Languages General (Can't Speak) SPECIALABILITIES Bay (Su) When shadow mastiffs or bark, all creatures except evil outsiders within 300-foot spread should succeed on DC 16 Will save or panic about 2d4s. It's a sonic, mind-influencing fear. A creature that successfully rescues cannot be affected by the bay of mastiff for 24 hours. The saved DC is charisma-based and includes +2 racial bonus. Shadow Blend (Su) In any state of illumination other than full daylight, the shadow disappears into the shadows, giving it complete hiding. Artificial lighting, even a slight or prolonged flame, does not deny this ability. The spell of the day, however, does. Shadow mastiff can stop or resume it as a free action. Size/Type: Medium External (Extraplantar) Hit dice: 4d8+12 (30 p.s.) Initiative: +5 Speed: 50 ft. (10 squares) armor class: 14 (+1 Dex, +3 natural), touch 11, flat foot 13 base attack /grab: +4/+7 Bite +7 melee (1d6 + 4) Full attack: Bite +7 melee melee Distance/Range: 5 feet/5 feet Special attacks: Bay, travel Special qualities: Darkvision 60 ft., shadow blend, flavor Saves: Fort +7, Ref +5, Will +5 abilities: Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13 Skills: Hide +8, Listening to +8, Movement Quiet +8, Place +8, Survival +8* Feats: Dodge, Improved Initiative, TrackB Environment: Aircraft Of Shadows Organization: Single, Pair or Package (5-12) Challenge Rating: 5 No Equalization: Always Neutral Evil Progress: 5-6 HD (Average); 7-12 HD (Large) Level adjustment: +3 (cohort) This creature has the body of a large dog, with a smooth black coat and mouth full of sharp teeth. The shadows are slightly taller than 2 feet in the shoulder and weigh about 200 pounds. Shadow mastiffs can't talk, but they understand the common. Fighting shade mastiffs prefer wrestling in shadows or dark conditions, which gives them a great advantage. If a magical light source denies the shadows around them, the shadow shamans are cunning enough to move or give up the light and give up the opposition with their swaying. They were known to take advantage and carry objects, they were dazzled with daily magic. Bay (Su) When the shadow mastiff docks or barks, all creatures except evil outsiders in 300-foot spread should succeed on DC 13 Will save or panic for 2d4 circles. It's a sonic mind-influencing fear. Regardless of whether the saving is successful, the affected creature is immune to the bay of the same mastiff for 24 hours. Saving the capital is charisma-based. Trip (Ex) Shadow mastiff who hits with his bite attack may try to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If it fails, the adversary cannot react to displace the mastiff shadow. Shadow Blend (Su) In any state of illumination other than full daylight, the mastiff shadow can disappear into the shadows, giving it complete hiding. Artificial lighting, even a slight or prolonged flame, does not deny this ability. A spell of the day, however, will. Skills: *Shadow mastiff has +4 racial bonus of aroma tracking survival checks. This material is published under OGL. Size/Type: Medium External (Evil) Hit Dice: 4d8 +12 (30 p.s.) Initiative: +5 (+1 Dex, +4 Improved Initiative) Speed: 50 ft. AC: 14 (+1 Dex, +3 natural) Attacks: Bite +7 damage; Bite +4 damage; 5 ft. by 5 ft./5 ft. Special attacks: Bay, travel Special qualities: Shadow, Scent Saves: Fort +7, Ref +5, Will +5 Abilities Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13 Skills: Listen +8, Spot +8, Wilderness Lore +7 * Feats: Improved Climate/Terrain Initiative: Any Land and Underground Organization: Single, Pair, or Package (5-12) Challenge Rating: 5 Treasure: No Alignment: Always Neutral Evil Progress: HD (medium size); 7-12 HD (Large) CombatBay (Su): When shadow shadow All creatures except villains in a 300-foot seizure must succeed on Will Saves (DC 13) or panic for 2d4 rounds. It's a sonic, mind-influencing fear. Regardless of whether the rescue is successful, the affected creature is immune to the bay of mastiff for a day. Trip (Ex): Shadow mastiff who strikes with his bite attack may try to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If it fails, the adversary cannot react to displace the mastiff shadow. Shadow blend (Su): In all conditions other than full daylight, the shadow can disappear into the shadows, giving it a 900-year cover-up. Artificial lighting, even a slight or prolonged flame, does not deny this ability. A spell of the day, however, will. Skills: Shadow mastiff gets +4 racial bonus to Lore's fragrance tracking checks. Back to the main page → 3e Open Game Content → the reference document for the → creatures system This page is protected from editing because it is an integral part of D&A;3e Wiki. Please discuss the possible problems of the discourse. 2. 2

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