

# SHADOW MASTIFF

## CREATURE 6

UNCOMMON

NE

MEDIUM

BEAST

SHADOW

Converted by VaranSL

**Perception** +12; darkvision, scent (imprecise) 30 feet

**Languages** Common; (can't speak any language)

**Skills** Athletics +13, Stealth +12 (+14 to Hide in shadows), Survival +12

**Str** +5, **Dex** +2, **Con** +4, **Int** -3, **Wis** +2, **Cha** +2

**AC** 22; **Fort** +16, **Ref** +12, **Will** +12

**HP** 105

**Shadowed Form** (evocation, shadow) Shadow mastiffs are concealed in dim light and darkness even to creatures with low-light vision and darkvision. Magical light of a level equal to or less than half the shadow mastiff's level does not reveal it.

**Speed** 40 feet

**Melee** ♦ jaws +17 [+12/+7], **Damage** 2d8+9 piercing plus Knockdown

**Melee** ♦ claws +17 [+13/+9] (agile), **Damage** 2d6+9 slashing

**Bay** ♦♦♦ (auditory, concentrate, divine, enchantment, fear, mental) The shadow mastiff emits an unearthly howl audible up to 300 feet away. Any non-fiend creature that hears the howl must succeed at a DC 22 Will save or become frightened 1. Any creature that critically fails and is within 60 feet of the shadow mastiff is instead frightened 3 and fleeing for 1d4 rounds (or until it recovers from its frightened condition). Whether it succeeds or fails the saving throw, the creature is then temporarily immune to Bay for 24 hours.