

New Monster

Shadow Familiar

Tiny Shadow Humanoid (Undead)

Initiative: Same as summoners.

Senses: Perception -

HP: 1 (but see Blood Binding)

AC 10; **Fortitude** 10, **Reflex** 10, **Will** 10 (see Intangible)

Immune Poison, Disease

Resist 10 necrotic, insubstantial

Vulnerable 10 radiant

Speed flying 6

[Melee] **Siphon Life Force** (Standard; at-will) ♦ **Necrotic**

Summoner's base attack plus intelligence modifier versus AC; 1d4 necrotic damage and the shadow familiar gains that number of temporary hit points. These temporary hit points do not fade at the end of the encounter, and instead remain for either 24 hours or the shadow familiar is injured, whichever happens first.

Intangible

Due to a shadow familiar's unique nature between worlds and their own composition, they are very difficult to wound. On any attack roll to hit a shadow familiar, an odd number on the die is treated as automatically missing the shadow familiar. Attacks with the **Shadow** power source may ignore this ability. Shadow familiars will not use any form of equipment since it invariably slips through their bodies, often at the least opportune time.

Tiny

A shadow familiar must occupy the same space as a creature in order to attack or effect it, because of its reach of 0. This allows a shadow familiar to enter the same space as any small sized or larger creature.

Blood Binding

A shadow familiar cannot exist outside of the Shadowfell without life force to sustain it. As such, some masters will offer more blood, and their own life force, to their summoned shadow familiars. A summoner may elect to impart any amount of his hit points, up to his maximum, into the shadow familiar. 24 hours after being summoned however, a shadow familiar takes ¼ of its hit points in damage. If the shadow familiar has only 1 remaining hit point, it is destroyed. While the shadow familiar remains, the summoner cannot regain the hit points she gave to the shadow familiar – her hit point limit is effectively lowered by the number of hit points the shadow familiar possesses.

Alignment Evil

Languages None, but the shadow familiar always understands every language spoken by its summoner. In addition, the shadow familiar can communicate empathetically with its summoner.

Skills: Hide +8 plus the summoner's dexterity modifier.



New Feats

LIFE AND DEATH MASTERY

Prerequisite: Necromancer, *manipulate life* power

Benefit: When you use the *manipulate life* power, the target gains additional hit points equal to your Intelligence modifier.

SHADOW FEAST

Prerequisite: Cha 13, Call forth shadow class feature

Benefit: Whenever your shadow familiar uses the siphon life force attack, add your intelligence modifier to the damage dealt.

SCHOLAR OF DEATH

[Multiclass Necromancer]

Prerequisite: Int 13, Wis 13

Benefit: You gain training in one skill from the necromancer's class skill list.

Once per day, you may use the necromancer's *manipulate life* power.

In addition, you can use an orb or staff as an implement when using a necromancer power or a necromancer paragon path power.

