

SHADOW TIGER

The shadow tigers are the more martial sect of the Guild of Shadows. The shadow tigers were only recently introduced into the guild, mostly as an answer to the mages from the Mage's Guild. Endral Fenth was the originator of the shadow tigers. He had learned earlier in life to freely mix the results of his monastic training with his inborn, sorcerous power. When he joined the Guild of Shadows, he realized that the path normally taken by the shadow mages was too strict for him to further enhance his own abilities. He left the Guild for a year and traversed the Plane of Shadow. There he subsumed himself in the powers darkness. He learned to bend it to his will through force of mind alone. He mastered the art of fighting in total darkness, learning to rely on senses other than sight alone.

When he returned to the Guild, Dul and the other High Mages had assumed him dead, and their shock was palpable. Fenth had changed considerably. Darkness seemed trail in his steps, tendrils of shadow writhed around his arms, hands, and feet, and his eyes had changed to a dull violet. Most impressive were his enhanced skills; both physical and arcane. Fenth was almost immediately promoted to a Master of Shadow, joining the ranks of Dul and the other High Mages.

With the increasing amount of conflict with the Mage's Guild, Fenth was appointed the task of finding methods to help combat the superior number of mages at the Guild's disposal. Fenth realized that the training that he underwent would be especially useful in combating mages. He began training acolytes in the same way that he trained himself. Those that succeeded at the grueling and intense training became the first shadow tigers.

High Mage Xaad made excellent use of Fenth's shadow tigers in Fanghold. The shadow tigers made frequent covert attacks against key members of the Mage's Guild. Several of the more promising members managed to penetrate the defenses of the Guildhouse in order to strike at their targets. Unfortunately, late in the conflict the Mage's Guild began setting traps for the shadow tigers. Many were slaughtered before the Emperor called an end to the conflict and the order still hasn't recovered. Xaad still has several shadow tigers left in his Guildhouse, however he utilizes them only in the most dire of situations.

The shadow tigers are much different than the shadow mages. While they both seek to understand and manipulate the same force, they go about it in different ways. The shadow mages seek to bend it to their will with arcane power, while the shadow tigers seek to use the force of their will and mind instead. They focus more on physical and spiritual perfection with meditation and cold logic. The mind is a more capable tool than any spell will be. Still, all shadow tigers are capable arcane casters, though not to the extent of the shadow mages. They mix their skills together, creating an almost perfect balance between physical strength and arcane power.

Hit Die: d6.

Requirements

To qualify to become a shadow tiger, a character must fulfill all the following criteria.

Base Attack Bonus: +3

Skills: Hide 8 ranks, Knowledge (arcana) 3 ranks, Knowledge (the planes) 3 ranks, Move Silently 8 ranks.

Feats: Improved Unarmed Strike, Tap the Shadow.

Spells: Must be able to cast 2nd level arcane spells at least two of which must have the darkness descriptor or be of the shadow subschool.

Special: The character must have visited the Plane of Shadow at least once.

Special: Must have the Ki Strike (magic) special ability.

Class Skills

The shadow tiger's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Hide (Dex), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Spellcraft (Int), Spot (Wis), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Shadow tigers gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At 2nd level and every even level thereafter (and level 5), the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained. This essentially means that she adds the level of shadow tiger to the level of some other arcane spellcasting class the character has, then determines spells per day, spells known, and caster level accordingly.

Monk Abilities: A shadow tiger's levels stack with her monk levels for determining her unarmed damage, flurry of blows, AC bonus, and unarmored speed bonus.

The Shadow Tiger

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+2	+2	Darkvision, Monk Abilities	–
2nd	+1	+3	+3	+3	Cold Resistance 5	+1 level of existing class
3rd	+2	+3	+3	+3	Evasion, Fists of Darkness (1d4)	–
4th	+3	+4	+4	+4	Shadow Jump 40 ft.	+1 level of existing class
5th	+3	+4	+4	+4	Sight Without Eyes 10 ft.	+1 level of existing class
6th	+4	+5	+5	+5	Cold Resistance 10	+1 level of existing class
7th	+5	+5	+5	+5	Ki Strike (ghost touch)	–
8th	+6	+6	+6	+6	Shadow Jump 40 ft.	+1 level of existing class
9th	+6	+6	+6	+6	Fists of Darkness (1d6)	–
10th	+7	+7	+7	+7	Ascension, Sight Without Eyes 20 ft.	+1 level of existing class

Darkvision (Ex): At 1st level, the shadow tiger gains darkvision out to 30 ft. If the shadow tiger already has darkvision, then she gains no benefit from this ability.

Cold Resistance (Su): Beginning at 2nd level, due to prolonged exposure to the unnatural chill of the Plane of Shadow, the shadow tiger has become fairly inured to the cold. She gains cold resistance 5. At 6th level, this cold resistance increases to 10.

Evasion (Ex): At 3rd level, the shadow tiger gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw. If the shadow tiger already has evasion, then she gains the improved evasion ability.

Fists of Darkness (Su): At 3rd level, the shadow tiger learns to empower her fists with the essence of darkness. At will she tendrils of shadow-stuff begin to writhe and wrap around her fists, dealing an extra 1d4 points of cold damage with each successful unarmed strike. Alternatively, the shadow tiger could make a touch attack to deal only the cold damage. The shadow tiger can suppress or resume this affect as a free action on her turn. This damage increases to 1d6 at 9th level.

Shadow Jump (Su): At 4th level, a shadow tiger gains the ability to travel between shadows as if by means of a *dimension door* spell. The limitation is that the magical transport must begin and end in an area with at least some shadow. A shadow tiger can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. The length of the shadow jump increases to 40 ft. at 8th level. This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Sight Without Eyes (Ex): Beginning at 5th level, the shadow tiger has begun to rely on senses other than sight. Darkness is no longer an obstacle to be overcome, but an enhancement to her already impressive abilities. She gains the blindsight ability out to 10 ft. At 10th level, the blindsight range increases to 20 ft.

Ki Strike (Su): At 7th level, the shadow tiger learns focus her *ki* energies in different ways. Her unarmed attacks act as if they were under the effects of the *ghost touch* weapon special quality, meaning that she suffers no mischance against incorporeal undead when using her unarmed strikes.

Ascension (Su): At 10th level, the shadow tiger ascends to some higher form, similar to that achieved by the shadow mages, although much more controlled. She becomes an outsider with the native subtype. She gains immunity to cold, damage reduction 5/silver, and a +4 bonus to Hide checks. Additionally, her unarmed attacks are treated as if they were silver weapons for the purpose of overcoming damage reduction. Note that this does not impose the -1 penalty to damage normally associated with silver weapons.