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## Pathfinder shadow grasp

Sell! John R. DavisPDFRated 4.00 out of 5 based on 1 customer rating (1 customer review)A Pathfinder/3.5 Compatible Adventure for 4-6 PC of levels 4-5A race into darkness. The fate of the mighty witch Vargon Greyhands is gradually being revealed. You are tasked with exploring a mysterious Sanctum on an underground river. It is soon clear you are not alone and others seek to plunder the traditional wealth of home shadow producer Vargon. But it's the magician's last attempt that drives on the computer, more than just the story of treasure beyond comparison. Waiting for the brave explorers is a ruthless race that has cruised by an ingenious ship, the bewildered lair of a brutal guardian, and an opponent more threatened than even resourceful parties. The computers will find legends and rewards in this mysterious dyn dynies, or they will fall within reach of darkness. This is the third fork in the four-part adventure path, Search Of Lost Legacy, and is suitable for any rural setting on a hill or forest. Also included in By Shadow's Grasp:A fantastical ship for plying the rivers of the underworld, ironkeel.2 new monster variants: aromatic mephit and spectral shadow.2 new Haunts.Suggestions to explore 'deep' further against a terrible alliance of bodies, and their crooked god \$8.99 \$6.99Share on TwitterShare on FacebookPin this productShare via EmailPage 2 | could be playing in a Pathfinder game soon, and I've pretty much decided on playing a Fetchling Summoner using Shadow Caller Archetype, with the concept of being an agent of Chel'iax spying on Andoran, that no one really knows that I'm a Fetchling from Shadow Absalom. There's more than that, but that's the point. I'm discussing with my GM if he's going to allow me to take spells from Wizard/Sorcerer, Bard and Magus Spell Lists as long as they belong to Phantasm, Shadow, Figment or Glamer Sub-Schools, or have Darkness Descriptions, simply because of the wise concept, Summoner doesn't really have much magic fit on it's Spell-List.. Anyway I realize that in general, taking Metamagic Feats for Summoner is supposed to be pretty sub-optimal, but if we ignore that, there are some very flavored Metamagic Feats, notably, Spelling Tenebrous, Umbral Spell and Shadow Grasp Feats. interesting shenanigans you can imagine with this , suppose I decide to take all of them? Or are they so bad should I just stay well clear of it? One thing that should really work is some of the very basic buffs for Eidolon. Umbral Spell gives it a description of Darkness and a regional effect, Tenebrous Spell gives it a free +1 Clvl (and -2 to Dispel), and Shadow Grasp in terms of reason will allow Eidolon to run around like a mass of darkness entangled in him. Hint? Idea? Thought? 2Posted by 6 years ago 7 of your dark magic comments have substance and bind your enemies. Feat Type (s) Tenebrous Spell Umbral Spell Benefit Prerequisite When you cast a spell with a description of darkness that affects an area, the creatures in the area are entangled. If magic allows throwing saves, a save successfully denies the entangled effect. If magic usually does not allow saving, an organism can perform reflex save (DC = DC of magic if it has a save throw) to deny the effect. If magic allows spelling resistance, failure to overcome an organism's spell resistance means it is not entangled. An entangled creature remains as long as it is in the area of magic and in 1 ring after it leaves. A creature that leaves and re-enters the area must make a new saving throw to avoid getting entangled. Creatures that succeed in a saving to combat entanglement do not have to make additional savings if they stay in dark areas. You are never hindered by the effects of your spells modified by this feat. A spell-catching ball uses up a slot a level higher than the actual level of spelling. The text on this page is Open Game Content and is licensed for public use under the terms of the Open Game License v1.0a. Source: Pathfinder Campaign Setting: Inner Sea Magic SECTION 15 Advanced Bestiary, Copyright 2004, Green Ronin Publishing, LLC; Author: Matthew Sernett. Pathfinder campaign setup: Inner Sea Magic, Copyright 2011, Paizo Publishing, LLC; Author: Jesse Benner, Jason Nelson, Sean K Reynolds, Owen K.C. Stephens, Russ Taylor. Marid from Tome of Horrors III. Copyright 2005, Necromancer Games, Inc.; Author: Scott Greene. Open Game License v 1.0a, Copyright 2000, Wizards of the Coast, Inc. System References, Copyright 2000, Wizards of the Coast, Inc.; Author Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathminder, Copyright 2016, Drumanagh Wilpole. Your dark magic has substance and binds your enemies. Prerequisites: Tenebrous Spell, Umbral Spell. Benefits: When you cast a spell with depiction of darkness affecting an area, the creatures in the area are entangled. If magic allows throwing saves, a save successfully denies the entangled effect. If magic usually does not allow saving, an organism can perform reflex save (DC = DC of magic if it has a save throw) to deny the effect. If magic allows spelling resistance, failure to overcome an organism's spell resistance means it is not entangled. An entangled creature remains as long as it is in the area of magic and in 1 ring after it leaves. A creature that leaves and re-enters the area must make a new saving throw to avoid getting entangled. Successful creatures at a save to combat entanglement do not have to make additional savings if they in a dark area. You are never hindered by the effects of your magic modified by this miracle. Increase level: +1 (a spell capture ball used up a slot level higher than the actual level of spelling.) Shadow CR 3 XP 800 CE Medium undead (incorporeal) Init +2; Darkvision senses 60 ft.; Cognitive +8 DEFENSE AC 15, touch 15, flat-footed 12 (+2 deflected, +2 Dex, +1 dodge) hp 19 (3d8+6) Fort +3, Ref +3, Will +4 Defensive Abilities incorporeal, channel resistance +2; IMMUNE undead characteristics OFFENSE Flight speed 40 ft. (good) Melee incorporeal touch +4 (1d6 Strength damage) Special Attacks create spawn STATISTICS Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15 Base Atk +2; CMB +4; CMD 17 Dodge Feats, Focus Skills (Cognitive) Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in glare); Racial Modifiers +4 Stealth in dim light (–4 in bright light) Languages Common (unofficial errata) SPECIAL ABILITIES Create Spawn (Su) A human-shaped creature killed by damage The power of darkness becomes a shadow under the control of its killer in 1d4 rounds. Damage Power (Su) A touch of ball trades 1d6 damage strength points for a living creature. This is a negative energy effect. An organism dies if the damage to this strength equals or exceeds its actual strength point. Ecological environment any solitary organization, pair, gang (3-6), or swarm (7-12) Treasure standard Sinister shadows skirt the border between the gloom of darkness and the harsh truth of light. Darkness prefers to haunt ruins where civilization has moved on, where it hunts down creatures that live stupid enough to stumble into its territory. Darkness is an undead horror, and as such no external goal or motivation is visible other than sap life and vitality from beings. Long, dark fingers stretched over the wall, reaching for light, life, and all that they didn't have, but long to possess. Darkness moves and hunger, for their nature is gluttony and greed. Rampant greed and grasping greed lead some down the dark path of evil and betrayal, eventually ending in a responsibly dead scene or lonely expiration. While most such small and despicable souls go into their ultimate reward just like everyone else, in some cases gluttons, misers, and wasteful thieves go into nothing but dark-undead things that achieve and retrieve, but cannot keep. Over time, spellcasters have discovered that avaricious souls make perfect servants and guardians, immortal creatures doomed to see through their treasures for all eternity. Darkness is undead incorporeal, distorted as their name and can float or slide silently along the surface, blending among the real darkness there. This allows them to reach unedued, and intruders who are not completely surprised rarely get more than a view out of the corner of the eye– a flicker of movement and the feeling of something out of place before they attack. In addition to protecting the haunted ruins they love Compensate or serve stronger undead capable of cowing them, darkness devotes themselves to attacking any living creatures they encounter, draining water victims of all vitality with their cold touch. Victims become weaker and weaker until they have finally perished, but their suffering is only just beginning. For when the victim of a touching shadow expires, the darkness itself separates from the corpse, engaged in the same half of life as its killer, yearns for the nature of life and operates under the command of the killer. Like all undead, shadows are timeless creatures. When they have lost all the concepts of their previous lives during the transition to non-death, the passing of centuries means almost nothing to them, and no one can say what darkness can do or think in the long wait between the victims. However, unlike the lesser undead, darkness appears to grow over time. A shadow that has eaten into the lives of many victims, or lived long enough in a place full of negative energy, can develop power, becoming a bigger shadow. These dark lords often command groups of their smaller relatives, often laying their own eggs. Rarely more than one larger shade is found in a particular place, since the creatures compete fiercely for prey. Some believe that in especially desolate times, darkness even consumes their own, but this is almost certainly wrong, as other undead consumption will grant a shadow undead undead undead undead undead undead undead not the energy it seeks nor is a new spawn, and gangs of darkness have found that surviving seals into graves are lost together for Millennium. What awaits strong darkness is a question even the sage can only speculate about. Some believe that dark lords can eventually become dark demons, dragged into the abyss by the weight of their sins to drown in eternal darkness. Torn apart by chaotic forces, they emerge as wicked monsters of pure envy and avarice. Others argue that the lord of darkness steals the vitality of the living to become more physical, eventually turning into other undead creatures or half-real shades. Other variations While most shadows steal strength from their victims, rare variations can deplete different aspects of the target's vitality. A cold touch ball variant can cause paralysis and numbness (Dexterity damage) or a slow decay type of meat (Constitutional damage). The only touch of a darkness can cause idiocy (Intelligence damage), madness (Wisdom damage), or an unnerving deadening of the victim's personality (Charisma damage). Any or all of this can also be a prelude to the theft of the true power of darkness, further weakening a target and making it an easy prey. Other variations include the following. Shadow distortion (CR +1): Not bound by limitations of physical creatures, some shadows can flicker and distort as their name titled, stretching out to touch the victim over much greater distances. These shadows possess simple advanced creature specimens, but instead of achieving a bonus for natural armor, increase their reach with their incorporeal touch by 10 feet. Hidden One (CR+1): While all shadows are stealthy, some are particularly effective at concealing themselves in blurry areas light transfer. Instead of performing Stealth skill tests, these shadows simply conceal part or even whole between normal shadows, adding a 20% chance of missing out on their formidable ability to eliminate many sources of mundane damage. Plague Shadow (CR +1): Plague balls appear as medium-sized shadows of disease-related animals - usually rats or bats. Instead of simply escaping the victim's power on a hit, the plague shadow also causes a terrifying curse known as dark leaf silver. Victims of this supernatural disease quickly weaken and die, at which point they give birth to new plague balls to continue to spread. A plague shadow has simple advanced creature specimens, but does not achieve natural armor bonuses for its AC. Darkness: curse and sickness; save Fortitude DC 16; onset of 1 minute; frequency 1/day; influence 1d8 Damage strength, when dead, the victim becomes a plague shadow; Successful healing casts both removing curses and eliminating the disease within 1 minute of each other. Shadetouch Shadow (CR +0): Shadow touches are transmitted with a real shadow part from Shadow Plane. They consider the Shadow Plane to be their home plane (and thus achieve extraplanar subgroups on the Material Plane). A shadow that touches the ball lacks touch that cannot touch the typical ball - instead, it possesses two claw attacks that each cause 1d8 damage points on a blow, in addition to the normal number of ball damage the power inflicted. Vanishing Shadow (CR+1): Darkness in a place with strong negative energy or connected to a Shadow Plane can develop the ability to shadow through the Shadow Plane, disappear into the darkness and re-appear a certain distance. These shadows have simple enhanced creature specimens - while they don't get a bonus for the natural armor that this pattern usually conveys, disappearing shadows have flashes as a constant spell-like ability. Ecology On its own, darkness arises from the souls of greedy but faint evildoers who have crimes that are heinous, but who lack the wrath of a ghost or the glee in evil often found in wraiths. The emotionless robber slit the victim's throat for its convenience, the tiny diplomat ordered a burning witch to cover up his adultery relationship, and the pale-hearted principal, who allowed starving orphans to save a few bronze all made good candidates to become shadowy. However, while such sedithing transformations occur, much of the darkness is instead created by magic. Necromancers have long seen the value of relatively weak, pliable and ineffectively undead servants - especially those who do not ally - and most of the existing shadows originally called non-death by undead creation spells (or other by attacks that escape the life of other shadows created in such a way Sap shadows power from life in an attempt to feed their dark hunger and meet their eternal desire to touch the world again. Because death at the hands of a shadow Become one, places hampered by creatures that either have desolate ruins, or else quickly become so once enough shadows have ins infected the area. New shadows are created looking for and escaping life from others, creating more darkness, until all living creatures have fled or joined their ranks. This left the haunted places isolated when the word danger spread, and ensured that the darkness there was carnivore when the next creatures appeared. Fortunately for the living, darkness rarely spreads far from where they first appeared. Creatures of dusk, they can withstand the sun's rays much better than some of their incorporeal cousins (such as wraiths and spectres), although they are much less comfortable in direct sunlight or extended places where it is harder for them to sneak up on their prey. As such, a place consumed by darkness can lie just a few miles from a living settlement, with the darkness not bothering to cross miles of open country, preferable instead to inhabiting single travelers and those unaware of their presence or the threat they pose. Their tendency to hole up in dark places also gives explorers a much-needed advantage, as although darkness is incorporeal, they cannot go directly through the thicker walls they are, meaning sealing a haunted tomb with enough stones can effectively bottle the spirit up for eternity or at least until When the next foolhardy treasure-hunter ignores the warning and opens the tomb up. Also lucky for life is that although darkness can and sometimes consume energy from animals or even pests found in their lair, only human-

shaped creatures that become victims of their touch become shadows themselves. This is due to the nature of the human spirit or soul and the magical similarity between darkness and its prey. Therefore, unless really bored and hungry for energy and entertainment, the ball rarely bothers to eat pets or mount, putting their hunger for human-shaped prey. Although the theft of their power is often called feeding, darkness does not starve and often persists for decades or even centuries without prey. No longer living organisms, they have no material needs, and are not even touched by some harsh environments that can rot or wear corpses into dust. The only environments that harm them are those with a lot of positive energy, such as consecrated cemeteries, unclean churches or other holy lands. Habitat & Society Since most shadows are hardly intelligent, they have little in society's way beyond a simple hierarchy: stronger shadows dominate and control weaker ones (usually laying their eggs), who in turn control their own spawning, and so on, with the strongest at the top of a flock of smaller children. Conditions that create darkness can also affect their spread. Darkness created by a curse, for example, is superstition. Like all natural creatures, darkness appears rather than sharing the stories of ex-wives and campfire stories to scare their children. Explorers may be interested in these stories because they often talk about ways to survive a dark attack - such as the boy sheltering in a large clay pot inside an old temple, protected by being in complete darkness or how to fight or destroy the darkness, from attacking with the darkness of weapons to storing pure light of the sun in holy water. Unfortunately for selfsame explorers, folktales are often contradictory, unclear, or simply wrong, and there is no easy way to tell the truth from fiction without the difficult experience of winning. The Masters game may want to bring out some local legends of darkness, especially among those who have been near them for any period of time. See Variations for some possibilities. Such high pub stories can add an element of fun to your adventure, and can give players a valuable clue (or a dangerous lie) that they can use later. Sample Lairs Shadows live in all sorts of abandoned places. Presented below are a few sample lair. Cave bandit-king: King robber Alzar Kagir and his brigands have been rumored to have amassed a large treasure over the years, hidden in a secret cave deep in the hills, where even local militias are heeded to follow. Instead of the law, justice found the robber-king in the form of betrayal at the hands of his gang, who poisoned him and sealed him in his treasure cave. They thought of opening the cave seal some time later and dividing the battlefield, but did not believe in the potential of greed or the desire for revenge of their former leader. One by one, they were killed when Alzar Kagir's shadow moved between them, creating a new gang to protect his precious treasure at all times. The Lost Souls Haven: Years ago, a young aristocratic woman lost in the woods beheld a holy vision on top of the hill and established a small monastery there, having sisterly care for all the lost souls who came to its door. Their kindness proved their un un unsent when a lost mercenary unit took advantage of their hospitality, only to rob and burn down the monastery's great hall with the sisters trapped inside. But the darkness that danced in the hellish light of fire visited upon the soldiers all the pain they had caused, and left no longer alive. Now Lost Souls Haven is a haunted place, avoided by all reasonable folk. Some argue that innocent women can still find shelter there, but others say that darkness makes their revenge above all else. Silvershadow Mine: Once this mine produced abundant silver for its deep-digging dwarves. Exactly what changes depend on who Requirements: perhaps the dwarves dug too deep, or were betrayed by the human communities they traded with. Even so, the miners began to disappear. Bad air and accidents were blamed at first, but it soon became clear that Silvershadow Mine was in bacterial. Darkness that should not have been moved in torches, and and the last cry of the lost miners echoes in the tunnel. The dwarves sealed the mine and abandoned it, and several solitary searchers and treasure hunters who searched for it disappeared into the shadows of the mountains, never to be seen again. Shadow Puppet Theatre: The theatre once resonated with children's laughter. Marallin's Magical Lantern Shows amused and amazed with the darkness that moves, dances, talks, and sings. But in difficult years, fewer and fewer came to Marallin's shows, and her only company was the shadow of the Magical Lanterns - the darkness that made her bid. So it was that the first children disappeared, and the stories were told about their voices echoing in the old, abandoned building. Today their shadows can still be seen moving and capering on stage, but there is no trace of them- or old marallin anywhere else. Darkness is often attached to a specific place, it is impossible to leave it. They can haunt a house or robbery lair, or remain in a specific tomb, cemetery, or ruin. As creatures of avarice, darkness is possessed of their lair, and often chooses to stay there to protect something, although their time is long since passed. A shadow can watch over the tomb of a forgotten relative, liege-lord, or enemy, or may still be bound to some treasure from life. Operation Shadows roles can easily be used as undead guardians, attached to a specific location to serve as a threat to anyone who gets there. Shadows can haunt an abandoned village, losing mines, or long-buried tombs, waiting for a group of adventurers to venture into their field. Shadows have the advantage of being present in their environment without interacting with it; they need nothing, not even air or water, and leave few saving traces for the rest of their former victims. This makes them effective monsters for a closed environment, where you will not find living creatures (such as closed dungeons). However, they can appear in any environment while a dark undead character can be expected in a spooky cemetery, an encounter that can be much more frightening if it occurs in an unexpected place, such as underwater in the sunken hull. Shadows effectively enhance the environment in which they live: they are scary, hard to detect, and good for putting explorers (and their players) a little over the edge. Creatures of dusk, darkness are not affected by most light sources, and actually often use light poured by torches, lanterns, and sunrods to their advantage, mixing with and hiding among other shadows. Just the knowledge that darkness exists may be enough to get the explorer to literally jump into every blinking darkness, as long as it is described the right player. A lot of other harmless things, including real darkness, can be confused with undead balls - and of course, only if complacent heroes, it's time for them to run into reality. Unless following a stronger undead creature or following specific instructions, darkness to be imagined, and to stay in one place until something comes along to stir them up. If darkness happens to move into a town, their rapid fertility rate- it takes less than 30 seconds for someone killed by a shadow to rise as one of them- makes them extremely difficult to root, but it is also not uncommon for a shadowy nest to take over a given building and ignore those right next to it. Of course, this is little comfort for computers to accidentally release a nest of darkness from their hidden tombs, or those who recognize as the sun is setting that darkness is moving in their own right, and have sides surrounded... Treasure Shadows have two types of treasures: the treasures they hold in life, and the things they get as undead. Their greedy nature makes shadows possess their goods, although they are long ago able to appreciate or use most of them, and can't even grab and move them with their incorporeal limbs. The treasure a shadow held in life may or may not be valuable to anyone else. Surely a shadow that was once a poor man or a thief may have a rich trove lurking somewhere, jealousy protected even in death. However, a shadow that seeks to capture other things in life may not hold any treasure larger than a souvenir: perhaps a landmark, a painting, a map, or a chest of faded and dried petals and old love letters. Other treasures found in the lair of a shadow are those of the victims of the creature. Shadows care nothing about the corpses they leave behind, even their old bodies. Bodies and any items they wear or make are often left to rot where they fall, since shadows are unlikely to move them, even if they want to do so. In some dry tombs where darkness is found, bodies can embalm. In others, they attract the attention of scavengeres. Therefore, darkness and carnivorous pests coexist quite well. Good.

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