

PATH OF SHADOWS




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PATH OF SHADOWS

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PATH OF SHADOWS

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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TABLE OF CONTENTS



| | |
|-------------------------------------|----|
| INTRODUCTION | 4 |
| What to Expect | 5 |
| References in the Book | 5 |
| CHAPTER I — THE NIGHTBLADE | 6 |
| Nightblade Paths | 10 |
| Spells | 20 |
| Favored Class Options | 21 |
| CHAPTER II — ARCHETYPES AND OPTIONS | 22 |
| Alchemist | 22 |
| Antipaladin | 24 |
| Barbarian | 25 |
| Bloodrager | 26 |
| Cleric | 26 |
| Druid | 27 |
| Magus | 28 |
| Monk | 28 |
| Nightblade | 29 |
| Oracle | 32 |
| Paladin | 33 |
| Rogue | 34 |
| Shaman | 34 |
| CHAPTER III — FEATS | 36 |
| CHAPTER IV — SPELLS | 40 |
| Spell Lists | 41 |
| Spell Descriptions | 46 |
| CHAPTER V — MAGIC ITEMS | 69 |
| OPEN GAME LICENSE | 77 |
| INDEX | 78 |





There are many kinds of magic in the world. A healing touch to save a life or a wave of flame to end many, no single skill can be as valuable to a group as magic. Despite all of its wonderful possibilities, it is difficult to understand, and even harder to master.

Wizards spend years pouring over dusty tomes, memorizing lengthy invocations and complex gestures just to create a single, static effect. Clerics devote their lives to the church in service of their gods, but still pray for the same form of magic in all of its limitations. Even those whose magic comes naturally to them find themselves limited to what magical ability they have discovered within themselves, restricting the innumerable capabilities of magic to a handful of spells which is difficult enough to fully understand. A system was needed to better define magic, one that allowed a would-be spellcaster to focus on an area of study, or let those who naturally had magical talent better comprehend and master the gift they were bestowed.

Scholars of all stripes sought to categorize magic based on its capability. Protective wards and barriers, destructive blasts of energy, or the ability to give a creature a new form; each school found what defined its power, its place within the spectrum of magic. Yet one school found itself defined not by its limitation, but its lack thereof: shadow magic.

Shadow magic is a form of magic that taps into the mutable nature of the Plane of Shadow, allowing its controller to replicate nearly any desired effect, to a certain degree. Its spells were not limited to a single focus, a single result: a spellcaster could learn just one incantation and be prepared for any number of situations. It is certainly a daunting school of magic to learn, but the endless possibilities provide an enticing choice for casters of all kinds. Yet despite its supposed infinite capability, shadow magic has remained relatively unexplored past its initial inception, its abilities and spells never expanding...until now.

WHAT TO EXPECT

Path of Shadows aims to bring new light to the darker side of magic, expanding upon a system very rarely touched upon within the Pathfinder Roleplaying Game. Within these pages you will find a great number of new abilities and options to incorporate shadow magic into your own games.

The book is divided into five chapters, each serving a part in expanding upon the abilities of shadow magic and the people that use them. Presented here is a brief description of each of the chapters in the book, to give you a better idea of what material is found within these pages. You can also reference the index on page 78 to find specific terms and features.

Chapter I – The Nightblade: This chapter focuses exclusively on a new 20-level base class, the nightblade. The nightblade is a flexible class that showcases the wide range of abilities that shadow magic offers, and while a large focus of its core features is on stealth and subterfuge, each of its five “path” specializations gives the nightblade a deeper focus on a single aspect of shadow magic, such as energy effects, fear, and illusions. The class offers a wide selection of features to support a variety of different play styles, making the class a fun choice for any player. It is designed to be comparable in power to existing Pathfinder Roleplaying Game classes while still filling its own niche within a party, and has more than enough options so players don’t feel left out from the plethora of archetypes, variants, and expanded abilities available to existing player classes.

Chapter II – Archetypes and Options: This chapter focuses on adding new shadow- and darkness-based options to existing classes. This includes new selectable options for existing mechanics, such as new alchemist discoveries, a new bloodrager bloodline, and a new oracle mystery, or new archetypes for players to take, such as the stygian striker magus or the lunar guardian druid. As *Path of Shadows* focuses on shadow magic, most martially-focused classes such as the fighter and cavalier do not receive new features, though a few such as the monk, rogue, and barbarian are presented with new options.

Of course, the nightblade is also given options, with five archetypes to better customize the class to a player’s desires. Players can use the dark conjuror to gain summoning abilities or the shadowstriker to create a more classic battlemage, or can take the traveler of two paths archetype to combine their two favorite nightblade paths together.

Chapter III – Feats: This chapter contains twenty-five brand new feats for characters of all kinds. Several of the feats are new racial feats for Fetchlings and Wayangs, the two player races that hail from the Plane of Shadow.

Chapter IV – Spells: This chapter holds nearly 70 new spells for magic users of all stripes, focusing on shadow and darkness spells. The nightblade itself gains some exclusive spells to its spell list, six of which are a new line of “umbral” spells that conjure illusory allies to serve you. This chapter also includes a small rules section on how spells and effects that use a creature’s shadow interact with each other, as well as a note on how to better incorporate the new *summon horror* spell line into existing material.

Chapter V – Magic Items: The final chapter in *Path of Shadows* focuses on magic items. Several new weapon and armor properties are introduced, such as *neurotic burst* or *blending*, as well as unique magic weapons and armor that utilize these abilities. There are also new rings and wondrous items to be used by characters of all kinds. To make integration of these items into your game easier, the items and special properties in this chapter have been divided into the categories outlined in *Pathfinder Roleplaying Game Ultimate Equipment* for use in randomized tables.

REFERENCES IN THE BOOK

In many areas throughout *Path of Shadows* it would be impractical to list out each reference to existing Pathfinder Roleplaying Game material, particularly when referencing spells and feats. Instead, the following shorthand is used in reference to material, as follows:

APG – *Pathfinder Roleplaying Game Advanced Player’s Guide*
ACG – *Pathfinder Roleplaying Game Advanced Class Guide*
ARG – *Pathfinder Roleplaying Game Advanced Race Guide*
UM – *Pathfinder Roleplaying Game Ultimate Magic*
UC – *Pathfinder Roleplaying Game Ultimate Combat*
B1 – *Pathfinder Roleplaying Game Bestiary*
B2 – *Pathfinder Roleplaying Game Bestiary 2*
B3 – *Pathfinder Roleplaying Game Bestiary 3*
B4 – *Pathfinder Roleplaying Game Bestiary 4*

Spells marked with an asterisk (*) are new spells found in this book. Spells without a superscript can be assumed to be from the *Pathfinder Roleplaying Game Core Rulebook*.

CHAPTER I

THE NIGHTBLADE

For some, darkness is not a hindrance, but a powerful ally. Quietly stepping between shadows, nightblades are experts of stealth and subtlety, blending agile combat with potent magic to outwit and overwhelm their foes. Nightblades excel at using shadow magic in innumerable ways, making them adaptable and unpredictable. The powers of darkness are not easily learned, however; the near limitless possibilities of shadow magic are instead divided into several teachings, each one as wildly different as the last. From overwhelming fear to convincing illusions, or from limitless creation to untold entropic destruction, each nightblade's powers grant them the means to take on any challenge.

Role: Nightblades, if nothing else, are flexible, capable of adapting to situations as needed. Their skill with stealth, deception, and infiltration make all nightblades excellent scouts, spies, or assassins. Their chosen path allows a nightblade to excel in a certain area, ranging from close combat to powerful evocations, making no two nightblades identical.

Alignment: Any

Hit Die: d8

Starting Age: Self-Taught

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The nightblade's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (planes), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Points Per Level: $6 +$ Int modifier.

Class Features

All of the following are class features of the nightblade.

Weapon and Armor Proficiency: A nightblade is proficient with all simple weapons, plus the longsword, rapier, scythe, short sword, shortbow, and spiked chain.

They are proficient with light armor, but not with shields. A nightblade can cast nightblade spells while wearing light armor without incurring the normal arcane spell failure chance. Like other arcane spellcasters, a nightblade wearing medium or heavy armor or wielding a shield incurs a chance of arcane spell failure if the spell in question has somatic components. A multiclass nightblade still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A nightblade casts arcane spells drawn from the nightblade spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a nightblade must have a Charisma score equal to at least $10 +$ the spell level. The Difficulty Class for a saving throw against a nightblade's spell is $10 +$ the spell level $+$ the nightblade's Charisma modifier.

A nightblade can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is given on **Table: Nightblade**. In addition, she receives bonus spells per day if she has a high Charisma score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*).

A nightblade's selection of spells is extremely limited. A nightblade begins play knowing four 0-level spells and two 1st-level spells of the nightblade's choice. At each new nightblade level, she gains one or more new spells as indicated on **Table: Nightblade Spells Known** (Unlike spells per day, the number of spells a nightblade knows is not affected by his Charisma score. The numbers on **Table: Nightblade Spells Known** are fixed.). These new spells can be common spells chosen from the nightblade spell list, or they can be unusual spells that the nightblade has gained some understanding of through study.

Upon reaching 5th level, and at every third nightblade level thereafter (8th, 11th, and so on), a nightblade can choose to learn a new spell in place of one she already knows. In effect, the nightblade "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level nightblade spell she can cast. A nightblade may swap out only a single spell at any given level and must choose

Table: Nightblade

| Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day | | | | | |
|-------|-------------------------|--------------|-------------|--------------|--|----------------|-----|-----|-----|-----|-----|
| | | | | | | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | +0 | +0 | +2 | +2 | Cantrips, Path Power 1/day, Path Technique | 1 | — | — | — | — | — |
| 2nd | +1 | +0 | +3 | +3 | Evasion, Shadow Surge | 2 | — | — | — | — | — |
| 3rd | +2 | +1 | +3 | +3 | Nightblade Art, Nighteye | 3 | — | — | — | — | — |
| 4th | +3 | +1 | +4 | +4 | Path Power 2/day | 3 | 1 | — | — | — | — |
| 5th | +3 | +1 | +4 | +4 | Path Technique | 4 | 2 | — | — | — | — |
| 6th | +4 | +2 | +5 | +5 | Nightblade Art | 4 | 3 | — | — | — | — |
| 7th | +5 | +2 | +5 | +5 | Path Power 3/day | 4 | 3 | 1 | — | — | — |
| 8th | +6/+1 | +2 | +6 | +6 | Hide In Plain Sight, Twin Surge | 4 | 4 | 2 | — | — | — |
| 9th | +6/+1 | +3 | +6 | +6 | Nightblade Art, Shadow Shift | 5 | 4 | 3 | — | — | — |
| 10th | +7/+2 | +3 | +7 | +7 | Path Power 4/day, Path Technique | 5 | 4 | 3 | 1 | — | — |
| 11th | +8/+3 | +3 | +7 | +7 | Improved Evasion | 5 | 4 | 4 | 2 | — | — |
| 12th | +9/+4 | +4 | +8 | +8 | Nightblade Art | 5 | 5 | 4 | 3 | — | — |
| 13th | +9/+4 | +4 | +8 | +8 | Path Power 5/day | 5 | 5 | 4 | 3 | 1 | — |
| 14th | +10/+5 | +4 | +9 | +9 | See In Darkness | 5 | 5 | 4 | 4 | 2 | — |
| 15th | +11/+6/+1 | +5 | +9 | +9 | Nightblade Art, Path Technique | 5 | 5 | 5 | 4 | 3 | — |
| 16th | +12/+7/+2 | +5 | +10 | +10 | Path Power 6/day | 5 | 5 | 5 | 4 | 3 | 1 |
| 17th | +12/+7/+2 | +5 | +10 | +10 | Shadowy Realism, Triple Surge | 5 | 5 | 5 | 4 | 4 | 2 |
| 18th | +13/+8/+3 | +6 | +11 | +11 | Nightblade Art | 5 | 5 | 5 | 5 | 4 | 3 |
| 19th | +14/+9/+4 | +6 | +11 | +11 | Path Power 7/day | 5 | 5 | 5 | 5 | 5 | 4 |
| 20th | +15/+10/+5 | +6 | +12 | +12 | Path Technique | 5 | 5 | 5 | 5 | 5 | 5 |

whether or not to swap the spell at the same time that she gains new spells known for the level.

A nightblade need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not used up her allotment of spells per day for the spell's level.

Cantrips: Nightblades learn a number of cantrips, or 0-level spells, as noted on **Table: Nightblade Spells Known** under “Spells Known.” These spells are cast like any other spell, but they do not consume any slots and may be used again.

Path: The teachings of shadow magic are complex and diverse, but mastering all of its powers is nearly impossible. Instead, nightblades focus on a particular aspect of shadow magic, greatly enhancing their capabilities in that area. Each nightblade must choose a path at 1st level, representing the specialization of her shadow magic. Once chosen, it cannot be changed.

A nightblade gains a technique for her path at 1st level, 5th level, and every five levels thereafter. The techniques a nightblade gains are described in her chosen path. Each path also has an associated path power, which the nightblade can use once per day. The nightblade can use this power an additional time per day at 4th level and

every three levels thereafter, to a maximum of seven times per day at 19th level.

The nightblade's path also grants her additional class features, including an ability that utilizes shadow surges (see below) and more choices when selecting nightblade arts. These features are described in the path's entry.

Evasion (Ex): A nightblade of 2nd level can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the nightblade is wearing light armor or no armor. A helpless nightblade does not gain the benefit of evasion.

Shadow Surge (Su): At 2nd level, the nightblade gains the ability to create a condensed reserve of energy from the Plane of Shadow which she can expend to great effect, but creating the reserve takes effort. The nightblade can spend a standard action that provokes attacks of opportunity to gain a single shadow surge. When she does this, her shadow becomes darker and more distinct as it is infused with the planar energy.

The shadow surge is an expendable resource that the nightblade can use to fuel her various abilities. She cannot have more than one surge at a time, but

Table: Nightblade Spells Known

| Level | Spells Known | | | | | | |
|-------|--------------|-----|-----|-----|-----|-----|-----|
| | 0 | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | 4 | 2 | — | — | — | — | — |
| 2nd | 5 | 3 | — | — | — | — | — |
| 3rd | 6 | 4 | — | — | — | — | — |
| 4th | 6 | 4 | 2 | — | — | — | — |
| 5th | 6 | 4 | 3 | — | — | — | — |
| 6th | 6 | 4 | 4 | — | — | — | — |
| 7th | 6 | 5 | 4 | 2 | — | — | — |
| 8th | 6 | 5 | 4 | 3 | — | — | — |
| 9th | 6 | 5 | 4 | 4 | — | — | — |
| 10th | 6 | 5 | 5 | 4 | 2 | — | — |
| 11th | 6 | 6 | 5 | 4 | 3 | — | — |
| 12th | 6 | 6 | 5 | 4 | 4 | — | — |
| 13th | 6 | 6 | 5 | 5 | 4 | 2 | — |
| 14th | 6 | 6 | 6 | 5 | 4 | 3 | — |
| 15th | 6 | 6 | 6 | 5 | 4 | 4 | — |
| 16th | 6 | 6 | 6 | 5 | 5 | 4 | 2 |
| 17th | 6 | 6 | 6 | 6 | 5 | 4 | 3 |
| 18th | 6 | 6 | 6 | 6 | 5 | 4 | 4 |
| 19th | 6 | 6 | 6 | 6 | 5 | 5 | 4 |
| 20th | 6 | 6 | 6 | 6 | 6 | 5 | 5 |

there is otherwise no limitation on how many times a day the nightblade can create or use shadow surges. The nightblade has these surges indefinitely until she expends them, though she loses her surges if she is ever unconscious, asleep, or killed.

The nightblade can expend a shadow surge as a free action when making a Stealth check to enshroud herself in darkness, letting her roll twice and take the better result. In addition, the nightblade gains a method of expending her shadow surge based on her chosen nightblade path. This surge ability is described in the path's entry. The nightblade can gain new ways to use shadow surges as she grows in skill, typically through gaining a nightblade art (see below).

Nightblade Art: As a nightblade gains experience, she learns a number of techniques and powers that enhance her combat skill and shadow magic. Starting at 3rd level, a nightblade gains one nightblade art. She gains an additional nightblade art for every three levels of nightblade attained after 3rd level. A nightblade cannot select a particular art more than once. If a nightblade art calls for a saving throw, the DC is equal to 10 + 1/2 the nightblade's level + her Charisma modifier. A nightblade can choose from any of the following nightblade arts or from any of the arts listed for her chosen path.

Beckoning Shadows (Su): The nightblade gains the ability to forcibly shadow shift another creature. As a standard action, the nightblade can target a single creature within 50 feet and teleport it in any direction to another location within 30 feet she can see, following the same limitations as her shadow shift ability. The destination must be on solid ground, and the teleportation cannot end in a space that is by nature hazardous to the creature the nightblade is teleporting. A Will save by the target negates the effect. The distance the nightblade teleports a creature with beckoning shadows counts triple against her total daily distance she can teleport with her shadow shift ability. The nightblade must be at least 15th level before selecting this art.

Casting Art (Ex): The nightblade gains a metamagic feat as a bonus feat.

Combat Art (Ex): The nightblade gains a combat feat as a bonus feat.

Dark Resurgence (Su): The nightblade can quickly recover her shadow powers. Once per day as a free action, the nightblade can gain all of her shadow surges back, up to her maximum amount. The nightblade must be at least 6th level before selecting this art.

Disguising Veil (Sp): The nightblade can mask her appearance, as *disguise self*, for a number of minutes per day equal to her nightblade level. This duration does not need to be consecutive, but must be spent in 1-minute increments. The DC to disbelieve the disguising veil is equal to the nightblade's art DC, rather than the normal DC for *disguise self*.

Dusk Strike (Su): The nightblade gains the ability to slip her weapon between dimensions, if only for a moment. By expending a shadow surge as a swift action, the nightblade's melee, ranged, or natural weapon shifts partially into the Plane of Shadow, bypassing a target's defenses. The next weapon or natural attack the nightblade makes resolves against touch AC, rather than the target's normal AC. If the nightblade doesn't make the attack before the start of her next turn, the effect is wasted. The nightblade must be at least 9th level before selecting this art.

Fall of Night (Su): The nightblade can spend a shadow surge as a swift action when she confirms a critical hit to flood her target with shadowy energy. The nightblade can choose one of the following effects to inflict: blinded for 2d4 rounds, staggered for 1 round, or exhausted. A successful Fortitude save negates the effect. The nightblade must be at least 15th level before selecting this art.

Flexible Art (Ex): The nightblade gains a bonus feat. The nightblade must be at least 12th level before selecting this art.

Focused Cast (Su): The nightblade can expend a shadow surge as a free action to take 10 on a concentration

check, even if circumstances would normally prevent her from taking 10 on a check.

Hidden Stride (Ex): The nightblade can move at full speed while using the Stealth skill without penalty. When in dim light, the miss chance due to concealment against the nightblade increases to 50% (rather than 20%); this does not grant total concealment, it just increases the miss chance.

Mystic Shade (Su): The nightblade can use her shadow magic to better emulate the abilities needed to activate wands, scrolls, and the like. The nightblade can expend a shadow surge as a free action when making a Use Magic Device check to roll twice on the check and take the better result.

Penumbral Aegis (Ex): The nightblade can use shadowstuff to redirect attacks that would normally bypass her defenses. The nightblade adds her Charisma modifier (minimum +0) as a bonus to her touch AC. This cannot make her touch AC exceed her normal AC. The nightblade must be at least 12th level before selecting this art.

Shadow Cache (Sp): The nightblade can carve out a space in the Plane of Shadow to hide her belongings. This functions as the spell *secret chest*, using the nightblade's level as her caster level. Unlike with *secret chest*, the chest is made of shadowstuff (meaning it does not cost anything) and lasts until the nightblade either dismisses the cache or is killed. Creating, hiding, and summoning the chest can be done at will without a focus as a full-round action. Creatures cannot stay in the shadow cache; if a creature is inside the chest when it is sent back to the Plane of Shadow, the creature is left behind. The nightblade can only maintain one shadow cache. If she dismisses the shadow cache or is killed while the chest is still on the Plane of Shadow, the items in the chest remain there, and cannot be recalled by any means, even by creating another shadow cache. A planar expedition to the Plane of Shadow can be made to find the chest. The nightblade must be at least 9th level before selecting this art.

Shadow Form (Sp): The nightblade can turn herself into a natural shadow, as the spell *shadow form**, for a number of minutes per day equal to half her nightblade level. This duration does not have to be consecutive, but must be spent in 1-minute increments. The nightblade must be at least 9th level before selecting this art.

Shadow Motion (Su): The nightblade can bend the space she is in by partially moving into the Plane of Shadow. This allows her to spend a shadow surge as a free action when making an Acrobatics, Climb, or Swim check to roll twice and take the better result.

Shadow Run (Sp): The nightblade's legs become shadowy wisps that bend and flow around the terrain. As a swift action, the nightblade can spend a shadow

surge to gain the benefits of *feather step*^{APG} for a number of rounds equal to her Charisma modifier (minimum 1). In addition, the nightblade adds her Charisma modifier to her CMD against attempts to trip, bull rush, reposition, or otherwise move her from her current space for the duration. Other penalties associated with moving over difficult terrain (such as damage) still apply. The nightblade must be at least 6th level before selecting this art.

Shadow Transference (Su): The nightblade can manipulate shadow magic effects after they have been created, even those created by others. By expending a shadow surge as a standard action, the nightblade can adjust the target of an ongoing spell with the darkness or shadow descriptor or of the shadow subschool. She can shift the spell to another valid target within 10 feet of the original target. If the spell was cast by another creature, the original caster is entitled to a Will save to prevent the nightblade from transferring the spell. The shadow surge is still spent, whether the transference was successful or not. Spell resistance and saving throws apply to the new target of the spell (if applicable). The spell uses its original DC and caster level (regardless of its source), but caster level checks to overcome spell resistance always use the nightblade's caster level. The nightblade cannot use shadow transference on a spell with a range of "personal" or a spell that does not target one or more creatures or objects, and can only attempt to use it once on a single effect. The nightblade must be at least 9th level before selecting this art.

Shifting Focus (Su): The nightblade can shift an extra 100 feet each day using her shadow shift ability. The nightblade can also take other willing creatures that are adjacent to her with her when she shadow shifts. She must spend an equal amount of distance for each creature brought along. The nightblade must be at least 12th level before selecting this art.

Void Sight (Sp): The nightblade can grant others the ability to see in even the darkest of shadows. As a standard action, the nightblade can grant willing creatures within 30 feet the benefits of both an *eyes of the void*^{CG} spell and a *see invisibility* spell, using the nightblade's level as her caster level for each effect. The nightblade can affect one willing creature per three nightblade levels she has, to a maximum of 6 creatures. The nightblade can use this ability once per day. The nightblade must be at least 15th level before selecting this art.

Warp Strike (Su): The nightblade can shift her weapon into the Plane of Shadows, distorting the distance between herself and her target. By expending a shadow surge as a swift action, all of her melee weapon attacks or natural attacks made during her turn have their reach increased by 5 feet. At 12th level, the range increases to 10 feet. She may also perform this with a single melee

touch attack made on her turn. Alternatively, she can spend her shadow surge as a swift action to reduce the penalty on ranged attack rolls due to distance by 2 until the end of her turn. At 12th level, the penalty is reduced by an additional 2.

Nighteye (Ex): At 3rd level, the nightblade gains darkvision out to 30 feet. At 9th level, this distance increases to 60 feet. If the nightblade already has darkvision, its range is increased by these amounts. She also gains Blind-Fight as a bonus feat. If she already has this feat, she can choose any other feat she qualifies for.

Hide in Plain Sight (Su): Starting at 8th level, a nightblade can use the Stealth skill even while being observed. As long as she is within 10 feet of an area of dim light, a nightblade can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Twin Surge (Su): A nightblade of 8th level or higher can store up to two shadow surges



at once. She can gain both surges with a single full-round action that provokes attacks of opportunity or gain one surge as a standard action as normal.

Shadow Shift (Su): At 9th level, the nightblade 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 dim light. The nightblade can shift 30 feet per level each day in this manner. This amount can be split among many shifts, but each one, no matter how small, counts as a 10-foot increment. This ability functions as if casting a *dimension door* spell for the purpose of qualifying for and using feats such as Dimensional Agility^{UC}. She cannot bring other creatures along, except for her familiar (if she has one), and only if it is within arm's reach. Bringing a familiar does not require additional uses of shadow shift.

Improved Evasion (Ex): At 11th level, a nightblade's evasion improves. This ability works like evasion, except that while the nightblade still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless nightblade does not gain the benefit of improved evasion.

See in Darkness (Su): At 14th level, a nightblade can see perfectly in natural or magical darkness out to any distance.

Shadowy Realism (Su): At 17th level, the nightblade's shadow spells become more realistic. Any shadow spell the nightblade casts whose realness is represented as a percentage, such as *shadow conjuration* or *shadow evocation*, is 20% more real. This only applies to shadow spells she casts, not to spell-like abilities that mimic shadow spells (such as the shadow energy technique from the Path of the Ravaging Void). This does not stack with other abilities that increase the realism of shadow spells, such as the 20th-level bloodline power of the shadow sorcerer bloodline.

Triple Surge (Su): A nightblade of 17th level or higher can store up to three shadow surges at once. She can gain all three surges with a single full-round action or can gain a single surge as a standard action.

NIGHTBLADE PATHS

The following five paths are those most commonly found among nightblades, though some other paths may exist. Unless otherwise stated, most nightblades are assumed to take the Path of the Darkened Fortress.

The DC to save against any path powers, techniques, and so on is equal to 10 + 1/2 the nightblade's level + her Charisma modifier, unless otherwise noted.

Path of the Bloodied Chain

Those who follow the Bloodied Chain learn to harness the primal fear of darkness, overwhelming and terrifying their foes with shadows. Many of their powers are based on kytons, the sadomasochistic devils of the Plane of Shadow that relish in the pain and fear they inflict.

Path Power: A nightblade that follows the Path of the Bloodied Chain gains the following path power.

Umbral Shackles (Sp): You conjure an area of fearsome shadows, entangling chains of darkness terrorizing those within. Shadowy chains twist out from a point in space you designate within 50 feet in a 10-foot radius spread. At 8th level and again at 16th level, the maximum radius of umbral shackles increases by 10 feet. You can make the radius of the umbral shackles smaller than these amounts, though the radius must be a multiple of 5 feet.

The umbral shackles lower the light level in the area as a *darkness* spell. Creatures within the area are entangled as the chains pull at them (no save), though they are not anchored and can still move at half speed. In addition, creatures that enter the area of your umbral shackles or start their turn in the area must make a Will save or become shaken. This effect does not stack. At 6th level, creatures that are shaken that enter the area of the umbral shackles or start their turn in the area must make a Will save or become frightened. At 12th level, creatures that are frightened that enter the area of the umbral shackles or start their turn in the area must make a Will save or become panicked. The fear effects last as long as the creature remains in the area and for 1d4 rounds after they leave. This is a mind-affecting fear effect. Creatures immune to fear are immune to both the entanglement and fear effects. You are immune to the effects of your own umbral shackles (though the area is still dark to you, as the *darkness* spell).

Umbral shackles lasts a number of rounds equal to $3 + 1/2$ your nightblade level and can be dismissed early as a standard action. You can have multiple umbral shackles effects active at the same time; overlapping areas do not stack nor cause any additional effects.

Surge Ability: A nightblade of 2nd level that follows the Path of the Bloodied Chain gains the following ability to use with her shadow surge class feature.

Haunting Rattle (Su): As a move action, you can spend a shadow surge to create a phantom sound of rattling chains. Any enemies within 30 feet that are currently shaken, frightened, or panicked hear this illusory sound (other creatures cannot hear it) and have the duration of those conditions increased by 1 round. This is a mind-affecting fear effect.

Path Techniques: You become more adept at using shadow magic to sow terror on the battlefield.

Frightening Display (Ex): At 1st level, you gain a bonus on Intimidate checks equal to half your nightblade

level (minimum +1). If you manage to make a creature shaken for 4 or more rounds using the Intimidate skill, you can choose instead to make it frightened for 1 round for every 4 rounds it would have been shaken.

Aura of Fear (Su): At 5th level, you radiate a palpably daunting aura that causes all enemies within 10 feet to take a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of you. This ability functions only while you remain conscious, not if you are unconscious or dead.

Thrive on Fear (Ex): At 10th level, you become immune to fear effects, and gain a $+2$ bonus on saving throws against spells and effects with the pain or emotion descriptor. As long as there is at least one enemy within 50 feet of you that is suffering from a fear effect, you gain a $+1$ morale bonus on saving throws. This bonus increases to $+2$ at 18th level.

Eyes of Terror (Su): At 15th level, you gain a gaze attack with a range of 30 feet that incites pure terror in those that see it. A creature that is subjected to your gaze attack must make a Will save or be staggered for 1 round, overwhelmed with fear. A creature with Hit Dice less than half your nightblade level is paralyzed for 1d4 rounds instead. Starting or ending your gaze attack is a standard action. You can use your gaze attack for a number of rounds per day equal to $1/2$ your nightblade level. These rounds do not need to be consecutive. This is a mind-affecting fear effect.

Shadow of Dread (Su): At 20th level, you become terror incarnate. You are immune to bleed effects and to spells and effects with the pain or emotion descriptor (unless you allow them to affect you). For each creature within 50 feet that is suffering from a fear effect, you gain fast healing 1; this fast healing stacks, up to fast healing 10. Once per day, you can cast *weird* as a spell-like ability, using your nightblade level as your caster level.

Nightblade Arts: A nightblade that follows the Path of the Bloodied Chain can select from the following nightblade arts.

Bloodied Chains (Su): The chains within the nightblade's umbral shackles become wickedly barbed. Any creature inside takes 1d6 points of bleed damage each round; this damage does not stack. The bleeding persists even after the creature leaves the area of umbral shackles, though it can be stopped or healed as normal. At 15th level, the bleed effect increases to 2d6 damage. A creature that is immune to fear is immune to the bleed effect. The nightblade is immune to the bleeding effect of her umbral shackles. The nightblade must be at least 9th level before selecting this art.

Dread Sense (Su): The nightblade gains the ability to detect scared creatures simply by being near them, even if she cannot see them. She gains blindsight out to 60

feet, but it only allows her to perceive creatures that are suffering from a fear effect. The nightblade must be at least 12th level before selecting this art.

Shroud of Chains (Sp): The nightblade can make the shadowy chains of her umbral shackles emerge from herself to terrorize foes that draw near. By spending two of her daily uses of umbral shackles, she can cause the effect to be centered on herself. The area of the umbral shackles stays centered on her for the entire duration, even if she moves. The nightblade can also adjust the size of this shroud as a move action from as small as a 5-foot radius up to its normal size, though the radius must be a multiple of 5 feet. The nightblade must be at least 15th level before selecting this art.

Terrorizing Glare (Su): The nightblade can spend a shadow surge as a free action when making an Intimidation check to darken her visage, letting her roll twice and take the better result.

Untold Horrors (Su): Creatures that fail their Will saves against the nightblade's umbral shackles hear naught but the rattle of the chains, effectively deafening them as long as they remain shaken, frightened, or panicked by the umbral shackles.

Path of the Darkened Fortress

The Darkened Fortress focuses on creating solid structures, objects, and wards out of shadowstuff. Nightblades that follow the Path of the Darkened Fortress will find it easy to adapt in combat, as they can conjure whatever equipment or defense is needed for the current situation.

Path Power: A nightblade that follows the Path of the Darkened Fortress gains the following path power.

Shadow Armament (Sp): You can create a weapon made out of shadowstuff. The weapon must be a melee weapon you are proficient with. Being made of shadowstuff, the weapon is only partially real; creatures that realize the weapon is not real are less affected by it.

When you first attack a creature with the armament, it is entitled to a Will save to realize the weapon isn't real. On a successful save, the weapon deals half damage to the target for the duration of the armament. A creature only gets one saving throw, regardless of how often you strike the creature.

At 1st level, the weapon created has a +1 enhancement bonus. For every three levels after 1st, the total enhancement of the weapon increases by 1, to a total enhancement of +7 at 19th level. The weapon cannot have an enhancement bonus higher than +5 (as with a normal weapon). At 4th level, these bonuses can be used to add any of the following weapon properties: *blindstrike**, *frost*, *ghost touch*, *icy burst*, *keen*, *necrotic**, *necrotic burst**, *ominous*, *vorpal*, and *wounding*. These properties

do not function on a creature that makes its Will save. Adding these properties consumes an amount of bonus equal to the property's base price modifier. Duplicate abilities do not stack. The armament must be given at least a +1 enhancement bonus before any other properties can be added. These bonuses and properties are decided when the armament is created and cannot be changed until the next time you use this power.

Creating a shadow armament is a move action and lasts for a number of minutes equal to your Charisma modifier (minimum 1). As long as the armament's duration lasts, you can "stow" and "draw" the weapon by dispersing and rematerializing the weapon. This takes the same amount of time it takes for you to draw or sheathe a normal weapon, including any reductions in time from feats and abilities such as Quick Draw. If you are ever disarmed of the armament or you throw it (as a thrown weapon) you can rematerialize the same weapon as if you were drawing it.

You can only have one shadow armament in existence at a time. If you use the power again, the previous armament vanishes.

Surge Ability: A nightblade of 2nd level that follows the Path of the Darkened Fortress gains the following ability to use with her shadow surge class feature.

Shadow Barrier (Su): As an immediate action, you can expend a shadow surge to turn your shadow into a solid barrier. The barrier grants you cover versus a single enemy against the next attack or spell it uses against you, giving you a +4 bonus to Armor Class and a +2 bonus on Reflex saving throws. After a single attack is made, whether it hits or not, the barrier vanishes. At 10th level, the barrier instead lasts until the start of your next turn, granting you cover against all attacks and spells used against you by a single opponent during that time.

Path Techniques: Your mastery over shadow creation is unparalleled.

Shadow Bond (Su): At 1st level, you gain an arcane bond, as a wizard equal to your nightblade level. In the case of a bonded object, the object allows you to cast any one spell you know once per day, as opposed to a spell in a spellbook. Your nightblade levels stack with any other class levels that grant an arcane bond when determining the powers of your arcane bond. This ability does not allow you to have both a bonded object and a familiar.

Unlike most arcane bonds, your familiar or bonded object can meld with your shadow. Melding your bonded object into your shadow or turning it back to a normal item is equivalent to drawing or stowing that object as appropriate (typically a move action) and appears in the appropriate place when manifested, such as around your neck for a bonded necklace or in your hands for a bonded weapon. Melding with your shadow or turning back to familiar form is a move action for your familiar.



When melded with your shadow, the familiar does not count as a creature separate from you. It continues to grant its special familiar ability while melded, but otherwise has no abilities and can take no actions except to transform from shadow into creature. It cannot be targeted by effects or spells, nor do spells that target you benefit or harm the familiar while it is melded. A bonded object that is melded cannot be targeted by effects, nor stolen, sundered, and so on, but is considered held or worn for the purpose of casting spells. A bonded object that is melded with your shadow continues to grant any passive benefits the object would grant when worn or held, such as the deflection bonus to AC from a *ring of protection*, but you cannot use any spell-trigger, activated, or command word abilities the object may have. You cannot use another magic item that occupies the same slot as a melded bonded object; if you do, the worn item takes precedence and the bonuses from the bonded object are negated (though you can still cast spells as if you were holding or wearing your bonded object).

Penumbra Craft (Su): At 5th level, you gain your choice of either Craft Magic Arms and Armor or Craft Wondrous Item as a bonus feat. Additionally, when you craft a magic item (except a potion, a spell-trigger item, or a spell-completion item) you may utilize shadow magic to replicate the required spells, letting you ignore one spell prerequisite without increasing the creation DC. You can ignore an additional spell prerequisite at 10th, 15th, and 20th levels.

Guardian Shroud (Su): At 10th level, you can reflexively cause shadows to coalesce about you, hardening to deflect deadly blows. You have a 25% chance of ignoring any critical hit or sneak attack used against you. This chance increases to 50% at 13th level.

Dark Citadel (Sp): At 15th level, you gain access to your own pocket dimension within the Plane of Shadow, forming as a private fortress for you and your allies. This functions as a permanent *create demiplane*^{UM} spell, using your nightblade level as your caster level. You can choose the general features of the demiplane as described in *create demiplane*^{UM}. Within the center of the demiplane is a mighty fortress, as the “structure” option of the *create demiplane*^{UM} spell; the fortress can be any shape and layout you desire, but cannot exceed half of the demiplane’s total space (at 15th caster level, this is 75 10-ft. cubes of space). The interior of the fortress is protected by powerful abjurations, as a *guards and wards* spell, using your nightblade level as your caster level. You decide what protections the *guards and wards* spell provides (within the limitations of the spell), can change what defenses are granted once every 24 hours, and can dismiss or reactivate the *guards and wards* as a full-round action while you are in the demiplane. Twice per day, you may teleport yourself and your allies to the dark citadel

or from the citadel to where you came from as if casting a *plane shift* spell.

As it is in the Plane of Shadow, a creature cannot travel to your demiplane using *etherealness* or *astral projection* as with a normal demiplane, but it can be accessed via a *shadow walk* or *plane shift* spell. The size of the demiplane and the fortress itself scales with your nightblade level (up to 200 10-ft. cubes of space at 20th nightblade level for the entire plane, and up to 100 10-ft. cubes of space for the fortress); you choose the form of the additional space as you gain it. If the demiplane or the *guards and wards* effect within the plane are ever dispelled, it returns after 1 week (though any items stored in the demiplane are lost if the whole plane was dispelled). You may add to the demiplane as normal by using other castings of *create demiplane*^{UM} and its lesser and greater variants, but these additions are not permanent unless a *permanency* spell is cast on each addition. Even if this is done, if the whole plane is dispelled only the original demiplane returns; any additions you may have added to the plane do not return.

Shadow Raiment (Su): At 20th level, your control over shadow creation lets you create a constant barrier of darkness to defend yourself. You gain DR 5/silver and immunity to sneak attacks and critical hits. In dim light, darkness, or supernatural darkness, your damage reduction increases to DR 10/silver.

Nightblade Arts: A nightblade that follows the Path of the Darkened Fortress can select from the following nightblade arts.

Dark Enchantment (Su): The enhancements for the nightblade’s shadow armament become more flexible. The nightblade adds *corrosive*, *corrosive burst*, *fiery burst*, *flaming*, *shocking*, *shocking burst*, and *thundering* to the list of bonuses she can apply to her armament.

The nightblade also gains the ability to shroud her armament over a real weapon she is proficient with. This grants the real weapon the benefits of an *illusory edge** spell, using her nightblade level as her caster level, but only while the nightblade uses the weapon. The nightblade can choose any bonus she can grant her shadow armament, rather than the bonuses listed for *illusory edge**, though the total enhancement bonus she can grant is still limited as described in the *illusory edge** spell. The nightblade can only enhance a weapon in this manner if she can create an armament of the same type (typically a melee weapon, but can be used on ranged weapons if she possesses the versatile armament art). Enhancing a real weapon in this manner takes a single daily use of her shadow armament. The nightblade must be at least 9th level before selecting this art.

Improved Shadow Bond (Ex): The nightblade’s shadow bond gains additional power. The type of bonus depends on the form of her shadow bond.

If the nightblade has a familiar, she gains the Improved Familiar feat as a bonus feat. When the nightblade reaches 9th level, her familiar gains the benefit of her hide in plain sight class feature, but only as long as the familiar is within 5 feet of the nightblade.

If the nightblade has a bonded object, the nightblade adds her Charisma modifier to her CMD to resist attempts to sunder, disarm, steal, or otherwise attack her bonded object. She also adds her Charisma modifier to any saving throws the bonded object makes. In addition, the nightblade can use the hand holding her bonded object to perform gestures for the somatic components of her spells. At 9th level, her bonded object can be used to cast an additional spell that she knows each day, and enchanting her arcane bond using item creation feats costs 10% less gold than normal. The nightblade must be at least 6th level before selecting this art.

Piercing Armament (Su): The nightblade's armament can pierce even the toughest of defenses. Creatures that make the saving throw to disbelieve the shadow armament still take full effect from the weapon for 1 round as if they had failed the Will save. This effect does not apply to real weapons enhanced by the nightblade's dark enchantment art (if she has it). The nightblade must be at least 15th level before selecting this art.

Shadow Equipment (Su): The nightblade can spend a shadow surge as a standard action to create a quasi-real object that weighs no more than 1 pound per nightblade level she possesses. The created gear is not truly real; a creature affected by any equipment made by the nightblade is entitled to a Will save to disbelieve the item, treating it as if it doesn't exist. The equipment remains for 1 minute per nightblade level before fading away, although it disappears after one round if it leaves the nightblade's possession. Creating equipment to an exact specification might require a Craft skill check, subject to GM discretion. The shadowstuff can replicate simple materials, such as wood, stone, glass, or metal, but it cannot contain any moving parts. The nightblade could use this ability to create a dagger or a rope, but not a flask of acid. Any created equipment is mundane, non-masterwork and cannot be magically enhanced by any means.

Versatile Armament (Su): The nightblade gains new ways to shape her shadow armament. This grants two new forms: dual weapons, and ranged weapons.

The nightblade can create two melee weapons she is proficient with, one in each hand, rather than just one. These do not have to be the same weapon. They must be appropriately sized for the nightblade to wield. When she creates two weapons, the total enhancement bonus she can apply to her shadow armament is lowered by 2 (minimum +0), but both weapons receive the bonuses. Both weapons must be given the same enhancements; if

one of the chosen weapon properties can be applied to one of her weapons and not the other, the bonus does not function on the incompatible weapon. A creature only gets its Will save once against the weapons; a successful save makes the creature realize both weapons are not real.

The nightblade can also create her armament in the form of a ranged weapon she is proficient with. When she does so, she also gains a replenishing supply of shadowy ammunition. The ammunition is typical of the weapon and has no special material or alchemical properties; it could take the form of a bullet or arrow, but not an alchemical cartridge or silver bolt. This ammunition can only be used with the nightblade's shadow armament. A creature only gets its Will save once against the ammunition; a successful save makes the creature realize all of the ammunition is not real. Real ammunition cannot be used with the shadow armament; it simply falls through the weapon. The weapon is loaded when created, if required.

Instead of its normal enhancements, a ranged shadow armament gains the following properties for its ammunition at 4th level: *blindstrike**, *brilliant energy*, *designating*, *frost*, *greater designating*, *ghost touch*, *icy burst*, *nerotic**, *nerotic burst**, and *seeking*. These effects do not function against a creature that makes its Will save.

Path of the Eternal Night

The Path of the Eternal Night teaches how to bring enemies to the final embrace of death. Nightblades on this path utilize powerful negative energy, death, and entropic effects to corrupt their foes. Their strength comes from the destructive void between the Plane of Shadow and the Plane of Negative Energy, where existence is twisted into oblivion and horrible undead nightshades plot the annihilation of all.

Path Power: A nightblade that follows the Path of the Eternal Night gains the following path power.

Corruption (Su): You create a swirling vortex of negative energy around you, harming any that draw near. Starting a corruption is a swift action. The corruption manifests as shadowy energy that flows about you in a 5-foot radius. This energy harms any creature exposed to it, dealing 1d6 negative energy damage to any creature that enters the area or starts their turn in the area. A successful Fortitude save halves the damage. Undead in the area are not healed by this negative energy, but must instead make a Will save or flee as if panicked for 1d4 rounds.

The corruption always moves with you and stays centered on your space. Creatures you move past take damage from your corruption as if they had entered the area themselves. A single creature cannot be harmed by

corruption more than once per round, regardless of how many times a creature enters or exits your corruption. You are immune to the effects of your own corruption; other creatures in your space are affected as normal.

The corruption lasts a number of rounds equal to 1/2 your nightblade level + your Charisma modifier (minimum 1) and can be dismissed early as a standard action. You can only have one corruption in effect at a time. At 5th level, and every four levels thereafter, the damage of your corruption increases by 1d6, to a maximum of 5d6 per round at 17th level.

Surge Ability: A nightblade of 2nd level that follows the Path of the Eternal Night gains the following ability to use with her shadow surge class feature.

Entropic Grasp (Sp): By spending a shadow surge as a standard action, you can make a single touch attack against a creature to afflict it with entropic energies. For the next round, anytime the target rolls a d20, it must roll twice and take the less favorable result. Once a creature has been affected by entropic grasp, it cannot be affected again for 24 hours.

Path Techniques: The blending of shadow magic and negative energy gives you mastery over death itself.

Powered by Death (Sp): You can absorb the life force of a dying or recently deceased creature to gain great power. As a standard action, you can target a creature within 30 feet that currently has -1 or fewer hit points or is deceased. A creature that is deceased must have died on the previous turn to be targeted by this ability. A living creature must make a Will save or be slain instantly. This is a death effect. If you successfully kill a creature with this ability, you gain one of the following benefits, chosen when the creature fails its saving throw:

- +1 morale bonus on attack rolls. This increases by +1 at 6th level and every six nightblade levels thereafter (max +4).
- +1 morale bonus on damage rolls. This increases by +1 for every three levels past 1st (max +7).
- DR 1/magic. This increases by 1 for every four levels after 1st (max DR 5). At 10th level, this DR changes to silver.
- +1 insight bonus on concentration checks and caster level checks to overcome spell resistance. This increases by 1 for every three levels after 1st (maximum +7).
- Heal 1d6 hit points, plus an additional 1d6 hit points per two nightblade levels past 1st (maximum 10d6).

The benefit lasts for 1 minute, except for the healing, which is instant. When you target a creature that died last turn, the creature gets no saving throw and you automatically gain one of the listed benefits. You cannot target a dead creature that you killed with this ability. At 7th level, you can use this ability as a move action. At 13th level, you can use this ability as a swift action. You

can use this ability a number of times per day equal to your Charisma modifier (minimum 1).

Descent into Darkness (Su): At 5th level, you gain Diehard as a bonus feat, even if you do not meet the prerequisites. In addition, you gain an aura that balances life and death within. Allies within 10 feet of you are treated as having the Diehard feat, even if they don't meet the prerequisites, and automatically succeed any checks to stabilize. An ally using the Diehard feat to stay conscious that moves more than 10 feet away from you immediately falls unconscious (but stable) if they do not possess the Diehard feat themselves. In addition, enemies within 10 feet of you that are dying automatically fail any checks to stabilize and cannot benefit from the Diehard feat unless they have more hit dice than your nightblade level. You have this aura only while you are conscious, not if you are unconscious or dead.

Death Attunement (Su): At 10th level, you no longer take damage from negative energy effects. You gain a +4 bonus on saving throws against death effects and energy drain. You permanently can see the condition of living and dead creatures, as if under the effects of a *deathwatch* spell.

Shadow Betrayal (Sp): At 15th level, you gain the power to animate a creature's shadow and turn it against him. As a standard action, you can cause a creature within 30 feet to have its shadow animate into a hostile creature; this is treated as a *summon monster VII* spell, but instead conjures a greater shadow^{B1}. The greater shadow has superficial traits that make it appear similar to the creature it was animated from, but otherwise does not have its statistics or size changed in any way. The greater shadow can only attack the creature whose shadow it was animated from; if that creature dies, the greater shadow dies with it. The greater shadow cannot create spawn. You cannot use this ability on a creature that does not have a shadow. As long as this ability is in effect, the creature does not cast a shadow and cannot be targeted by other spells and effects that rely on having a shadow.

You can use this ability once per day. At 17th level, this ability functions as *summon monster VIII*, allowing you to create 1d3 greater shadows. However, you may only animate one greater shadow per creature in range; the shadow can only attack whatever creature it was animated from. At 19th level, this functions as *summon monster IX* with the same limitations, allowing you to summon 1d4+1 greater shadows.

Master of Death (Su): At 20th level, you become one with death and entropy. You gain immunity to death effects, energy drain, sickened, nausea, fatigue, and exhaustion. You can no longer be magically aged. Negative energy effects heal you as if you were undead. Once per day, you may cast *maw of the nightwaver** as a spell-like ability, using your nightblade level as your caster level.

Nightblade Arts: A nightblade that follows the Path of the Eternal Night can select from the following nightblade arts.

Corrupting Feast (Su): The nightblade's corruption lashes out at anyone who strikes at the nightblade, absorbing their life force. The nightblade is treated as if under the effects of a *vampiric shadow shield*^{ACG} spell as long as her corruption is active. The nightblade must be at least 15th level before selecting this art.

Grasp of Death (Su): The deathly energies of the nightblade's corruption linger, harming creatures even after they move away. A creature harmed by the nightblade's corruption that leaves the area must make another save against the nightblade's corruption at the start of its turn, as if it was still in the area of the corruption. This only occurs the first round the creature is outside of the corruption, though if it reenters and exits the area this effect will apply again. A creature can still only be harmed by corruption once per round. The nightblade must be at least 9th level before selecting this art.

Grave Walker (Su): The nightblade gains the ability to shift between dead or dying creatures, the energy of their death serving as a focal point for her shadow magic. The nightblade can treat a corpse's, a dying creature's, or an undead creature's space and any squares adjacent to it as if it were in dim light for the purpose of teleporting with her shadow shift ability. The nightblade must be at least 12th level before selecting this art.

Shadow of Death (Su): The nightblade can partially absorb the life force of a slain creature to fuel her shadow magic. Whenever the nightblade successfully uses her powered by death spell-like ability, she also gains a shadow surge. This surge does not count against her normal maximum of surges she can have at once, but the surge must be spent within 1 minute or it is lost.

Vile Corruption (Su): The nightblade's corruption makes creatures uneasy while they remain in its area. A creature that fails its saving throw against the nightblade's corruption is sickened for 1d4 rounds. This duration does not stack.

Path of the Ravaging Void

Nightblades that follow the Path of the Ravaging Void create powerful evocations out of shadowstuff. Nightblades of this path can replicate many forms of destructive power, from searing flames to raw force, and can manipulate and twist energy effects with ease.

Path Power: A nightblade that follows the Path of the Ravaging Void gains the following path power.

Elemental Shade (Su): You create an area of unstable shadow magic, forcibly replacing energy effects with shadowstuff. As a standard action, you designate a

point of space within 50 feet for your elemental shade to surround. The shade emits out from that point in a 20-ft.-radius spread. Upon creating the elemental shade, you choose an energy type from acid, cold, electricity, or fire. Any magical source of energy that deals one of these types of damage with a caster level equal to or less than your nightblade level is altered to the chosen energy type. This includes supernatural effects from creatures with Hit Dice no greater than your nightblade level that deal one of these types of energy damage.

You cannot change the energy type of an extraordinary ability or a mundane energy effect (such as a torch) using elemental shade. If an effect lies only partially within the elemental shade, only the portions within the shade are transformed. Elemental shade lasts a number of rounds equal to $3 + 1/4$ your nightblade level and can be dismissed as a standard action. You can only have one elemental shade in effect at a time. If you use this ability again, any currently existing elemental shade immediately ends. At 7th level, you can use elemental shade as a move action. At 13th level, you can use it as a swift action.

Surge Ability: A nightblade of 2nd level that follows the Path of the Ravaging Void gains the following ability to use with her shadow surge class feature.

Umbral Blast (Sp): You can spend a shadow surge as a standard action to unleash a chilling ray of darkness on a creature within 30 feet. You must make a ranged touch attack to strike with your umbral blast. On a hit, the shadowy ray deals cold damage equal to 1d6 per two nightblade levels obtained (max 10d6) plus your Charisma modifier.

Path Techniques: Your shadow magic grants you incredible destructive power.

Warding Shadows (Su): At 1st level, you gain a shadowy aura that protects you from energy attacks, which you can eventually grant to your allies. Choose either acid, cold, electricity, or fire. Your warding shadows grant you resistance 5 against that energy type. This increases to resistance 10 at 6th level, to resistance 20 at 11th level, and to resistance 30 at 16th level. Once per day when you regain your spells, you may change the energy type that warding shadows protects against. Starting at 6th level, allies within 10 feet of you gain energy resistance to the same energy type equal to half the resistance that you gain. The ability to share your resistance with allies only functions while you are conscious, not if you are unconscious or dead.

Twisted Elements (Su): At 5th level, you can infuse your elemental spells with shadowstuff, causing the spell to gain additional effects typical of a different energy type. When you cast a spell that deals acid, cold, electricity, fire, or sonic damage, you can combine the spell with shadow magic as a swift action. This allows it to have an additional effect based on a different element, chosen

from the following list. You must choose an effect based on an energy type that is different from the type of energy damage the spell inflicts:

- Acid - The spell is accompanied by noxious fumes and pain, sickening a creature for 1d4 rounds.
- Cold - The spell creates an abnormal chill, slowing a creature (as the *slow* spell) for 1 round.
- Electricity - The spell creates a brilliant flash, blinding a target for 1d4 rounds.
- Fire - The spell generates intense flames, setting a creature on fire.
- Sonic - The spell causes a mighty thunderclap, deafening a target for 1d4 rounds.

A creature that is immune to the type of energy the chosen effect is based on is immune to the added effect (for example, a creature immune to electricity cannot be blinded by this ability). Each of these effects only applies to a single target that is affected by the spell, and is negated if the creature succeeds on its saving throw against the spell. If the spell has no saving throw, the creature gets a Fortitude save to negate this effect, the DC being equal to the DC the spell would have if it had a saving throw. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Shadow Energy (Sp): At 10th level, you can combine unused spell slots with shadow energy to replicate evocation spells. By using this ability, you can cast any evocation spell on the sorcerer/wizard or nightblade spell list that deals acid, cold, electricity, fire, or sonic damage, as if using *shadow evocation*. To do so, you must give up a number of spell slots whose total spell levels is greater than or equal to the value shown in **Table: Shadow Energy** for the spell level you wish to replicate. For example, if you want to replicate *fireball* (a 3rd level spell), you would have to give up a number of spell slots whose total levels is at least four or more. This can be any combination of spell slots, such as two 2nd level spell slots, one 4th level spell slot, or a 1st level spell slot and a 3rd level spell slot.

The created effects are only 20% real (as with *shadow evocation*). Any saving throws for the replicated spell (and the Will save to disbelieve it) use the normal DC for the replicated spell's level, as opposed to the DC of *shadow evocation*. The replicated spell gains the shadow descriptor, in addition to its normal descriptors. Casting a spell with this ability takes a full-round action, as opposed to the spell's normal casting time; if the spell has a longer casting time than this, the spell requires its normal casting time.

At 10th level, you can replicate spells up to 4th level. At 12th level, and every two levels thereafter, you can replicate spells of a level higher, up to 9th level spells at 20th level. At 16th level, the spells become 60% real, as if cast with *greater shadow evocation*.

Table: Shadow Energy

| Level | Total Spell Levels Needed to Cast |
|-------|-----------------------------------|
| 0 | 1 |
| 1 | 2 |
| 2 | 3 |
| 3 | 4 |
| 4 | 5 |
| 5 | 7 |
| 6 | 9 |
| 7 | 12 |
| 8 | 15 |
| 9 | 18 |

Shadow Avatar (Sp): At 15th level, you can temporarily replace your entire being with roiling shadow energy as a standard action. This functions as the spell *fiery body*^{APG}, using your nightblade level as your caster level, except as noted below.

You and your equipment are immune to cold damage and you are healed by cold instead of by fire. The other resistances and immunities apply as normal. While you do not take additional damage from cold effects (as with *fiery body*^{APG}), you are affected by light-based spells such as *sunburst* as if you were an undead shadow.

Your unarmed attack deals cold damage instead of fire damage. You do not burn brightly or dazzle creatures as with *fiery body*^{APG}; instead, your shadowy form gives you a +10 competence bonus on Stealth checks made in dim light or darkness. Shadow and darkness spells you cast have their save DCs increased by +1, including spells cast with your shadow energy ability, instead of fire spells. You do not take damage nor gain concealment when in water, but are staggered when in an area of bright light. You can use shadow avatar once per day.

Inevitable Darkness (Su): At 20th level, your magic can pierce even the toughest defenses. Whenever you cast an evocation spell or a shadow spell that replicates an evocation spell, such as *shadow evocation* or your shadow energy technique, you can roll twice to penetrate a creature's spell resistance and take the better result. Abilities that reduce the effects a spell has on a successful save, such as evasion, improved evasion, or stalwart do not function and provide no benefit against such spells.

Nightblade Arts: A nightblade that follows the Path of the Ravaging Void can select from the following nightblade arts.

Destructive Shade (Su): Whenever the nightblade casts a spell that deals damage, the spell deals +1 point of damage per die rolled.



Empowered Elements (Su): The nightblade's elemental shade can even affect the magical effects of powerful creatures. If a creature creates a magic effect inside the nightblade's elemental shade that deals acid, cold, electricity, or fire damage that has a higher caster level than the nightblade's level, or attempts to use a supernatural ability that deals acid, cold, electricity, or fire damage when they have more Hit Dice than the nightblade's level, the creature must make a Will save to avoid having their magical effect changed to the energy type that was chosen with the elemental shade ability. The saving throw only applies to that single effect; if the creature creates multiple energy effects, it must make a saving throw for each effect it makes. The nightblade must be at least 9th level before selecting this art.

Encroaching Darkness (Su): The nightblade gains the ability to create a wider effect with her elemental shade and can do so from further away. The nightblade's elemental shade increases in size to a 30 ft. radius, and can be created from any point in space within 100 feet.

Enter the Void (Su): The nightblade's elemental shade creates a dark void in its center, drawing enemies towards it. Creatures within the area of the nightblade's elemental shade have their movement speed cut in half (no save). An enemy within the area of the nightblade's elemental shade that tries to move away from the center must succeed on a bull rush combat maneuver check against a CMD of 10 + the nightblade's level + her Charisma modifier, done as part of the move action. If it succeeds, it can move as normal (though still at half speed). On a failed save, the creature's move action is wasted and it does not move. If the creature fails by 10 or more, it is pulled 5 feet closer to the center of the elemental shade. The nightblade must be at least 15th level before selecting this art.

Exposing Void (Sp): The nightblade can expose a target to the void of darkness, making it more vulnerable. The nightblade can spend a shadow surge as a move action to make a single creature or object within 50 feet gain vulnerability to either acid, cold, electricity, or fire damage until the end of the nightblade's next turn. A Fortitude save negates this effect. A creature or object that is immune to the selected energy type is unaffected by this ability. Whether the target makes its save or not, it cannot be subjected to this effect again for 24 hours. The nightblade must be at least 12th level before selecting this art.

Path of the Twilight Veil

The Path of the Twilight Veil is a secretive path that uses shadow magic to distract, confuse, and deceive opponents. Nightblades on this path can vanish in the blink of an eye and create the most realistic of illusions.

Path Power: A nightblade that follows the Path of the Twilight Veil gains the following path power.

Distorting Shadows (Sp): You create an area of shifting shadows, the darkness an ever-changing pattern of shapes and shades that assault the minds of those within.

As a standard action, you designate a point in space within 50 feet to conjure your distorting shadows. The distorting shadows swirl around that point in a 20-foot radius spread, affecting any creatures within or entering the area. Any creature that enters the area of your distorting shadows or starts its turn within the area must make a Will save or be affected by the shadows, which causes a random effect as shown on **Table: Distorting Shadows Effects**. Each creature must make this save every round they remain in the area or suffer another randomly determined effect.

The Hit Dice of the creature being affected determines what effects can be applied to the creature. If the creature has less Hit Dice than $1/2$ your nightblade level + 5, roll 1d8 to determine what effect is applied to it from **Table: Distorting Shadows Effects**. If the creature has more Hit Dice than that, roll 1d6 to determine what effect is applied to it from **Table: Distorting Shadows Effects**. You must roll separately for each creature affected.

Distorting shadows lasts for a number of rounds equal to $3 + 1/4$ your nightblade level. You can dismiss it early as a standard action. You are immune to the effects of your distorting shadows. Sightless creatures are unaffected by distorting shadows. This is a mind-affecting pattern effect.

Table: Distorting Shadows Effects

| d6/ d8 | Effect |
|-----------|---|
| 1 | The shadows makes the creature feel uneasy, sickening it for 1 minute. This duration does not stack. |
| 2 | The shadows make the creature feel unusually tired, causing it to be fatigued for 2d4 rounds. This effect does not stack, and is removed at the end of the duration. At 10th level, the creature is exhausted for the duration instead. |
| 3 | The pattern assaults the creature's senses, blinding or deafening it (your choice) for 1 round. |
| 4 | The distracting patterns throw the creature off balance, staggering it for 1 round. |
| 5 | The creature cannot focus on any tasks, dazing it for 1 round. |
| 6 | The shadows confuse the creature for 1 round. |
| 7 | The distortions are overwhelming, stunning the creature for 1 round. |
| 8 | The creature falls unconscious for 1 round. Only living creatures can fall unconscious; nonliving creatures are stunned instead. |

Surge Ability: A nightblade of 2nd level that follows the Path of the Twilight Veil gains the following ability to use with her shadow surge class feature.

Veil of Darkness (Sp): You can expend a shadow surge as a move action to disappear for one round per nightblade level, as the spell *invisibility*. You cannot regain shadow surges until the invisibility ends.

Path Techniques: Your shadowy illusions deceive even the strongest of minds.

Extended Illusions (Su): At 1st level, you may have any illusion spell you cast with a duration of “concentration” last a number of additional rounds equal to 1/2 your nightblade level after you stop maintaining concentration (minimum +1 round).

Illusory Arcana (Ex): At 5th level, you can add a single illusion or enchantment spell from the sorcerer/wizard spell list or the nightblade spell list to your list of spells known. This spell must be of a level you are capable of casting. You gain an additional spell known at 11th and 17th levels.

Entrancing Shadows (Sp): At 10th level, you can create a wall of shadowy figments and patterns to enthrall creatures. This power acts as a *greater wall of darkness**. However, one side of the entrancing shadows designated by you fascinates creatures within 10 feet, up to a maximum of 2 HD of creatures per nightblade level. A Will save negates the fascinate effect; the DC of this save is equal to 10 + 1/2 your nightblade level + your Charisma modifier, as opposed to the save DC of *greater wall of darkness**. You may use this ability for a number of rounds per day equal to your nightblade level. These rounds do not need to be consecutive. The fascination is a mind-affecting pattern effect.

Slip Away (Su): At 15th level, you can vanish without a trace, causing witnesses to forget you were even there. Once per day as an immediate action, you can vanish from sight for 1 round per two nightblade levels, as the spell *greater invisibility*. While invisible in this way, you cannot be detected by any means, and not even *invisibility purge*, see *invisibility*, and *true seeing* can reveal you. In addition, creatures within 100 feet must make a Will save or forget that you were there. This functions as *modify memory*, though it requires no action on your part and can only make a creature forget about you (such as sounds you have made, having seen you, conversations, and so forth). The DC of the *modify memory* effect is equal to 10 + 1/2 your nightblade level + your Charisma modifier, as opposed to its normal DC. You can only make a creature forget details and events involving you that have occurred within the past minute. You can affect a number of creatures up to your Charisma modifier.

Master of Shadows (Su): At 20th level, your mastery over illusions is complete. You can make one illusion spell with a duration of “concentration” become permanent.

You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends. In addition, you permanently gain the benefits of *true seeing*, as the spell. You can suspend or reactivate this ability as a free action.

Nightblade Arts: A nightblade that follows the Path of the Twilight Veil can select from the following nightblade arts.

Controlled Distortion (Su): The nightblade gains the ability to control the patterns within her distorting shadows. Once per round when determining the random effects of her distorting shadows, she can reroll the random effect that a single creature is affected with. She must do this before applying the effects of distorting shadows to that creature. The nightblade must be at least 9th level before selecting this art.

Irresistible Shade (Su): The nightblade can create an area of illusions so powerful that even the strongest of minds cannot resist it. By spending three of her daily uses of her distorting shadows, the shadows work against all creatures, even those that are sightless or immune to mind-affecting effects. In this case, however, the shadows are even overwhelming to the nightblade; she is not immune to distorting shadows made in this manner, and she cannot make other creatures immune to it with her shade inoculation art. The nightblade must be at least 15th level before selecting this art.

Shade Inoculation (Su): The nightblade can make her allies immune to the effects of her distorting shadows. When she uses her distorting shadows ability, she can designate a number of creatures up to her Charisma modifier to be unaffected by the distorting shadows.

Shadow of Doubt (Su): The nightblade’s pattern effects are exceedingly potent. Each creature affected by the nightblade’s pattern spells, spell-like abilities (such as distorting shadows), or supernatural abilities is treated as if its total number of Hit Dice were equal to its number of Hit Dice minus the nightblade’s Charisma modifier (if positive) for determining the effects of those abilities. This does not stack with similar effects that reduce a creature’s effective Hit Dice, such as an oracle’s awesome display revelation. The nightblade must be at least 6th level before selecting this art.

Shrouded Casting (Su): The nightblade can use shadow magic to hide the fact she is casting a spell. By spending a shadow surge as a swift action when casting a spell, the nightblade can make a Sleight of Hand or Bluff check to hide her casting. Observers must make an opposed Perception check (if the nightblade used Sleight of Hand) or a Sense Motive check (if the nightblade used Bluff) to realize she is casting a spell. Using this ability with a spell that has a clear effect and origin, such as a *burning hands* spell, provides no benefit.

NIGHTBLADE SPELLS

Nightblades gain access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material, as outlined in the introduction of this book. Those marked with an asterisk (*) are new spells that are described in Chapter IV of this book.

0-Level Nightblade Spells: *arcane mark, bleed, detect magic, detect poison, ghost sound, haunted fey aspect^{UC}, light, message, open/close, prestidigitation, ray of frost, read magic, shape shadows*, sift, snuff*, spark^{APG}, touch of fatigue*

1st-Level Nightblade Spells: *blend^{ARG}, blurred movement^{ACG}, cause fear, chill touch, color spray, comprehend languages, corrosive touch^{UM}, detect secret doors, discern next of kin^{ACG}, disguise self, disguise weapon^{ACG}, ear-piercing scream^{UM}, expeditious retreat, eyes of eventide*, feather fall, forced quiet^{UM}, glue seal^{ACG}, grasp of darkness*, grease, hidden illumination*, icicle dagger^{UM}, illusion of calm^{UC}, interrogation^{UM}, liberating command^{UC}, magic aura, memory lapse^{APG}, mount, negative reaction^{UC}, obscure object, obscuring mist, ray of enfeeblement, ray of sickening^{UM}, shadow ammunition*, shadow stream*, shadow weapon^{UM}, shocking grasp, silent image, touch of gracelessness^{APG}, umbral assistant*, undetectable alignment, vanish^{APG}, ventriloquism, vocal alteration^{UM}, youthful appearance^{UM}*

2nd-Level Nightblade Spells: *accelerate poison^{APG}, air step^{ACG}, aggressive thundercloud^{ACG}, anonymous interaction^{ACG}, blindness/deafness, blur, brow gasher^{UC}, bull's strength, cat's grace, communal eyes of eventide*, communal mount^{UC}, create treasure map^{APG}, dark confinement*, dark recovery*, darkness, darkvision, death knell, detect thoughts, disguise other^{UM}, dust of twilight^{APG}, eagle's splendor, enter image^{APG}, euphoric cloud^{ACG}, extreme flexibility^{ACG}, false life, focused scrutiny^{ACG}, fog cloud, frigid touch^{UM}, frost fall^{UC}, ghostly disguise^{UM}, glide^{APG}, glitterdust, haunting mists^{UM}, hidden speech^{APG}, hypnotic pattern, invisibility, knock, lesser shadow conjuration, lesser shadow necromancy*, locate object, minor image, mirror image, misdirection, muffle sound^{ACG}, night shield*, pernicious poison^{UM}, phantasmal foe*, pilfering hand^{UC}, protective penumbra^{UM}, scare, see invisibility, shadow anchor^{ARG}, shadow ball*, shadow binding*, share memory^{UM}, silence, silent table^{ACG}, sound burst, spider climb, stricken heart^{ACG}, tongues^{UC}, twilight haze^{ACG}, umbral berserker*, web, whip of spider^{ACG}, whispering wind*

3rd-Level Nightblade Spells: *adjustable disguise^{ACG}, blink, chain of perdition^{UC}, clairaudience/clairvoyance, communal darkvision^{UC}, communal tongues^{UC}, contagion, daylight, deeper darkness, dispel magic, displacement, fear, fearsome duplicate^{ARG}, fly, gloomblind bolts^{ARG}, haste, bowling agony^{UM}, illusory script, invisibility sphere, lesser shadow evocation*, lightning bolt, loathsome veil^{UM}, major image, night terror*, nondetection, pain strike^{APG}, phantom driver^{UC}, phantom steed, pierce disguise^{ACG}, ray of exhaustion, sands of time^{UM}, scrying, secret page, seek thoughts^{APG}, sensory deprivation*, shadow courier*, shadow*

form, shadow structure*, shadow vortex*, shadow wound*, sleet storm, slow, stinking cloud, twilight knife^{APG}, umbral defender*, vampiric touch, vision of hell^{UM}, wall of darkness*, wall of nausea^{ACG}, witness^{UM}*

4th-Level Nightblade Spells: *air walk, ball lightning^{APG}, bestow curse, black tentacles, communal nondetection^{UC}, communal phantom steed^{UC}, creeping ice^{ACG}, detect scrying, enervation, eyes of the void^{ACG}, feast on fear^{ACG}, greater aggressive thundercloud^{ACG}, greater darkvision^{UM}, greater false life^{UM}, greater invisibility, greater shadow ball*, hallucinatory terrain, ice storm, illusory strike*, illusory wall, legend lore, lesser simulacrum^{UM}, locate creature, negative image*, night armor*, phantasmal killer, phantom chariot^{UC}, rainbow pattern, sending, shadow conjuration, shadow necromancy*, shadow projection^{APG}, shadow step^{UM}, shadow touch*, shadowy haven^{ARG}, shocking image^{UC}, solid fog, treasure stitching^{APG}, umbral informant*, wall of blindness/deafness^{ACG}, wall of ice*

5th-Level Nightblade Spells: *acidic spray^{UM}, communal air walk^{UC}, cone of cold, cloudkill, curse of the lightless*, damnation stride^{ARG}, deathwings*, dream, false vision, greater contagion^{UM}, greater dispel magic, greater wall of darkness*, icy prison^{UM}, magic jar, major curse^{UM}, mass pain strike^{APG}, mirage arcana, mislead, nightmare, overland flight, persistent image, phantasmal web^{APG}, possess object^{UM}, prying eyes, seeming, shadow evocation, shadow field*, shadow gate*, shadow walk, suffocation^{APG}, umbral magician*, unwilling shield^{APG}, vampiric shadow shield^{ACG}, void field*, waves of fatigue, whip of centipedes^{ACG}*

6th-Level Nightblade Spells: *acid fog, banish light*, banish shadows*, banshee blast^{ACG}, chain lightning, circle of death, cold ice strike^{UM}, eyebite, find the path, freezing sphere, greater scrying, greater sensory deprivation*, lunar veil^{UM}, mass bull's strength, mass cat's grace, mass eagle's splendor, mass invisibility, mass shadow binding*, permanent image, phantasmal polymorph*, plague storm^{UM}, programmed image, project image, scintillating pattern, shadow blast*, shadow space*, shadow terrain*, simulacrum, sonic form^{ACG}, true seeing, umbral nightblade*, veil, waves of exhaustion, whip of ants^{ACG}*

FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever a character gains a level, a character with nightblade as her favored class can instead choose a different benefit based on her race. Racial favored class options were first introduced in the *Pathfinder Roleplaying Game Advanced Players Guide*.

Aasimar: Add +1/2 to the nightblade's level for the purpose of determining the effects of one nightblade art.

Dhampir: Add +1/4 to the nightblade's caster level when casting spells of the necromancy school.

Drow: Add a +1/2 bonus on Stealth and Sleight of Hand checks made while in dim light or darkness.

Dwarf: Reduce arcane spell failure chance for casting nightblade spells when wearing medium armor by +1%. Once the total reaches 10%, the nightblade also receives Medium Armor Proficiency, if she does not already possess it.

Elf: The nightblade gains 1/6 of a new nightblade art.

Fetchling: Add one spell known from the nightblade spell list. This spell must be at least one level below the highest spell level the nightblade can cast.

Gnome: When casting nightblade illusion spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Half-Elf: Increase the total distance the nightblade can use her shadow shift each day by 5 feet. This has no effect unless the nightblade has selected it at least twice (or another increment of 2).

Half-Orcs: Add a +1 bonus on concentration checks made due to taking damage while casting nightblade spells.

Halfings: Choose a weapon from the following list: sling, dagger, or any weapon with "halfing" in its name. Add a +1/2 bonus on critical hit confirmation rolls with that weapon (maximum bonus +4). This bonus does not stack with Critical Focus.

Human: Add one spell known from the nightblade spell list. This spell must be at least one level below the highest spell level the nightblade can cast.

Tiefling: Add a +1/2 bonus on Intimidate checks to demoralize humanoids.

Wayang: Add +1/2 point of damage to any illusion spells of the shadow subschool cast by the nightblade.

CHAPTER II

ARCHETYPES AND OPTIONS

Shadow magic is not found solely in the hands of nightblades; people from a wide variety of specializations and backgrounds may choose to learn some of its power. However, rather than create an entirely new method of training, they instead incorporate it into their already-established teachings, branching out from their normal skills and talents to create something unique. Others find the darkness not something to learn, but a birthright, while others see it as an incomprehensible mystery.

Many of these concepts are not foreign to fantasy settings or to players of the Pathfinder Roleplaying Game; a cleric that uses corrupting darkness to bring down foes, the thief with supernatural talents and an uncanny knack for slipping out of sight, or the misunderstood oracle channeling a dark power she doesn't understand. This section of *Path of Shadows* aims to shed a new light on these themes, bringing the powers of darkness to many players' favorite classes.

Presented in this chapter are new class options and archetypes for both the nightblade and for existing classes in the Pathfinder Roleplaying Game. These archetypes replace certain features of these classes with new options to give their class a better feel for darkness and shadow magic, including granting some classes the powers of the nightblade class. Other classes instead gain more options to choose from for their existing class features, such as new barbarian rage powers or a new oracle mystery. For full detail on how archetypes function, see Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide*.

ALCHEMIST

DISCOVERIES

Experimentation leads to discovery, as any alchemist will tell you. Replicating the powers of darkness through alchemy is no small task, but has been accomplished by a small few. Some alchemists take a more practical approach, creating assistants to help in alchemical works or enhancing their vision to better perceive the world.

The following discoveries can be taken by any alchemist who meets the prerequisites. Discoveries marked with a dagger (†) are used to modify the alchemist's bombs and do not stack—only one such discovery may be applied to a single bomb.

Alter Simulacrum (Su): The alchemist gains the ability to alter the physical appearance of any alchemical simulacrum he creates. This functions as a *sculpt simulacrum*^{UM} spell. This process requires careful application, taking 10 minutes to complete and alchemical components worth 50 gp. The simulacrum cannot move and is considered helpless while being altered in this manner. The alchemist must be at least 10th level and have the alchemical simulacrum discovery before selecting this discovery.

Blending Body (Ex): The color of the alchemist's skin better absorbs light, letting him remain better hidden in darkness. When in dim light, the miss chance due to concealment increases to 50% (rather than 20%); this does not grant total concealment, it just increases the miss chance.

Bottled Assistant (Sp): The alchemist learns to create an alchemical assistant to aid him on routine tasks of alchemy and medicine. Creating a bottled assistant takes 10 minutes, and the alchemist can only have one bottled assistant created or in use at a time. At any point as a standard action, he may pour out the contents of the bottle into an open space to grow his bottled assistant nearly instantly; this functions as a *phantom caretaker** spell, using the alchemist's level as his caster level. In

addition to its normal abilities, the assistant has a Craft (alchemy) skill bonus equal to the alchemist's skill bonus. It can identify the properties of a magical potion using Craft (alchemy) the same way the alchemist can, and can create alchemical items using its skills (though it must be given materials). It is treated as having both the Brew Potion and Cooperative Crafting^{APG} feats in order to help the alchemist create potions, but it cannot make use of the Brew Potion feat on its own to make potions (only to help the alchemist via the Cooperative Crafting^{APG} feat). The alchemist must be at least 8th level before selecting this discovery.

Darkness Bomb (Su)[†]: When the alchemist creates a bomb, he can choose to have it create an area of shadows when it detonates. The shadows function as *darkness*, lowering the light level in an area equal to twice the bomb's splash radius for 1 round per level. A creature hit directly by the darkness bomb has its energy sapped by the magical darkness, making it fatigued for 1 minute. This cannot cause a creature that is already fatigued to become exhausted.



Extinguishing Touch (Ex): The alchemist can create a fine black powder from his hand that extinguishes fires and small light sources. This essentially allows him to cast *snuff** at will, but with a range of touch. Touching a small fire to extinguish it does not damage the alchemist.

Keen Sight (Ex): The alchemist makes alterations to his senses to greatly improve his visual perception. The alchemist gains low-light vision and darkvision 60 feet. If the alchemist already has darkvision, its range is increased by 30 feet instead.

Perfect Sight (Ex): The alchemist wards his vision with alchemical protection, making him immune to blindness. The alchemist must have the keen sight discovery and be at least 12th level before selecting this discovery.

Shadowmeld Compound (Sp): The alchemist can create an alchemical compound infused with shadowstuff that, when coated on an object, melds it into darkness. Creating this compound takes 10 minutes, and the alchemist can only create one shadowmeld compound every 24 hours. He can only have one shadowmeld compound in existence at a time; creating another renders any previously made compound that has not yet been used inert (a compound that has already been used and is still in effect continues to function). The compound acts as a *shadow courier** spell, using the alchemist's level as his caster level, letting him hide an object within the shadow of a creature. The object must be on the shadow of the recipient of the *shadow courier** effect at the time of applying the compound. The alchemist must be at least 8th level before selecting this discovery.

Terror Bomb (Su)[†]: The alchemist can create a bomb containing psychotropic chemicals that instill fear in those exposed to it. A creature hit directly by the bomb must make a Will save or become frightened for 2d4 rounds. A creature caught in the splash area must make a Will save or be shaken for 1d4 rounds instead. This is a mind-affecting fear effect. The alchemist must be at least 8th level before selecting this discovery.

Umbral Bomb (Su)[†]: The alchemist's bomb creates shadows as *deeper darkness*, lowering the light level in an area equal to twice the bomb's splash radius for 1 round per level. A creature hit directly by the umbral bomb has its energy sapped by the magical darkness, making it exhausted for 1 minute. Creatures caught in the blast radius that fail their Reflex save are fatigued for 1 minute; this cannot make a creature already fatigued become exhausted. An alchemist must have the darkness bomb discovery and must be at least 6th level before selecting this discovery.

ANTIPALADIN

WARRIOR OF THE UNHOLY DARKNESS (ARCHETYPE)

Antipaladins are no strangers to the corrupting powers of darkness. Some take this corruption a step further, eschewing their magical abilities to bask in the unholy might of the void.

Power of Corruption (Su): At 4th level, a warrior of the unholy darkness learns to use the power of evil to hinder his opponents. This class feature replaces the antipaladin's spells class feature. A warrior of the unholy darkness does not gain any spells or spellcasting abilities, does not have a caster level, and cannot use spell trigger or spell completion magic items without the use of Use Magic Device.

At 4th level, the warrior of the unholy darkness gains one additional use of his touch of corruption ability per day. He gains one additional use of touch of corruption per day for every four levels he attains beyond 4th. He can spend a use of his touch of corruption ability to call upon the powers of darkness as a standard action. This causes an aura of shadows to emanate from the warrior of the unholy darkness in a 30-foot radius, lowering the light by one level as a *darkness* spell. The warrior of the unholy darkness and his allies can see in this darkness as if they had darkvision (if they do not already possess it). All enemies in this area take a -1 penalty to AC and on attack rolls and damage rolls as long as they remain in the area of darkness. Positive energy effects in the area that restore hit points heal half as many hit points as normal. Allies to the antipaladin are unaffected (though positive energy still heals for less on them). This power lasts for 1 minute.

At 8th level, the aura harms opponents near the antipaladin, dealing 1d4 points of ability damage to a single ability score of the antipaladin's choice, chosen at the time of using this ability. A successful Fortitude save (DC 10 + 1/2 the warrior of the unholy darkness's level + his Charisma modifier) negates the damage. A creature need only save once against this effect for each time the warrior of the unholy darkness uses this ability.

At 12th level, the aura of shadows is treated as *deeper darkness*. The warrior of the unholy darkness and his allies can see clearly in this darkness without penalty. In addition, the shadows lower the energy resistance to one type of energy of enemies in the area by 10, selected by the warrior of the unholy darkness when this power is activated. This has no effect on creatures that are immune to the energy type chosen.

At 16th level, the shadows infuse the warrior of the unholy darkness and his allies with power, dealing additional damage on critical hits. Critical hits made by the warrior of the unholy darkness and his allies within the area deal an additional 1d8 points of damage of the same type as the weapon used. This damage is not multiplied by the critical hit, it is simply added to the final result.

At 20th level, the aura of shadows increases in size out to a range of 60 feet. In addition, all of its penalties increase. The penalty to AC and on attack rolls and damage rolls increases to -2. The amount of ability damage dealt increases to 2d4. The energy resistance penalty is increased to 20 from one energy type. Finally, critical hits deal an additional 2d8 damage.

Darkest Shadows (Su): At 14th level, a warrior of the unholy darkness can unleash a 30-foot burst of complete darkness as a standard action. Good creatures within this burst take 1d6 points of damage for every two antipaladin levels and are blinded for 1 round. Good dragons, good outsiders, and good creatures with levels of cleric or paladin are blinded for 1d4 rounds on a failed save. A Reflex save halves this damage and negates the blindness. The DC of this save is equal to 10 + 1/2 the warrior of the unholy darkness's level + his Charisma modifier. Evil creatures within this burst are healed 1d6 points of damage per two antipaladin levels and receive a +2 profane bonus on ability checks, attack rolls, saving throws, and skill checks for 1 round. A warrior of the unholy darkness can use this ability once per day at 14th level plus one additional time per day at 17th and 20th levels. This ability replaces aura of sin.

BARBARIAN

On rare occasions, a barbarian tribe may worship the powers of the moon, learning to live within the shadows or gain the powers of lycanthropes. Even rarer still are those who find darkness within their own blood, gaining magical powers without becoming a full bloodrager.

RAGE POWERS

Any barbarian meeting the prerequisites can take the following new rage powers. Blood rage powers and totem powers grant powers in a theme. A barbarian cannot select from more than one group of blood rage powers or from more than one group of totem powers.

Lunar Totem (Su): While raging, the barbarian increases her bite damage die type with her bite attack by one die type, and the bite deals x3 damage on a critical hit. She always adds her full strength bonus to her bite attack, even when performing a full attack with other weapons. When making a full attack with manufactured weapons and her bite attack (and no other natural weapons), the penalty for using her bite decreases to -2. The barbarian must have the lesser lunar totem rage power and be at least 6th level before selecting this rage power.

Lunar Totem, Greater (Su): When raging, the barbarian gains DR/silver equal to half her barbarian level. She also gains a +4 bonus on saving throws against curses while raging. The barbarian must have the lunar totem rage power and be at least 10th level before selecting this rage power.

Lunar Totem, Lesser (Su): While raging, the barbarian gains a +1 insight bonus to AC and on saving throws against undead and creatures with the shapechanger subtype. This bonus increases by +1 for each lunar totem rage power the barbarian possesses, excluding this one. The barbarian must have a bite attack (either from the animal fury rage power or some other source) and be at least 4th level and to select this rage power.

Shadow Blood (Su): While raging, the barbarian's melee attacks are considered magic and silver weapons for the purpose of bypassing damage reduction. At 10th level, her weapons are considered cold iron as well. The barbarian must have the lesser shadow blood rage power and be at least 6th level before selecting this rage power.

Shadow Blood, Greater (Su): While raging, the barbarian gains a +4 bonus on saving throws against illusion and fear effects. The barbarian must have the shadow blood rage power and be at least 10th level before selecting this rage power.

Shadow Blood, Lesser (Su): While raging, up to three times a day as a swift action, the barbarian can infuse her

attacks with chilling shadows for 1 round. During this time, all of her melee attacks gain the *frost* magic weapon special ability.

Shadow Totem (Su): Once per rage as a swift action, the barbarian can take on a shadowy form until the end of her turn. While in this form, she gains the incorporeal subtype. She takes half damage from corporeal sources as long as they are magic (and no damage from non-magic weapons and objects). Likewise, any magical effects she creates deal only half damage to corporeal creatures. Her manufactured and natural weapons count as *ghost touch* weapons while incorporeal in this manner. Spells and other effects that do not deal damage function normally. She can pass through a wall or other surface that is up to 5 feet thick per barbarian level while she is incorporeal. She must exit the solid material by the end of her turn. The barbarian must have the lesser shadow totem rage power and be at least 10th level before selecting this rage power.

Shadow Totem, Greater (Su): While raging, the barbarian gains the see in darkness ability, allowing her to see perfectly to any distance in darkness, including magical darkness. She is immune to blindness while raging. In addition, the Strength damage she deals on critical hits from her lesser shadow totem increases to 1d6. The barbarian must have the shadow totem rage power and be at least 12th level before selecting this rage power.

Shadow Totem, Lesser (Su): While raging, each time the barbarian confirms a critical hit her weapon surges with draining shadows. The target must succeed at a Fortitude saving throw (DC = 10 + 1/2 the barbarian's level + her Constitution modifier) or take 1d4 Strength damage. This is a negative energy effect. The barbarian must have darkvision of at least 60 feet either as a rage power or as a racial trait and be at least 6th level to select this rage power.

BLOODRAGER

Bloodragers are a unique breed, carrying terrifying and unwieldy power within their own blood. Presented below is a new bloodline for bloodragers.

SHADOW BLOODLINE

Spirits from the shadow plane dally at times in the world of light, and such as these lay with your ancestors once upon a time, imparting the mystery of shadowstuff into your lineage. When you bloodrage, you feel the powers of darkness well up within you, bringing an unseen fury to the light of day.

Bonus Feats: Blind-Fight, Dodge, Great Fortitude, Improved Initiative, Iron Will, Quick Draw, Stealthy

Bonus Spells: *ray of enfeeblement* (7th), *invisibility* (10th), *deeper darkness* (13th), *shadow step* (16th).

Bloodline Powers: While bloodraging, you gain the abilities of creatures that lurk in the shadows.

Shadow Infusion (Su): At 1st level, as a swift action up to three times per day you can infuse your weapons with chilling shadows. When you do, your melee attacks gain the *frost* weapon special ability for 1 round. At 12th level, you can use this ability five times per day, and the effect is treated as *icy burst*.

Umbral Blades (Su): At 4th level, any weapon you wield is treated as magic and silver for the purpose of overcoming damage reduction. At 8th level, your weapons are considered cold iron as well.

Stalwart Mind (Su): At 8th level, you gain a +4 bonus on saving throws against illusion and fear effects.

Dweller in Darkness (Su): At 12th level, you gain the see in darkness ability, cold resistance 10, and are immune to the blinded and dazzled conditions.

Enveloping Shadows (Su): At 16th level, when entering a bloodrage you can choose to exude an aura of deep shadows. This aura is a 5-foot spread centered on you, and lowers the light as a *deeper darkness* spell while also entangling creatures for 1 round that begin or end their turns within it.

Shadow Master (Su): At 20th level, you become one with darkness. You gain immunity to cold, death effects, and energy drain. Ability drain and damage cannot lower you to below 1 in any ability score. You have these effects constantly, even while not bloodraging.

CLERIC

SHADOW PRIEST (ARCHETYPE)

The powers of a Shadow Priest are not to be taken lightly. They have the strength to extinguish even the most brilliant radiance, bringing about a world of darkness and illusion. While not strictly limited to evil clerics, its abilities tend to be accepted by neutral or evil clerics more readily than good ones.

Shadow Magic: A shadow priest must select the Darkness domain or the Loss or Night subdomain. The shadow priest does not get a second domain. In all other respects, this works like and replaces the standard cleric's domain ability.

Spells: A shadow priest adds the following spells to her spell list:

- 0th — *shape shadows**, *snuff**
- 1st — *shadow weapon*^{UM}
- 2nd — *dust of twilight*^{APG}
- 3rd — *wall of darkness**
- 4th — *eyes of the void*^{ACG}
- 5th — *greater wall of darkness**

Channel Darkness (Su): At 1st level, a shadow priest, rather than channeling positive or negative energy, instead channels the power of eternal darkness. This ability is similar to channeling negative energy, but instead of healing undead and dealing damage to living creatures, this blast of shadowy power can only harm creatures and create darkness.

Channeling darkness causes a burst that affects all creatures in a 30-foot radius centered on the shadow priest. Living creatures take 1d4 points of damage, increasing by 1d4 at every two levels beyond 1st (to a maximum of 10d4 at 19th level). Undead creatures are not healed by this energy, but are instead staggered for 1 round by the overwhelming power. Creatures in the burst receive a Will saving throw to negate the effects.

Instead of harming creatures with this energy, a shadow priest can instead use channel darkness to snuff out light sources within the burst. Non-magical light sources such as torches, lanterns, or sunrods are automatically extinguished (as a *dust of twilight*^{APG} spell). Any 0th level spell with the light descriptor in the area is dispelled (as *dispel magic*). The level of light spells that can be dispelled with channel darkness increases by 1 for every two levels beyond first, up to being able to dispel 9th level or lower light spells at 19th level. Whether the magical effects are dispelled or not, the illumination level in the area drops by 1 step, as the spell *darkness*, for 1 minute. At 10th level, the light level drops by 2 steps. At 15th level, it drops by 3 steps, and areas of dim light

or darkness become supernaturally dark (even creatures with darkvision cannot see within it). The shadows created by channel darkness is treated as a darkness spell equal to the level of light spell it can dispel (0th at 1st level, increasing by 1 level for every two shadow priest levels after 1st).

A shadow priest may channel darkness a number of times per day equal to 3 + her Charisma modifier. Doing so is a standard action that does not provoke attacks of opportunity. A shadow priest must present her symbol to use this ability.

For the purposes of feats that affect channel energy, this ability counts as channeling negative energy. If the feat changes the way the shadow priest channels or deals damage with her channeling, use the amount of damage this ability harms living creatures to determine the damage-dealing potential of the affected ability. For instance, if a 5th-level shadow priest takes the Channel Smite feat, her channeling deals an additional 3d4 points of damage to living creatures on a successful hit (though they may save to negate the damage). This ability replaces channel energy.

Penumbral Casting (Su): At 8th level, whenever a shadow priest casts a spell when she is in dim light or darkness, the spell takes effect at +1 caster level. In addition, if the shadow priest prepares a spell with the darkness or shadow descriptor or of the shadow subschool that has one or more metamagic feats applied, she reduces the total level adjustment to the spell by 1 (minimum 0).

DRUID

LUNAR GUARDIAN (ARCHETYPE)

When man goes to sleep in its cities, nature is still at work, always without rest. Some druids strive to protect their homes while their brethren sleep, learning the ways of the Lunar Guardians to better use the cover of night to their advantage.

Spells: A lunar guardian's time spent in darkness makes her spell list different from a normal druid. A lunar guardian adds the following spells to her spell list, at the indicated levels:

- 0th — *ray of frost*, *shape shadows*^{*}, *snuff*^{*}
- 1st — *shadow stream*^{*}, *shadow weapon*^{UM}
- 2nd — *darkness*, *dust of twilight*^{APG}
- 3rd — *deeper darkness*, *wall of darkness*^{*}
- 4th — *shadow step*, *eyes of the void*^{ACG}
- 5th — *greater wall of darkness*^{*}
- 6th — *shadow walk*
- 7th — *shadow terrain*^{*}
- 8th — *lunar veil*^{EM}
- 9th — *polar ray*

A lunar guardian removes all spells with the light descriptor from her spell list. If using a spell trigger or spell completion item to cast a spell from the druid spell list with the light descriptor, she must use Use Magic Device to do so. This modifies the druid's spellcasting.

Nature Bond (Ex): A lunar guardian that chooses an animal companion must choose a wolf, snake, or a nocturnal animal (such as an owl or bat, subject to GM discretion). A lunar guardian that takes a domain must choose the Darkness domain or one of its subdomains. This alters the nature bond ability.

Night Sight (Ex): At 2nd level, a lunar guardian gains low-light vision. If she already has low-light vision, she gains darkvision with a range of 30 feet. If she already has darkvision, the range of her darkvision is increased by 30 feet. This ability replaces woodland stride.

Resist Darkness (Ex): At 4th level, the lunar guardian gains a +4 bonus on saving throws against spells with the light, darkness, or shadow descriptor or spells of the shadow subschool. This ability replaces resist nature's lure.

Disease Immunity (Ex): Starting at 9th level, a lunar guardian becomes immune to diseases. This ability replaces venom immunity.

Eyes of the Moon (Su): At 13th level, a lunar guardian gains the see in darkness ability, allowing her to see perfectly to any distance in darkness, including supernatural darkness created by effects like *deeper darkness*. This ability replaces a thousand faces.

MAGUS

STYGIAN STRIKER (ARCHETYPE)

The powers of shadow magic are intriguing to any arcane caster. Some magi, known as stygian strikers, learn to blend shadow magic with their own capabilities, letting them stay unnoticed as they take down foes.

Class Skills: A stygian striker gains Stealth as a class skill and loses Knowledge (dungeoneering).

Saving Throws: Rather than its normal saving throws, a stygian striker has the same saving throws as a bard (good Reflex and Will saves, poor Fortitude save).

Arcane Shadows (Su): At 4th level, the stygian striker can expend a point from his arcane pool as a swift action to vanish for 1 round per stygian striker level obtained, as *invisibility*. This ability replaces spell recall. The magus gains spell recall when he would normally gain improved spell recall.

Evasion (Ex): At 7th level, the stygian striker gains evasion, as the rogue class feature. This ability replaces medium armor.

Hide in Plain Sight (Su): Starting at 10th level, a stygian striker can use the Stealth skill even while being observed. As long as he is within 10 feet of an area of dim light, a stygian striker can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow. This ability replaces fighter training.

Improved Evasion (Ex):
At 13th level, the stygian striker gains improved evasion, as the rogue class feature. This ability replaces heavy armor.

Stygian Arcana: A stygian striker has access to the following magus arcana:

Nightblade Art (Su): The stygian striker gains a nightblade art, using his magus level in place of his nightblade level and his Intelligence modifier in place of his Charisma modifier. He may only choose nightblade arts that require spending a shadow surge to use, such as dusk strike or shadow motion. In place of shadow surges, he may spend points from his arcane pool as if they were shadow surges. The stygian striker can take this arcana multiple times; each time he takes it, he must select a different nightblade art.

Magus Arcana: The following magus arcana complement the stygian striker archetype: arcane cloak, hasted assault, prescient attack, prescient defense, and silent magic.

MONK

MONK OF THE ECLIPSING MOON (ARCHETYPE)

Some monks find solace and order within the cover of night. These monks use the fear of darkness against their opponents, as those whose willpower is not strong enough to resist are not worthy of obtaining true perfection of body and mind.

Alignment: A monk of the eclipsing moon must be lawful neutral or lawful evil.

Class Skills: A monk of the eclipsing moon gains Heal as a class skill.





Bonus Feats: At 1st level, 2nd level, and every four levels thereafter, a monk of the eclipsing moon may select a bonus feat from the following list: Blind-Fight, Combat Reflexes, Dazzling Display, Dodge, Intimidating Prowess, Moonlight Stalker^{UC}, and Nightmare Fist^{UC}.

At 6th level, the following feats are added to the list of bonus feats: Improved Blind-Fight^{APG}, Improved Feint, Moonlight Stalker Feint^{UC}, Nightmare Weaver^{UC}, and Shatter Defenses.

At 10th level, the following feats are added to the list of bonus feats: Deadly Stroke, Greater Blind-Fight^{APG}, Improved Critical, Moonlight Stalker Master^{UC}, and Nightmare Striker^{UC}.

A monk need not have any of the prerequisites normally required for these feats to select them. A monk of the eclipsing moon can use a weapon he has Weapon Focus with to utilize the Deadly Stroke feat, even if he doesn't have Greater Weapon Focus with that weapon. These feats replace the monk's normal bonus feats.

Darkened Mind (Ex): A monk of the eclipsing moon of 3rd level or higher gains a +2 bonus on saving throws against spells with the emotion, fear, or pain descriptor. This ability replaces still mind.

Darkvision (Ex): At 4th level, a monk of the eclipsing moon gains darkvision out to 30 feet. At 8th level, this distance increases to 60 feet. If the monk already has darkvision, its range is increased by these amounts. This ability replaces slow fall.

Ki Pool (Su): A monk of the eclipsing moon can spend 1 point from his *ki* pool to do one the following:

- Make one additional attack at his highest attack bonus when making a flurry of blows attack.
- Double the distance of his darkvision for 1 minute.
- Cast *faerie fire* as a spell-like ability, using his monk level as his caster level.

Each of these powers is activated as a swift action. He cannot use his *ki* pool to enhance his Armor Class or movement speed. This modifies the *ki* pool ability.

Eclipse (Sp): At 5th level, a monk of the eclipsing moon can cast *darkness* as a spell-like ability, using his monk level as his caster level. Doing so expends 1 point from his *ki* pool. At 14th level, the monk can spend 2 points from his *ki* pool to have this function as *deeper darkness* instead. This ability replaces high jump.

Abundant Step (Su): This works as the monk ability of the same name, except the monk of the eclipsing moon must begin and end his teleportation in an area of dim light or darkness. This modifies the abundant step ability.

Eyes of the Moon (Su): At 17th level, a monk of the eclipsing moon gains the see in darkness ability, allowing him to see perfectly to any distance in darkness, including supernatural darkness. This ability replaces tongue of the sun and moon.

NIGHTBLADE



Even with the multiple paths of shadow magic available to them, nightblades often find they must approach their abilities in a non-traditional manner. Some nightblades choose to emulate the powers of other arcane casters, while others still prefer a more mundane approach, using a well-placed blade or a convincing disguise to achieve their goals.

DARK CONJUROR (ARCHETYPE)

Shadow magic has a variety of uses to explore, one of which is the ability to create quasi-real creatures out of shadowstuff. A dark conjuror focuses primarily on this capability, summoning forth hordes of terrifying creatures to do her bidding.

Shadow Summon (Sp): The dark conjuror can create creatures out of shadowstuff. This functions as if using *shadow conjuration* to replicate a *summon horror I** spell and lasts for 1 minute per dark conjuror level (instead of 1 round per level). The summoned creatures are only 20% real: opponents are entitled to a Will save to realize the creatures aren't real (as *shadow conjuration*), but the DC of this save is 10 + 1/2 the nightblade's level + her Charisma modifier instead of the normal save DC. In addition, all creatures summoned in this manner gain the shadow creature template.

At 3rd level, this instead functions as if she is replicating a *summon horror II** spell. Every two levels thereafter, the power of her shadow summon increases, replicating up to *summon horror IX** at 17th level. In addition, at 6th, 12th, and 18th levels, the creatures become 20% more real, to a maximum of 80% real.

The dark conjuror can use this power once per day. She can use this power an additional time per day at 4th level and every three levels thereafter, to a maximum of seven times per day at 19th level. She can only have one shadow summon active at a time. If she uses shadow summon again, any existing shadow summon immediately ends. This ability replaces all daily uses of the nightblade's path power.

Shadow Familiar (Su): At 1st level, the dark conjuror gains a familiar as an arcane bond, using her nightblade level as her wizard level. This familiar has the ability to meld with her shadow, as the shadow bond ability from the Path of the Darkened Fortress nightblade path. This ability replaces the path technique gained at 1st level.

Summoning Spells: At 3rd level, the dark conjuror gains her choice of adding either all *summon horror** spells or all *summon monster* spells to her list of spells known, up to *summon horror VI** or *summon monster VI*. Once this

choice is made, it cannot be changed. These spells are added as soon as the dark conjuror is capable of casting them. This ability replaces the nightblade art gained at 3rd level.

Bonded Senses (Su): Starting at 9th level, a dark conjuror can, as a standard action, share the senses of her familiar or a single creature she has summoned, hearing, seeing, smelling, tasting, and touching everything the creature does. She can use this ability a number of rounds per day equal to twice her dark conjuror level. There is no range to this effect, but the familiar or the summoned creature and the dark conjuror must be on the same plane. The dark conjuror can end this effect as a free action. This ability replaces the nightblade art gained at 9th level.

SHADOWSTRIKER (ARCHETYPE)

Not all nightblades stay in the shadows, preferring to stand strong in the face of impossible odds. These shadowstrikers learn how to better fight on the frontlines, striking down foes with incredible martial skill.

Diminished Spellcasting: Shadowstrikers cast one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if her Charisma allows bonus spells of that level.

Path: A shadowstriker must take the Path of the Darkened Fortress.

Shadow Bond (Su): A shadowstriker must take a bonded object as her shadow bond. The bonded object must take the form of a weapon she is proficient with. This alters the path technique gained at 1st level.

Focused Bond (Ex): At 2nd level, the shadowstriker gains Weapon Focus as a bonus feat. At 6th level, she gains Weapon Specialization as a bonus feat, even if she doesn't meet the prerequisites. At 12th level, she gains Greater Weapon Focus as a bonus feat, even if she doesn't meet the prerequisites. She must choose the form of her bonded weapon for these feats. This ability replaces evasion, the nightblade art gained at 6th level, and improved evasion.

Enchanted Bond (Su): At 5th level, the shadowstriker gains the dark enchantment nightblade art, even though she doesn't meet the prerequisite. She may only use the art's ability to enhance her bonded weapon. At 9th level, she can use this ability with any weapon, not just her bonded weapon. This ability replaces the path technique gained at 5th level.

Fighter Training (Ex): At 8th level, the shadowstriker treats her level - 3 as fighter levels for the purpose of qualifying for feats. If she has fighter levels, these levels stack. This ability replaces hide in plain sight.

Arcane Armor (Ex): At 10th level, a shadowstriker gains proficiency with medium armor. A shadowstriker can cast nightblade spells while wearing medium armor

without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a shadowstriker wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

At 16th level, the shadowstriker gains proficiency with heavy armor and can cast nightblade spells in heavy armor with no arcane spell failure chance. This ability replaces the path technique gained at 10th level.

Master's Armament (Su): At 17th level, the DC to disbelieve the shadowstriker's armament increases by +2. As a move action, the shadowstriker can change the shape of her shadow armament into a different weapon (or into two weapons or a ranged weapon, if the shadowstriker has the versatile armament nightblade art). If she spends a shadow surge to do this, she can do so as a swift action. This can even be used to change the shape of a real weapon enhanced by the dark enchantment nightblade art, altering the weapon as if it had the *transformative* ability. Once the effect ends, the weapon reverts back to its normal shape. She cannot change the chosen enhancements of her weapon when she does this; any enhancements that are incompatible with the new weapon type (such as trying to apply *keen* to a bludgeoning weapon) have no effect. This ability replaces triple surge.

SHADOWAGENT (ARCHETYPE)

Being able to remain unseen is a powerful tool in the hands of an assassin. With a mixture of arcane arts and lethal poisons, shadow agents can strike with swift and deadly precision, vanishing back into darkness when the job is complete.

Sneak Attack (Ex): At 1st level, a shadow agent gains sneak attack, as the rogue ability of the same name. The extra damage dealt increases by +1d6 every six levels after 1st (max 4d6). If a shadow agent gets a sneak attack bonus from another source, the bonuses on damage stack. This ability replaces all of the daily uses of her path power. A shadow agent does not gain the path power of her chosen path.

Poison Expertise (Ex): At 1st level, a shadow agent cannot accidentally poison herself when applying poison to a weapon. She gains a bonus equal to 1/2 her shadow agent level on Craft (alchemy) checks. This ability replaces the path technique gained at 1st level.

Swift Poisoning (Ex): At 3rd level, a shadow agent can apply poison to a weapon as a move action. At 6th level, she can apply it as a swift action. This ability replaces the nightblade art gained at 3rd level.

Uncanny Dodge (Ex): At 4th level, the shadow agent gains uncanny dodge, as the rogue ability of the same name, using her shadow agent levels in place of her rogue levels.

If the shadow agent already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Assassinate (Ex): At 10th level, a shadow agent can kill foes that are unable to defend themselves. This functions as the slayer talent of the same name, with a DC equal to 10 + 1/2 the shadow agent's level + the shadow agent's Charisma modifier. This ability replaces the path technique gained at 10th level.

Swift Assassination (Ex): At 16th level, once per day, a shadow agent can use her assassinate ability against a foe without studying the foe beforehand. She must still sneak attack her foe using a melee weapon that deals damage.

TRAVELER OF TWO PATHS (ARCHETYPE)

Some nightblades find themselves in need of diversifying their training, choosing to study two paths rather than one. The nightblade gains access to a mixture of the abilities of these two paths, but dividing her training causes her to lose skills in other areas.

Path Power: The nightblade chooses one of the two path powers to gain access to at 1st level. She can use this ability once per day as normal. Every four levels thereafter (5th, 9th, 13th, and 17th), she can either gain an additional use of this power or gain a daily use of the path power from her other chosen path. Her daily uses of these two powers are tracked separately. The traveler of two paths does not gain additional uses of her path powers every three levels past first (4th, 7th, and so on) as a normal nightblade does. She may only use one of her path powers at a time.

Techniques: At 1st, 5th, 10th, 15th, and 20th levels, a traveler of two paths gains one of the two new path techniques available to her at that level. She may instead select a lower-level path technique she did not choose in place of one of these higher-level techniques.

Shadow Surge: The traveler of two paths gains only one of the two shadow surge powers granted by her chosen paths. She may gain the other shadow surge power in place of a nightblade art.

Nightblade Arts: A traveler of two paths can choose from the nightblade arts granted by either of her chosen paths when she selects an art.

Drawbacks: Dividing training between two nightblade paths is difficult and has drawbacks. As stated above, the traveler of two paths gains additional uses of her path power every four levels, rather than every three. A traveler of two paths does not gain the triple surge class feature; her maximum number of shadow surges does not increase past two (from the twin surge class feature). In addition, a traveler of two paths has one fewer spell known at each level (including cantrips) than what is presented in **Table: Nightblade Spells Known**.

VEILED INFILTRATOR (ARCHETYPE)

It is no secret that nightblades excel at stealth, but some prefer a more practical approach. A well-known specialization among spies, thieves, and saboteurs, veiled infiltrators learn how to break into any group or stronghold with a combination of illusions, subterfuge, and their own wit.

Trapfinding (Ex): At 1st level, a veiled infiltrator adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A veiled infiltrator can use Disable Device to disarm magic traps. This ability replaces the path technique gained at 1st level.

Infiltrator's Veil (Sp): At 2nd level, the veiled infiltrator gains the disguising veil nightblade art, even though she doesn't meet the prerequisites. She may use this veil for 10 minutes per level, rather than 1 minute per level. The disguise is treated as a spell whose level is equal to the highest level of nightblade spell the veiled infiltrator can cast for the purpose of detecting or dispelling the veil.

At 6th level, her disguising veil lets her alter the audible properties of her disguise (such as her voice or the sound of her equipment) or the perceived tactile (touch) properties of her disguise.

At 10th level, while under the disguising veil the veiled infiltrator is harder to detect, treating her as if under the effects of both a *nondetection* spell and an *undetectable alignment* spell.

At 14th level, the disguise fools extraordinary senses, such as scent or tremorsense, always perceiving her as the creature she is disguised as.

At 18th level, the disguise fools magical and supernatural senses, such as lifesense or *true seeing*. A creature viewing the veiled infiltrator with *true seeing* must make an opposed caster level check against the veiled infiltrator; failure means the disguise is not revealed. This ability replaces shadow surge, twin surge, and triple surge. A veiled infiltrator never gains shadow surges and cannot utilize abilities or magic items that require them.

Rogue Talents: At 3rd level, a veiled infiltrator gains a rogue talent, as the rogue ability of the same name. She gains an additional rogue talent for every three levels of veiled infiltrator gained after 3rd level. She cannot take the ninja trick or the *ki* pool rogue talents. Otherwise, this works as the rogue's rogue talent ability. This replaces all of the nightblade's nightblade arts.

Trap Sense (Ex): At 3rd level, a veiled infiltrator gains trap sense +1, as the rogue class feature of the same name. This bonus improves by +1 for every three levels gained after 3rd, to a maximum of +6 at 18th level.

Advanced Talents: At 12th level, and every three levels thereafter, a veiled infiltrator can choose an advanced rogue talent in place of a rogue talent.

ORACLE

An oracle's powers can come from any number of mysterious sources, which are often unknown or incomprehensible. Some find themselves beckoned to dwell in shadows, feeling as though they, too, should be as unknowable as the darkness they embody.

The following presents both a new mystery and a new curse for oracles. An oracle must pick one mystery upon taking her first level of oracle. Once made, this choice cannot be changed. Unless otherwise noted, the DC to save against these revelations is equal to 10 + 1/2 the oracle's class level + the oracle's Charisma modifier. Effects that duplicate spells use the oracle's class level as her caster level.

An oracle must choose a curse at 1st level. Once this choice is made, it cannot be changed. The oracle's curse cannot be removed or dispelled without the aid of a deity. An oracle's curse is based on her oracle level plus one for every two levels or Hit Dice other than oracle.

DARKNESS (MYSTERY)

Class Skills: An oracle with the darkness mystery adds Bluff (Cha), Intimidate (Cha), Perception (Wis), and Stealth (Dex) to her list of class skills.

Bonus Spells: *shadow stream** (2nd), *dust of twilight*^{APG} (4th), *deeper darkness* (6th), *shadow conjuration* (8th), *vampiric shadow shield*^{CG} (10th), *shadow walk* (12th), *greater shadow conjuration* (14th), *greater shadow evocation* (16th), *polar midnight*^{LM} (18th).

Revelations: An oracle with the Darkness mystery can choose from any of the following revelations:

Blackest Night (Su): You conjure an area of intense shadows, the mixture of darkness and negative energy ravaging creatures within. You can create one 10-foot cube of darkness per oracle level. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in the darkness when you use this ability takes 1d8 points of cold damage per oracle level plus an additional 1d6 points of Strength damage as the destructive energy tears at them. A Fortitude save halves both the cold damage and Strength damage. In addition, the area becomes pitch black after the initial burst, treating the entire area as if under the effects of *banish light**. The *banish light** effect lasts for a number of rounds equal to your Charisma modifier, but the damage only occurs once (when the shadows are created). At 15th level, the Strength damage increases to 2d6. You can use this ability once per day. You must be at least 11th level to select this revelation.

Cloak of Darkness (Su): You conjure a cloak of shadowy darkness that grants you a +4 armor bonus and a +2 circumstance bonus on Stealth checks. At 7th level, and every four levels thereafter, these bonuses increase by +2. You can use this cloak for 1 hour per day per oracle level. The duration does not need to be consecutive, but it must be spent in 1-hour increments.

Defy Darkness (Ex): You gain a +2 insight bonus on saves against blindness, fear, and pain effects. At 7th level, this bonus also applies on saves against death effects and energy drain. At 11th level, the bonus increases to +4.

Hide in Plain Sight (Su): You can use the Stealth skill even while being observed. As long as you are within 10 feet of an area of dim light, you can hide yourself from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow. You must be at least 7th level before selecting this revelation.

Pierce the Veil (Su): Your time spent within the shadows allows you to see in even the deepest darkness. You gain darkvision 60 feet. If you already have darkvision, its range is extended by 30 feet instead. At 11th level, you can see perfectly in darkness of any kind, even in absolute darkness or the darkness created by a *deeper darkness* spell.

Shade Sight (Sp): You gain a bonus on Perception checks to locate invisible or incorporeal creatures equal to half your oracle level (minimum 1). At 7th level, as a standard action, you can look into shadows to see out of another area of darkness nearby. This functions as *clairaudience/clairvoyance*, but only for sight (not hearing). You must be in an area of dim light or darkness to use this ability, and can only scry upon another area of dim light or darkness. A creature's shadow counts as dim light for this purpose, but if the creature moves from its current space the effect ends. Unlike with *clairaudience/clairvoyance*, your low-light vision, darkvision, and see in darkness abilities function through the sensor (if you have them). You can use this ability for a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Shadow Resistance (Ex): You gain resist cold 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to cold.

Sight Unseen (Ex): You gain Blind-Fight as a bonus feat. At 8th level, you gain Improved Blind-Fight^{APG} as a bonus feat. At 15th level, you gain Greater Blind-Fight^{APG} as a bonus feat. You do not need to meet the prerequisites to receive these feats.

Touch of the Void (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of cold damage + 1 point for every two oracle levels you possess. At 7th level, the touched creature must also make a Fortitude saving throw or be fatigued for



a number of rounds equal to 1/2 your oracle level. This has no effect on a creature that is already fatigued. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Wings of Darkness (Su): As a swift action, you can manifest a set of translucent, inky wings that grant you a fly speed of 60 feet with good maneuverability. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 11th level, you can use these wings to fly as if with *overland flight* once per day. Used in this way, the ability lasts for up to 1 hour per level, and counts as your total use of this ability for the day. You must be at least 7th level to select this revelation.

Final Revelation: Upon reaching 20th level, you become a master over darkness. You become immune to blind, dazzle, death effects, and energy drain. When you use *shadow conjuration* or *shadow evocation* spells, your creations are 20% more real, and any creatures you create gain the benefits of the Augment Summoning feat. Once per day, you may cast *shades* as a spell-like ability, using your oracle level as your caster level.

FORGOTTEN (CURSE)

People find it difficult to remember who you are, their memories of you often clouded and inconsistent. This tends to make social interaction difficult, imparting a -4 penalty on Charisma-based skill checks, except for Disguise. Add *disguise self* and *memory lapse*^{APG} to your list of spells known as 1st-level spells.

At 5th level, add *misdirection* and *undetected alignment* to your list of spells known as 2nd-level spells.

At 10th level, add *modify memory* to your list of spells known as a 5th-level spell.

At 15th level, you gain the constant benefits of a *nondetection* spell, functioning as if you cast it on yourself. You can suppress or reactivate this ability as a free action.

PALADIN



SHADOW BANISHER (ARCHETYPE)

Paladins are always seeking out evil to vanquish in the name of their god. Some focus on seeking out those that lurk in the shadows, turning back the tide of darkness by invoking the brilliant light of divinity.

Smite Evil (Su): This functions as the ability of the same name, but does not deal double damage on the first hit against evil dragons or outsiders; only to undead. However, hitting the target of her smite subjects it to a *faerie fire* effect for 1 minute per shadow banisher level. In addition, her weapons are treated as *ghost touch* weapons when used against the target of her smite.

Channel Light (Su): At 4th level, the shadow banisher gains the ability to create a brilliant flash of light to either strike at the evil before her or to dispell the darkness about her. This ability is similar to channeling positive energy, but instead of healing living creatures and harming undead, this blast of divine power can only harm undead and create light.

Channeling light causes a burst that affects all creatures in a 30-foot radius centered on the shadow banisher. When used to harm undead, it functions identically to channeling positive energy, and counts as such for feats, abilities, prerequisites, and so on that use channel positive energy.

Instead of harming undead with this energy, a shadow banisher can instead use channel light to dispel darkness. Any 1st level or lower spell with the darkness descriptor in the area is dispelled (as *dispel magic*). The level of darkness spells that can be dispelled with channel light increases by 1 for every two levels beyond 4th, up to being able to dispel 9th level darkness spells at 20th level. Whether the magical effects are dispelled or not, the area brightens, as a *daylight* spell, for 1 minute.

A shadow banisher may channel light by expending two uses of her lay on hands ability. Doing so is a standard action that does not provoke attacks of opportunity. A shadow banisher must present her holy symbol to use this ability. This ability replaces channel positive energy.

Aura of Warding (Su): At 8th level, the shadow banisher becomes immune to magical aging effects and adds her Charisma bonus (if any) as a bonus to her touch AC. Allies within 10 feet of the shadow banisher add the shadow banisher's Charisma bonus as a bonus to touch AC. This bonus cannot make her touch AC go above her normal AC, nor can it make an ally's touch AC exceed their normal AC. This aura functions only while the shadow banisher is conscious, not if she is unconscious or dead. This ability replaces aura of resolve.

ROGUE

SCOURGE OF SHADOWS (ARCHETYPE)

Rogues of all kinds know the value in staying unseen. Those that are particularly quick learners sometimes delve into shadow magic, learning a small number of powers often utilized by nightblades.

Shadow Surge (Su): At 3rd level, the scourge of shadows learns the ability to gain shadow surges, as the nightblade ability of the same name. This grants her the ability to use a shadow surge to roll twice on Stealth checks, but does not grant any other surge abilities (as she does not have a nightblade path). This ability replaces trap sense and the sneak attack dice gained at 3rd level.

Night Talents: A scourge of shadows can select a nightblade art in place of a rogue talent, using her rogue level in place of her nightblade level. She may only choose nightblade arts that require spending a shadow surge to use, such as dusk strike or shadow motion. A scourge of shadows can only select one art starting at 4th level, plus again every six rogue levels thereafter (to a maximum of three arts at 16th level). This alters the rogue talent class feature.

Shadow Strike: A scourge of shadows gains Shadow Strike as a bonus feat at 7th level. If she already has the feat, she can take another combat feat she qualifies for instead. This replaces the sneak attack dice gained at 7th level.

Rogue Talents: The following rogue talents complement the scourge of shadows archetype: fast stealth, minor magic, major magic, and surprise attack.

Advanced Rogue Talents: The following advanced rogue talents complement the scourge of shadows archetype: familiar, hide in plain sight, and slippery mind.

SHAMAN

Shamans are bound to and empowered by the innumerable spirits of the world. Just as spirits can embody the gentle wind or serene beauty of nature, so, too, can they bestow the powers of night and shadow upon a willing shaman.

The following presents a new spirit for shamans. A shaman can choose this spirit for her spirit or wandering spirit class features. Unless otherwise noted, the DC to save against the special abilities granted by a spirit is equal to $10 + 1/2$ the shaman's class level + the shaman's Wisdom modifier. Effects that duplicate spells use the shaman's class level as her caster level.

DARKNESS

A shaman that selects the darkness spirit has a mysterious and entrancing air about her, yet she seems to go by unnoticed. When she calls upon the spirit's abilities, her appearance fades as her shadow elongates and darkens, and nearby candles and lights flicker and dim as if being extinguished, if only for a moment.



Spirit Magic Spells: *shadow stream** (1st), *dust of twilight*^{APG} (2nd), *deeper darkness* (3rd), *shadow conjuration* (4th), *vampiric shadow shield*^{CG} (5th), *shadow walk* (6th), *greater shadow conjuration* (7th), *greater shadow evocation* (8th), *polar midnight*^{JM} (9th).

Hexes: A shaman who chooses the darkness spirit can select from the following hexes.

Cloak of Darkness (Su): The shaman conjures a cloak of shadowy darkness that grants her a +4 armor bonus and a +2 circumstance bonus on Stealth checks. At 7th level, and every four levels thereafter, these bonuses increase by +2. She can use this cloak for 1 hour per day per shaman level. The duration does not need to be consecutive, but it must be spent in 1-hour increments.

Enveloping Void (Su): The shaman curses one creature with the dark void. As a standard action, the shaman can cause one enemy within 30 feet to treat the light level as two steps lower: bright light becomes dim light, normal light becomes darkness, and areas of dim light and darkness become supernaturally dark (like *darkness*, but even creatures with darkvision cannot see). This effect lasts for a number of rounds equal to the shaman's level. A successful Will saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Fading Memory (Sp): The shaman can curse a creature to make its thoughts fade away, clouding its memory with darkness. This functions as a *memory lapse*^{APG} spell, making the creature forget what happened between the use of this hex back to the beginning of its last turn. For every five levels the shaman possesses, this curse removes the memory of an additional round, up to a total of 5 rounds forgotten. A successful Will save negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Shade Sight (Sp): The shaman gains a bonus on Perception checks to locate invisible or incorporeal creatures equal to half her shaman level (minimum 1). At 7th level she can, as a standard action, look into shadows to see out of another area of darkness nearby. This functions as *clairaudience/clairvoyance*, but only for sight (not hearing). The shaman must be in an area of dim light or darkness to use this ability, and can only snoop upon another area of dim light or darkness. A creature's shadow counts as dim light for this purpose, but if the creature moves from its current space the effect ends. Unlike with *clairaudience/clairvoyance*, the shaman's low-light vision, darkvision, and see in darkness abilities function through the sensor (if she has them). The shaman can use this ability for a number of rounds per day equal to her shaman level, but these rounds do not need to be consecutive.

Sight Unseen (Ex): The shaman gains Blind-Fight as a bonus feat. At 8th level, she gains Improved Blind-

Fight^{APG} as a bonus feat. At 15th level, she gains Greater Blind-Fight^{APG} as a bonus feat. The shaman does not need to meet the prerequisites of these feats.

Spirit Animal: The shaman's spirit animal becomes faded and shadowy, as if always in an area of darkness. The spirit animal gains darkvision 30 feet. If it already has darkvision, it is increased by this amount. Additionally, whenever the spirit animal is in dim light, the miss chance granted by concealment increases to 50% instead of the normal 20%. This does not grant total concealment; it just increases the miss chance.

Spirit Ability: A shaman who chooses the darkness spirit as her spirit or wandering spirit gains the following ability.

Umbral Touch (Su): As a standard action, the shaman can perform a melee touch attack that deals 1d6 points of cold damage + 1 point for every two shaman levels she possesses. At 7th level, the touched creature must also make a Fortitude saving throw or be fatigued for a number of rounds equal to 1/2 the shaman's level. This has no effect on a creature that is already fatigued. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Greater Spirit Ability: A shaman who chooses the darkness spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

Dark Presence (Su): The shaman gains darkvision 60 feet. If she already possesses darkvision, the range instead increases by 30 feet. In addition, the shaman can turn herself into a natural shadow, as the *shadow form** spell, for a number of minutes per day equal to half her shaman level. This duration does not have to be consecutive, but must be spent in 1-minute increments.

True Spirit Ability: A shaman who chooses the darkness spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

Eternal Darkness (Sp): The shaman can cast *power word blind* and *orb of the void*^{JM} each once per day with a caster level equal to her shaman level.

Manifestation: Upon reaching 20th level, the shaman becomes a master over darkness. She becomes immune to blind, dazzle, death effects, and energy drain. When she uses *shadow conjuration* or *shadow evocation* spells, her creations are 20% more real, and any creatures she creates gain the benefits of the Augment Summoning feat. Once per day, she may cast *shades* as a spell-like ability, using her shaman level as her caster level.

CHAPTER III

FEATS

Feats are abilities, skills, and talents that characters can obtain through understanding, training, or by means of their race or heritage. Listed here are 25 brand new feats focusing on stealth, illusions, fear, or shadows.

Some of these feats are listed as combat feats. Brawlers, fighters, gunslingers, swashbucklers, and warpriests can select combat feats as bonus feats. Members of other classes can take these feats provided they meet the prerequisites.

Many of these feats are new racial feats for Fetchlings and Wayangs, the native people of the Plane of Shadow. Racial feats were first introduced in the *Pathfinder Roleplaying Game Advanced Players Guide*. These feats can only be taken by characters of the specified race.

FEAT DESCRIPTIONS

Feats are summarized on **Table: Feats**. Note that the prerequisites and benefits on the table are abridged for reference. See each feat's description for full details.

The following format is used for feat descriptions.

Feat Name: The feat's name includes what subcategory of feat, if any, that feat belongs to, such as Combat or Wayang. The name is followed by a brief description of what the feat does.

Prerequisite: Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he gains the prerequisite. This entry will be absent if the feat has no prerequisites.

Feats that have prerequisites found in this book (namely, features of the nightblade class) are marked with a dagger (†).

Benefit: What a feat enables a character to do ("you" in the description). If a character has the same feat more than once, its benefit does not stack unless otherwise noted in the description.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat has no drawback, this entry is absent.

Special: Additional information about the feat, such as being able to take the feat multiple times.

Ancestral Heritage (Fetchling)

The human ancestry that fetchlings come from appears more prominently in you.

Prerequisite: Fetchling

Benefit: You count as both fetchling and human and for any effects related to race, such as taking traits, feats, how spells and magic items affect you, and so on.

Special: You may not take the Racial Heritage^{APG} feat, even though it is normally available to humans.

Arcane Veil

You can convert any spell into an invisible veil.

Prerequisite: Spell Focus (Illusion), Arcane spellcaster, caster level 9th

Benefit: As a standard action, you can sacrifice a prepared spell or unused spell slot of 1st level or higher and transform it into a transparent veil, granting yourself *invisibility*, as the spell. This invisibility lasts for 2 rounds for every level of the spell or spell slot you sacrificed. Once the invisibility ends (for any reason), you cannot use this feat again for 1 minute.

Concealing Trick

You can share your secrets of stealth with allies.

Prerequisite: Hide in Plain Sight, Slayer Camouflage, or Camouflage class feature, character level 13th

Benefit: You can grant a single ally adjacent to you the benefits of your hide in plain sight, slayer camouflage, or camouflage class feature. Doing this is a move action and lasts as long as that ally remains adjacent to you. You may only grant this ability to a single ally at a time. For the purpose of these abilities, the ally is considered to share your chosen favored terrains (though they do not gain any other benefits that favored terrain grants). The ally must still meet the rest of the conditions of the ability to make use of it.

Dissolution's Embrace (Wayang)

The Dissolution calls you to be one with the shadows.

Prerequisite: Wayang

Benefit: Whenever you are in dim light or darkness, you may take 10 on Stealth checks, even if circumstances



Table: Feats

| FEAT | PREREQUISITES | BENEFIT |
|-----------------------|---|--|
| Arcane Veil | Arcane spellcaster, Spell Focus (Illusion), caster level 9th | Sacrifice a spell to turn invisible. |
| Concealing Trick | Character level 13th, Hide in Plain Sight, Slayer Camouflage, or Camouflage ability | Grant an adjacent ally the benefit of your Hide In Plain Sight, Slayer Camouflage, or Camouflage ability. |
| Extra Nightblade Art | Nightblade Art [†] class feature | Gain one additional nightblade art. |
| Eyes of Night | Perception 10 ranks, darkvision 120 feet | See perfectly in magical darkness to a short distance. |
| Lingering Shadows | Able to cast at least one spell with the darkness descriptor, caster level 5th | Spells you cast with the darkness descriptor are harder to suppress. |
| Night Dweller | None | Gain bonuses against fear and shadow effects. |
| Realistic Illusions | Spell Focus (Illusion) | Illusion spells are harder to disbelieve, even with proof. |
| Recover Senses | Great Fortitude, Perception 5 ranks | Effects that hinder your senses last only half as long. |
| Shadow Gift | Shadow Surge [†] class feature, character level 7th | Grant your shadow surge to allies. |
| Shadow Summoner | Spell Focus (Conjuration) | Grant summoned creatures the shadow creature template. |
| Shadowy Dodge | Acrobatics 5 ranks | Bonus to Acrobatics checks to tumble past opponents or to AC when fighting defensively if in dim light or darkness. |
| Tenacious Illusions | Spell Focus (Illusion) | Illusion spells you cast are harder to dispel. |
| Terrifying Ambush | Weapon Focus, Dazzling Display | Demoralize opponents struck during the surprise round. |
| Umbral Striker | Arcane Strike, Caster level 7th | Arcane Strike deals cold damage, weapon counts as silver and cold iron. |
| Unseen Terror | Intimidate 5 ranks, Stealth 5 ranks | Make Intimidation checks to demoralize while remaining hidden, bonus on Intimidate checks made in darkness. |
| RACIAL FEATS | PREREQUISITES | BENEFIT |
| Ancestral Heritage | Fetchling | Count as a human for effects related to race. |
| Dissolution's Embrace | Wayang | Take 10 on Stealth checks while in dim light or darkness. |
| Dissolution's Scar | Wayang, character level 5th | Gain a +1 bonus on saving throws while in shadows. |
| Dissolution's Ward | Wayang, Light and Dark racial ability | Gain resistance against positive and negative energy. |
| Extra Light and Dark | Wayang, Light and Dark racial ability | Gain additional uses of Light and Dark racial ability. |
| Greater Shadow Magic | Wayang, Shadow Magic racial trait, Charisma 13, Improved Shadow Magic | <i>Ghost sound</i> , <i>pass without trace</i> , <i>ventriloquism</i> usable at will, <i>darkness</i> and <i>silent image</i> usable twice per day, gain <i>invisibility</i> once per day. |
| Improved Shadow Magic | Wayang, Shadow Magic racial trait, Charisma 13 | Use <i>shape shadows</i> at-will and gain <i>silent image</i> and <i>darkness</i> once per day. |
| Night Caster | Wayang, caster level 1st | Cast darkness and shadow spells at +2 caster level. |
| Shadow Traveler | Fetchling, <i>plane shift</i> spell-like ability, character level 15th | Can cast <i>plane shift</i> an additional time each day, bring allies along. |
| Shadowy Disguise | Fetchling, <i>disguise self</i> spell-like ability | <i>Disguise self</i> spell-like ability becomes partially real. |

would normally prevent you from taking 10 on skill checks. This does not grant you the ability to make Stealth checks while being observed.

Normal: Distractions or threats (such as combat) make it impossible for a character to take 10.

Dissolution's Scar (Wayang)

The ritual scarification of your people is a reminder of your devotion to the shadows.

Prerequisite: Wayang, character level 5th

Benefit: While in dim light or darkness, you gain a +1 racial bonus on all saving throws.

Dissolution's Ward (Wayang)

Your closeness to the darkness makes you more resistant to positive and negative energy.

Prerequisite: Wayang, Light and Dark racial ability

Benefit: You gain +2 channel resistance against both positive and negative energy.

Extra Light and Dark (Wayang)

You can shift between light and shadows more frequently.

Prerequisite: Wayang, Light and Dark racial ability

Benefit: You can use your Light and Dark racial ability two additional times per day.

Extra Nightblade Art

Through practice, you have learned more shadow arts.

Prerequisite: Nightblade art[†] class feature

Benefit: You gain an additional nightblade art. You must meet all of the prerequisites for this nightblade art.

Special: You can gain this feat multiple times.

Eyes of Night

Your darkvision is so keen it can even pierce through magical darkness.

Prerequisite: Perception 10 ranks, darkvision 120 feet or greater

Benefit: You gain the ability to see up to 20 feet clearly in supernatural darkness, such as that created by the *deeper darkness* spell.

Greater Shadow Magic (Wayang)

Your shadow magic grows even stronger.

Prerequisite: Wayang, Shadow Magic racial trait, Charisma 13, Improved Shadow Magic

Benefit: You can now use your *ghost sound*, *pass without trace*, and *ventriloquism* spell-like abilities at will. You gain an additional daily use of *darkness* and *silent image*. Once per day, you can cast *invisibility* as a spell-like ability. Your caster level is equal to your character level.

Improved Shadow Magic (Wayang)

Shadow magic comes more naturally to you than others of your race.

Prerequisite: Wayang, Shadow Magic racial trait, Charisma 13

Benefit: You may use *shape shadows** as a spell-like ability at will, and add *silent image* and *darkness* to the spell-like abilities that you may use once each per day. Your caster level is equal to your character level.

Lingering Shadows

Your darkness spells are harder to suppress.

Prerequisite: Able to cast at least one spell with the darkness descriptor, caster level 5th

Benefit: Magical light sources cannot increase the light level within the area of spells you cast with the darkness descriptor (such as *deeper darkness*) unless the light spell is at least two spell levels higher than your darkness spell. Spells with the light descriptor cannot be used to counter or dispel your darkness spells unless they are at least one spell level higher than your darkness spells.

Normal: Most spells that lower lighting conditions (such as *darkness*) can have the area brightened by a light spell at least one level higher than the darkness spell. Most spells with the light descriptor can be used to counter and dispel a darkness spell of the same spell level or lower.

Night Caster (Wayang)

Shadow spells you cast are stronger than normal.

Prerequisite: Wayang, caster level 1st

Benefit: When you cast spells of the shadow subschool or spells with the darkness descriptor, your caster level considered two higher when determining the duration and range of those spells.

Night Dweller

Your long time spent in darkness has made you accustomed to its terrors.

Benefit: You gain a +2 bonus on saving throws against fear, phantasm, darkness, and shadow effects. The DC of Intimidate checks made to demoralize you increases by 5.

Realistic Illusions

Your illusion spells are so realistic that creatures are inclined to believe them, even when faced with proof of their falsehood.

Prerequisite: Spell Focus (Illusion)

Benefit: A character faced with proof that an illusion spell you cast isn't real must still make a saving throw, but does so at a +4 bonus. If any viewer successfully disbelieves an illusion you cast and communicates this fact to others, each such viewer gets a saving throw but gets no bonus to the check.

Normal: A character faced with proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to others, each such viewer gains a saving throw with a +4 bonus.

Recover Senses

You quickly regain your senses when they are attacked.

Prerequisite: Great Fortitude

Benefit: When you fail a save against an effect that causes you to become blinded, dazzled, deafened, or otherwise hinders your sense of sight or hearing, you can make a second save to negate the effect on the start of your next turn. Only one additional save is allowed. If the effect does not allow a saving throw, its duration is halved instead (minimum of 1 round). This only applies to the effects that hinder your senses; any other effects such as damage, fear, or a different condition that accompanies the effect remain.

Shadow Gift

With a shadowy touch, you can grant a small portion of your shadow magic to another.

Prerequisite: Shadow surge[†] class feature, nightblade level 7th

Benefit: As a full-round action, you can touch an ally to grant it a single shadow surge that you currently have.

If the target has the shadow surge class feature, it can use that shadow surge with any of its class features that utilize shadow surges. If the ally does not normally have the shadow surge class feature, that ally can spend the shadow surge as a free action when making a Stealth check to enshroud itself in darkness, letting it roll twice and take the better result.

In addition, if you have another method of expending a shadow surge, you may grant the ally that ability as well. You may only grant one other ability that expends shadow surges in this manner, and it must be usable by a nightblade of half your level. For any purpose based on level, the creature is treated as a nightblade of half your nightblade level to determine the effects of the ability. This can be granted to creatures with or without the shadow surge class feature. The ally loses this granted ability once it has spent the shadow surge.

The shadow surge must be spent by the ally within 1 hour, otherwise it is lost. You may only give out 1 shadow surge at a time in this manner, and cannot give out another one until the first is used or lost.

Shadow Summoner

Creatures you summon gain the power of darkness.

Prerequisite: Spell Focus (Conjuration)

Benefit: Whenever you summon a creature from the *summon monster* spell list that indicates it is summoned with either the celestial or the fiendish template based on your alignment, you can summon the creature with the shadow creature template instead.

Shadow Traveler (Fetchling)

You are able to take others with you when you journey to your home plane.

Prerequisite: Fetchling, *plane shift* spell-like ability, character level 15th

Benefit: You can use *plane shift* an additional time each day, and can now take along other willing creatures. You may still only shift to either the Material Plane or the Plane of Shadow.

Normal: Fetchlings may not bring other creatures with them when using their *plane shift* spell-like ability.

Shadowy Disguise (Fetchling)

The disguise you don is made of shadow magic, making it partially real.

Prerequisite: Fetchling, *disguise self* spell-like ability

Benefit: You can use *disguise self* an additional time each day. When you use your *disguise self* spell-like ability, the disguise is partially made real with shadowstuff, letting it actually alter the tactile (touch) or audible (sound) properties of you and your equipment.

Normal: *Disguise self* cannot alter the perceived tactile or audible properties of you or your equipment.

Shadowy Dodge (Combat)

The shadows provide ample cover for you to dodge about your foes.

Prerequisite: Acrobatics 5 ranks

Benefit: You gain a +2 bonus on Acrobatics checks made to move through a threatened area or an opponent's space as long you are within dim light or darkness. In addition, as long as you are in dim light or darkness, the dodge bonus to AC granted from fighting defensively increases by +1, and the dodge bonus to AC granted from the total defense action increases by +2.

Tenacious Illusions

Illusions you cast are hard to dispel.

Prerequisite: Spell Focus (Illusion)

Benefit: The DC of caster level checks to dispel or remove your illusions increases by 2; even if the spell is dispelled, it persists for 1 more round before dissipating.

Terrifying Ambush (Combat)

You strike terror in those you catch off guard.

Prerequisite: Weapon Focus, Dazzling Display

Benefit: Whenever you hit a creature with a weapon with which you have Weapon Focus during the surprise round, you can use a free action to make an Intimidate check to demoralize all foes within 30 feet (including the creature struck) who witnessed your attack.

Umbral Striker (Combat)

Your arcane strike now infuses your weapon with shadowy energy.

Prerequisite: Arcane Strike, caster level 7th

Benefit: When you use the Arcane Strike feat, your weapons are also considered silver and cold iron for the purpose of bypassing damage reduction. In addition, you may choose to have the bonus damage dealt by Arcane Strike be cold damage, as opposed to dealing the weapon's damage type. This cold damage does not stack with other cold effects, such as a *frost* enchantment, but is multiplied on a critical hit.

Unseen Terror

Creatures are naturally afraid of what they cannot see.

Prerequisite: Intimidate 5 ranks, Stealth 5 ranks

Benefit: You can make Intimidate checks to demoralize a creature even if it cannot see you. You must still influence it in some other way, such as by taunting, making sounds, or using visual effects such as *silent image* or light from a torch. You gain a +2 bonus on Intimidate checks made while in dim light or darkness.

Normal: You can only make an Intimidate check to demoralize an opponent if it is within 30 feet and can clearly see and hear you.

CHAPTER IV

SPELLS

From blasts of umbral energies to deceptively realistic illusions, magic can bring more power and versatility to the battlefield than any weapon can. Shadow magic is a diverse form of magic, covering a wide variety of functions both beneficial and devastating. Though nightblades are best known for their skill with shadow magic, spellcasters of all kinds can access the powers of darkness and will find its powers most helpful.

Most of the spells in this section focus on shadow magic, darkness, and illusions, making them especially important to aspiring nightblades. However, nearly every magic class will find some benefit within these pages. Even those with no casting ability, such as fighters and rogues, will find the spells here of use, as their more magically-inclined allies can use these spells to strengthen them or hinder their foes.

The following lists summarize the new spells presented in this book, arranged by class and level. A superscript of “F” or “M” appearing at the end of a spell’s name denotes a focus or material component that is not normally included in a spell component pouch.

Order of Presentation: These lists present spells in alphabetical order by name, except for spells whose name begins with “communal”, “lesser”, “greater”, or “mass”, in which case it is alphabetized by the second word of the spell name.

Hit Dice: The term “Hit Dice” is used synonymously with “character levels” for effects that affect a specific number of Hit Dice worth of creatures.

Caster Level: A spell’s power often depends on caster level, which is defined as the caster’s class level for the purpose of casting a particular spell. The word “level” in the short spell descriptions that follow always refer to caster level.

Communal Spells: Communal spells function like other spells, except they allow you to divide the duration among multiple targets, treating each target as a subject of the spell. When you divide the duration, you must divide it as evenly as possible among the targets. Furthermore, unless a communal spell’s description indicates otherwise, no target can receive a duration increment smaller than the smallest increment of duration given in the spell description. For example, if

you are 4th level, your spell’s duration is 1 hour per level, and you have three targets, then each target must receive 1 hour of duration. The extra 1 hour must be assigned to one of the three targets (your choice) or it is wasted.

Interaction between Shadow Spells

Many spells within this book (and a few spells presented in other Pathfinder Roleplaying Game material) directly utilize a creature’s shadow in some way. This can vary from creating protective barriers to anchoring a creature in place. However, multiple such spells cannot be cast on the same creature at the same time.

Generally speaking, you can only be affected by one spell that modifies or uses your shadow at a time. If a new spell is cast on you that uses your shadow, you can decide whether or not to allow it to affect you, taking the place of the old spell (similar to a polymorph effect). The following spells are considered to directly use a creature’s shadow, and fall under this rule:

- *Night Armor*
- *Night Shield*
- *Shadow Anchor*^{ARG}
- *Shadow Binding*
- *Shadow Binding, Mass*
- *Shadow Gate*
- *Shadow Projection*^{APG}
- *Shadow Wound*

Three more spells that use a creature’s shadow, those being *curse of the lightless*, *shadow courier*, and *shape shadows* do not fall under this rule. *Curse of the lightless* permanently removes a target’s shadow, and as such supersedes and removes any active spells that utilize the creature’s shadow. *Shadow courier* stores an item into a creature’s shadow, but does not change its shape or properties thereafter, allowing it to be used on a creature currently affected by a spell that manipulates its shadow without removing the current spell. Finally, *shape shadows* simply makes a shadow grow larger or smaller and provides no further penalty or benefit, and as such any other spell that utilizes the target’s shadow automatically supersedes a *shape shadows* effect.

SPELL LISTS

ALCHEMIST SPELLS

2nd-Level Alchemist Spells

Night Shield: Shadow forms into shield that deflects ranged attacks, blocks *magic missiles*.

4th-Level Alchemist Spells

Night Armor: Shadow forms into armor that grants DR 5/silver and deflects ranged attacks.

Shadow Form: Subject becomes a natural shadow.

ANTIPALADIN SPELLS

2nd-Level Antipaladin Spells

Dark Confinement: Subjects are unable to leave dimly lit areas.

Shadow Wound: Strike at a creature by attacking its elongated shadow.

3rd-Level Antipaladin Spells

Night Terror: Subjects become terrified of darkness.

4th-Level Antipaladin Spells

Banish Light: Creates total darkness within 30 ft., negates light and fire magic.

Void Field: Pitch-black field negates all sensory input.

BARD SPELLS

0-Level Bard Spells (Cantrips)

Shape Shadows: Increase or decrease the dimensions of natural shadows.

Snuff: Extinguish non-magical light sources.

1st-Level Bard Spells

Hidden Illumination: Invisible field enhances low-light vision and darkvision.

2nd-Level Bard Spells

Shadow Conjunction, Lesser: As *shadow conjunction*, but up to 1st level and 20% real.

3rd-Level Bard Spells

Shadow Courier^F: Turn an object into shadowstuff to meld it into a creature's shadow.

Shadow Evocation, Lesser: As *shadow evocation*, but up to 2nd level and 20% real.

Shadow Structure: Illusory structure supports or impedes creatures.

4th-Level Bard Spells

Illusory Strike: Illusion spell you control attacks as if it were real.

Negative Image^F: Light becomes darkness and darkness becomes light within 60 ft. of object.

Shadow Form: Subject becomes a natural shadow.

5th-Level Bard Spells

Shadow Gate: Teleport multiple creatures within your stretched-out shadow.

6th-Level Bard Spells

Shadow Terrain: As *mirage arcana*, but created structures are quasi-real.

BLOODRAGER SPELLS

1st-Level Bloodrager Spells

Grasp of Darkness: Shadowy touch deals 1d6 cold damage/level, clouds target's vision.

Shadow Stream: Chilling shadows deal 1d4 cold damage/level (max 5d4) in a 30 ft. line.

2nd-Level Bloodrager Spells

Night Shield: Shadow forms into shield that deflects ranged attacks, blocks *magic missiles*.

4th-Level Bloodrager Spells

Night Armor: Shadow forms into armor that grants DR 5/silver and deflects ranged attacks.

CLERIC SPELLS

1st-Level Cleric Spells

Hidden Illumination: Invisible field enhances low-light vision and darkvision.

2nd-Level Cleric Spells

Phantom Caretaker^F: Summoned doctor tends to creatures in your stead.

Symbol of Darkness^M: Triggered rune creates darkness, causes fatigue.

4th-Level Cleric Spells

Control Light^M: Alter light levels within 60 ft.

Sensory Deprivation: Creature has its extraordinary senses negated.

Symbol of Blinding^M: Triggered rune permanently blinds creatures.

5th-Level Cleric Spells

Curse of the Lightless^F: Target no longer casts a shadow, becomes vulnerable to light like a vampire.

Void Field: Pitch-black field negates all sensory input.

6th-Level Cleric Spells

Deathwings: Shadowy wings can be used to attack or create burst of negative energy.

7th-Level Cleric Spells

Banish Light: Creates total darkness within 30 ft., negates light and fire magic.

Banish Shadows: Creates brilliant light within 30 ft., negates darkness and shadow magic.

Sensory Deprivation, Greater: As *sensory deprivation*, but also negates magical and supernatural senses.

9th-Level Cleric Spells

Entropic Storm: Entropic energies rapidly decay creatures and objects in the area.

DRUID SPELLS

4th-Level Druid Spells

Control Light^M: Alter light levels within 60 ft.

5th-Level Druid Spells

Lunar Prophecy^{M,F}: Grant one-time-use benefits to allies based on the phase of the moon.

INQUISITOR SPELLS

1st-Level Inquisitor Spells

Eyes of Eventide: Subject gains low-light vision, bonus on saves that would hinder vision.

Hidden Illumination: Invisible field enhances low-light vision and darkvision.

2nd-Level Inquisitor Spells

Dark Confinement: Subjects are unable to leave dimly lit areas.

Eyes of Eventide, Communal: As *eyes of eventide*, but you may divide the duration among creatures touched.

Phantom Caretaker^F: Summoned doctor tends to creatures in your stead.

3rd-Level Inquisitor Spells

Night Terror: Subjects become terrified of darkness.

Sensory Deprivation: Creature has its extraordinary senses negated.

Shadow Wound: Strike at a creature by attacking its elongated shadow.

5th-Level Inquisitor Spells

Void Field: Pitch-black field negates all sensory input.

6th-Level Inquisitor Spells

Sensory Deprivation, Greater: As *sensory deprivation*, but also negates magical and supernatural senses.

MAGUS SPELLS

1st-Level Magus Spells

Grasp of Darkness: Shadowy touch deals 1d6 cold damage/level, clouds target's vision.

Shadow Stream: Chilling shadows deal 1d4 cold damage/level (max 5d4) in a 30 ft. line.

2nd-Level Magus Spells

Night Shield: Shadow forms into shield that deflects ranged attacks, blocks *magic missiles*.

Phantasmal Foe: Subject believes it is always flanked by illusory opponent.

Shadow Ball: Hovering ball of darkness deals 3d6 cold damage.

3rd-Level Magus Spells

Shadow Vortex: Whirlwind of shadowy energy deals 1d6/level in 15-ft. radius, dazzles creatures.

Shadow Wound: Strike at a creature by attacking its elongated shadow.

4th-Level Magus Spells

Night Armor: Shadow forms into armor that grants DR 5/silver and deflects ranged attacks.

Shadow Ball, Greater: Hovering ball of darkness deals 6d6 cold damage and hampers vision.

Shadow Form: Subject becomes a natural shadow.

6th-Level Magus Spells

Shadow Blast: Powerful blast of shadowy energy deals 1d6/level in 60-ft. cone, blinds creatures.

NIGHTBLADE SPELLS

0-Level Nightblade Spells (Cantrips)

Shape Shadows: Increase or decrease the dimensions of natural shadows.

Snuff: Extinguish non-magical light sources.

1st-Level Nightblade Spells

Eyes of Eventide: Subject gains low-light vision, bonus on saves that would hinder vision.

Grasp of Darkness: Shadowy touch deals 1d6 cold damage/level, clouds target's vision.

Hidden Illumination: Invisible field enhances low-light vision and darkvision.

Shadow Ammunition: Create quasi-real masterwork ammunition.

Shadow Stream: Chilling shadows deal 1d4 cold damage/level (max 5d4) in a 30 ft. line.

Umbral Assistant^M: Illusory assistant performs tasks and blinds foes.

2nd-Level Nightblade Spells

Dark Confinement: Subjects are unable to leave dimly lit areas.

Dark Recovery: Regain a shadow surge as a swift action.

Eyes of Eventide, Communal: As *eyes of eventide*, but you may divide the duration among creatures touched.

Night Shield: Shadow forms into shield that deflects ranged attacks, blocks *magic missiles*.

Phantasmal Foe: Subject believes it is always flanked by illusory opponent.

Shadow Ball: Hovering ball of darkness deals 3d6 cold damage.

Shadow Binding: Target's shadow restricts it, entangling and causing attacks to miss.

Shadow Conjunction, Lesser: As *shadow conjunction*, but up to 1st level and 20% real.

Shadow Necromancy, Lesser: As *shadow necromancy*, but up to 1st level and 20% real.

Umbral Berserker^M: Illusory warrior attacks and deals Strength damage.

3rd-Level Nightblade Spells

Night Terror: Subjects become terrified of darkness.

Sensory Deprivation: Creature has its extraordinary senses negated.

Shadow Courier^F: Turn an object into shadowstuff to meld it into a creature's shadow.

Shadow Evocation, Lesser: As *shadow evocation*, but up to 2nd level spells and 20% real.

Shadow Form: Subject becomes a natural shadow.

Shadow Structure: Illusory structure supports or impedes creatures.

Shadow Vortex: Whirlwind of shadowy energy deals 1d6/level in 15-ft. radius, dazzles creatures.

Shadow Wound: Strike at a creature by attacking its elongated shadow.

Umbral Defender^M: Illusory warrior intercepts opponents and takes damage in your stead.

Wall of Darkness: Wall of shadows grants concealment, fatigues those passing through.

4th-Level Nightblade Spells

Illusory Strike: Illusion spell you control attacks as if it were real.

Negative Image^F: Light becomes darkness and

darkness becomes light within 60 ft. of object.

Night Armor: Shadow forms into armor that grants DR 5/silver and deflects ranged attacks.

Shadow Ball, Greater: Hovering ball of darkness deals 6d6 cold damage and hampers vision.

Shadow Necromancy: Mimics necromancy spells below 4th level, but only 20% real.

Shadow Touch: Necrotic touch attack deals 1d4+1 Strength damage.

Umbral Informant^M: Illusory infiltrator relays information and can become a scrying sensor.

5th-Level Nightblade Spells

Curse of the Lightless^F: Target no longer casts a shadow, becomes vulnerable to light like a vampire.

Deathwings: Shadowy wings can be used to attack or create burst of negative energy.

Shadow Field: Area of shadows and negative energy deals 1d4 Strength damage each round.

Shadow Gate: Teleport multiple creatures within your stretched-out shadow.

Umbral Magician^M: Illusory mage enhances arcane spells and can create a 3rd level evocation.

Void Field: Pitch-black field negates all sensory input.

Wall of Darkness, Greater: As *wall of darkness*, but exhausts creatures that pass through and cannot be seen through with darkvision.

6th-Level Nightblade Spells

Banish Light: Creates total darkness within 30 ft., negates light and fire magic.

Banish Shadows: Creates brilliant light within 30 ft., negates darkness and shadow magic.

Phantasmal Polymorph: Subject believes it has been transformed into something else.

Sensory Deprivation, Greater: As *sensory deprivation*, but also negates magical and supernatural senses.

Shadow Binding, Mass: As *shadow binding*, but affects 1 creature/level.

Shadow Blast: Powerful blast of shadowy energy deals 1d6/level in 60-ft. cone, blinds creatures.

Shadow Space: Overlap real world with Plane of Shadow, causing area to distort randomly.

Shadow Terrain: As *mirage arcana*, but created structures are quasi-real.

Umbral Nightblade^M: Illusory nightblade fights alongside you and can cast shadow magic.

PALADIN SPELLS

2nd-Level Paladin Spells

Phantom Caretaker^F: Summoned doctor tends to creatures in your stead.

4th-Level Paladin Spells

Banish Shadows: Creates brilliant light within 30 ft., negates darkness and shadow magic.

SHAMAN SPELLS

4th-Level Shaman Spells

Control Light^M: Alter light levels within 60 ft.

5th-Level Shaman Spells

Lunar Prophecy^{M,F}: Grant one-time-use benefits to allies based on the phase of the moon.

SORCERER/WIZARD SPELLS

0-Level Sorcerer/Wizard Spells (Cantrips)

Shape Shadows: Increase or decrease the dimensions of natural shadows.

Snuff: Extinguish non-magical light sources.

1st-Level Sorcerer/Wizard Spells

Eyes of Eventide: Subject gains low-light vision, bonus on saves that would hinder vision.

Grasp of Darkness: Shadowy touch deals 1d6 cold damage/level, clouds target's vision.

Hidden Illumination: Invisible field enhances low-light vision and darkvision.

Shadow Ammunition: Create quasi-real masterwork ammunition.

Shadow Stream: Chilling shadows deal 1d4 cold damage/level (max 5d4) in a 30 ft. line.

Summon Horror I: Summons horrific creature to fight for you.

2nd-Level Sorcerer/Wizard Spells

Dark Confinement: Subjects are unable to leave dimly lit areas.

Eyes of Eventide, Communal: As *eyes of eventide*, but you may divide the duration among creatures touched.

Night Shield: Shadow forms into shield that deflects ranged attacks, blocks *magic missiles*.

Shadow Ball: Hovering ball of darkness deals 3d6 cold damage.

Shadow Binding: Target's shadow restricts it, entangling and causing attacks to miss.

Shadow Conjunction, Lesser: As *shadow conjunction*, but up to 1st level and 20% real.

Shadow Necromancy, Lesser: As *shadow necromancy*, but up to 1st level and 20% real.

Summon Horror II: Summons horrific creature to fight for you.

3rd-Level Sorcerer/Wizard Spells

Night Terror: Subjects become terrified of darkness.

Phantasmal Foe: Subject believes it is always flanked by illusory opponent.

Sensory Deprivation: Creature has its extraordinary senses negated.

Shadow Evocation, Lesser: As *shadow evocation*, but up to 2nd level spells and 20% real.

Shadow Structure: Illusory structure supports or impedes creatures.

Shadow Vortex: Whirlwind of shadowy energy deals 1d6/level in 15-ft. radius, dazzles creatures.

Summon Horror III: Summons horrific creature to fight for you.

Wall of Darkness: Wall of shadows grants concealment, fatigues those passing through.

4th-Level Sorcerer/Wizard Spells

Illusory Edge: As *greater magic weapon*, but with quasi-real special weapon abilities.

Illusory Strike: Illusion spell you control attacks as if it were real.

Illusory Vestment: As *magic vestment*, but with quasi-real special armor abilities.

Negative Image^F: Light becomes darkness and darkness becomes light within 60 ft. of object.

Night Armor: Shadow forms into armor that grants DR 5/silver and deflects ranged attacks.

Shadow Ball, Greater: Hovering ball of darkness deals 6d6 cold damage and hampers vision.

Shadow Courier^F: Turn an object into shadowstuff to meld it into a creature's shadow.

Shadow Form: Subject becomes a natural shadow.

Shadow Necromancy: Mimics necromancy spells below 4th level, but only 20% real.

Shadow Touch: Necrotic touch attack deals 1d4+1 Strength damage.

Summon Horror IV: Summons horrific creature to fight for you.

Symbol of Blinding^M: Triggered rune permanently blinds creatures.

5th-Level Sorcerer/Wizard Spells

Deathwings: Shadowy wings can be used to attack or create burst of negative energy.

Shadow Field: Area of shadows and negative energy deals 1d4 Strength damage each round.

Shadow Gate: Teleport multiple creatures within your stretched-out shadow.

Summon Horror V: Summons horrific creature to fight for you.

Wall of Darkness, Greater: As *wall of darkness*, but exhausts creatures that pass through and cannot be seen through with darkvision.

6th-Level Sorcerer/Wizard Spells

Curse of the Lightless^F: Target no longer casts a shadow, becomes vulnerable to light like a vampire.

Phantasmal Polymorph: Subject believes it has been transformed into something else.

Sensory Deprivation, Greater: As *sensory deprivation*, but also negates magical and supernatural senses.

Shadow Binding, Mass: As *shadow binding*, but affects 1 creature/level.

Shadow Blast: Powerful blast of shadowy energy deals 1d6/level in 60-ft. cone, blinds creatures.

Summon Horror VI: Summons horrific creature to fight for you.

7th-Level Sorcerer/Wizard Spells

Banish Light: Creates total darkness within 30 ft., negates light and fire magic.

Banish Shadows: Creates brilliant light within 30 ft., negates darkness and shadow magic.

Shadow Necromancy, Greater: As *shadow necromancy*, but up to 6th level and 60% real.

Shadow Space: Overlap real world with Plane of Shadow, causing area to distort randomly.

Shadow Terrain: As *mirage arcana*, but created structures are quasi-real.

Summon Horror VII: Summons horrific creature to fight for you.

8th-Level Sorcerer/Wizard Spells

Maw of the Nightwave^M: Giant shark's jaws tear at enemies and inflict negative levels.

Summon Horror VIII: Summons horrific creature to fight for you.

9th-Level Sorcerer/Wizard Spells

Entropic Storm: Entropic energies rapidly decay creatures and objects in the area.

Specters: As *shadow necromancy*, but up to 8th level and 80% real.

Summon Horror IX: Summons horrific creature to fight for you.

SUMMONER SPELLS

1st-Level Summoner Spells

Hidden Illumination: Invisible field enhances low-light vision and darkvision.

Summon Horror I: Summons horrific creature to fight for you.

2nd-Level Summoner Spells

Summon Horror II: Summons horrific creature to fight for you.

3rd-Level Summoner Spells

Summon Horror IV: Summons horrific creature to fight for you.

4th-Level Summoner Spells

Summon Horror V: Summons horrific creature to fight for you.

5th-Level Summoner Spells

Summon Horror VII: Summons horrific creature to fight for you.

6th-Level Summoner Spells

Summon Horror VIII: Summons horrific creature to fight for you.

WITCH SPELLS

0-Level Witch Spells (Cantrips)

Shape Shadows: Increase or decrease the dimensions of natural shadows.

1st-Level Witch Spells

Hidden Illumination: Invisible field enhances low-light vision and darkvision.

Shadow Ammunition: Create quasi-real masterwork ammunition.

Shadow Stream: Chilling shadows deal 1d4 cold damage/level (max 5d4) in a 30 ft. line.

Summon Horror I: Summons horrific creature to fight for you.

2nd-Level Witch Spells

Dark Confinement: Subjects are unable to leave dimly lit areas.

Shadow Ball: Hovering ball of darkness deals 3d6 cold damage.

Summon Horror II: Summons horrific creature to fight for you.

Symbol of Darkness^M: Triggered rune creates darkness, causes fatigue.

3rd-Level Witch Spells

Night Terror: Subjects become terrified of darkness.

Sensory Deprivation: Creature has its extraordinary senses negated.

Summon Horror III: Summons horrific creature to fight for you.

4th-Level Witch Spells

Negative Image^F: Light becomes darkness and darkness becomes light within 60 ft. of object.

Shadow Ball, Greater: Hovering ball of darkness deals

6d6 cold damage and hampers vision.

Summon Horror IV: Summons horrific creature to fight for you.

Symbol of Blinding^M: Triggered rune permanently blinds creatures.

5th-Level Witch Spells

Lunar Prophecy^{M,F}: Grant one-time-use benefits to allies based on the phase of the moon.

Summon Horror V: Summons horrific creature to fight for you.

6th-Level Witch Spells

Curse of the Lightless^F: Target no longer casts a shadow, becomes vulnerable to light like a vampire.

Deathwings: Shadowy wings can be used to attack or create burst of negative energy.

Sensory Deprivation, Greater: As *sensory deprivation*, but also negates magical and supernatural senses.

Summon Horror VI: Summons horrific creature to fight for you.

7th-Level Witch Spells

Summon Horror VII: Summons horrific creature to fight for you.

8th-Level Witch Spells

Maw of the Nightwave^M: Giant shark's jaws tear at enemies and inflict negative levels.

Summon Horror VIII: Summons horrific creature to fight for you.

9th-Level Witch Spells

Summon Horror IX: Summons horrific creature to fight for you.

SPELL DESCRIPTIONS

BANISH LIGHT

School abjuration [darkness]; **Level** antipaladin 4, cleric 7, nightblade 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area 30 ft.-radius emanation, centered on you

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

A field of pure darkness emanates from you and follows you, removing all light within the area. The lighting within the spell's area becomes supernatural darkness, as a *deeper darkness* spell, regardless of existing lighting conditions. All non-magical light sources in the area are snuffed out. Supernatural abilities that create light or fire and spells with the light or fire descriptor are suppressed within the area of the spell, as an *antimagic field*. Positive energy effects in the area deal only half their normal damage to undead creatures and heal half their normal hit points to living creatures.

Banish light can be used to counter or dispel a spell with the fire or light descriptor of any level, even those with a higher level than *banish light*.

BANISH SHADOWS

School abjuration [light]; **Level** cleric 7, nightblade 6, paladin 4, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area 30 ft.-radius emanation, centered on you

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

A field of brilliant light emanates from you and follows you, removing all darkness within the area. The lighting within the spell's area becomes bright light, as a *daylight* spell, regardless of existing lighting conditions. Supernatural abilities that create darkness, spells with the darkness or shadow descriptor, and spells of the shadow subschool are suppressed within the area of the spell, as an *antimagic field*. Creatures within the area of the spell do not cast a shadow. If an object or creature is hidden away within a creature's shadow, such as a nightblade's shadow bond ability or an object hidden by a *shadow courier* spell, the hidden object or creature cannot be accessed or utilized while in the area of this spell. Negative energy effects in the area deal only half their normal damage to living creatures and heal half their normal hit points to undead creatures.

Banish shadows can be used to counter or dispel a spell of the shadow subschool or a spell with the shadow or darkness descriptor of any level, even those with a higher level than *banish shadows*.

CONTROL LIGHT

School evocation [darkness, light]; **Level** cleric 4, druid 4, shaman 4

Casting Time 1 standard action

Components V, S, M (a pearl and a piece of obsidian, each worth at least 10 gp)

Range 60 ft.

Area 60-ft. radius centered on you

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

As you cast this spell, the gem that you hold in each hand dissolves away, the pearl staining one hand with a silvery glow, the obsidian blackening your other hand with darkness. Upon casting this spell, you designate the light level that you wish to maintain (bright light, normal light, dim light, or darkness). The lighting within 60 feet of you is changed to that light level, regardless of existing conditions. By concentrating on the spell (a standard action) you can change the lighting level this spell creates by one step in either direction.

Nonmagical sources of light or shadows do not have any effect within the area of this spell. Any magical source of light or darkness that would alter the lighting to a different light level than you have designated has a chance of being suppressed. You must make an opposed caster level check against the caster of the other source of light or darkness. Success means the other source of light or darkness has no effect inside the area of this spell for the remaining duration of this spell, even if the area of light or darkness is brought outside the area of this spell and later brought back in. Failure means the other spell's effects supersede the lighting or darkness created by control light for the duration of the spell.

Control light counters or dispels any light or darkness spell of the same level or lower, such as *daylight* or *snuff*.

CURSE OF THE LIGHTLESS

School necromancy [curse, darkness]; **Level** cleric 5, nightblade 5, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S, F (a broken mirror)

Range touch

Target creature touched

Duration permanent

Saving Throw Will partial; **Spell Resistance** yes

With a touch you curse your foe to a life of exile and darkness. Upon failing its saving throw, the creature's shadow immediately and permanently vanishes. Any spells that utilize its shadow, such as *shadow courier* or

shadow wound, are dispelled and cannot be used on the target as long as the curse persists. Creatures with the shadow surge class feature lose any shadow surges they currently have and cannot gain shadow surges as long as they are cursed. Any object or creature hidden in the creature's shadow, such as from a nightblade's shadow bond ability, is expelled and appears in an adjacent space to the creature. Exposing the target to bright light staggers it so long as it remains in the light. The creature is also treated as an undead creature for determining the damage of spells that deal additional damage to undead, such as *wall of fire* or *sunburst*. This does not grant the creature the ability to be healed by negative energy, nor is it harmed by positive energy (unless it already was beforehand).

Twenty-four hours after the curse is bestowed, the creature's weakness to bright light becomes lethal. From then on, exposing the creature to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape, similar to a vampire. This is in addition to the previously described penalties the curse brings.

A creature that makes its Will save is staggered for 1 round if it is in bright light, but suffers no further effects. The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

While a creature can learn to live with the curse, in lands where vampires are a threat or feared, the curse can make the creature the subject of superstition or outright hostility from others.

DARK CONFINEMENT

School illusion (shadow) [darkness, shadow]; **Level** antipaladin 2, inquisitor 2, nightblade 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a spider web)

Range close (25 ft. + 5 ft./2 levels)

Target one creature per level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Each creature targeted by this spell finds itself unable to enter well-lit areas. As long as *dark confinement* persists, affected creatures must remain within areas of dim light, darkness, or supernatural darkness and cannot willingly enter into areas of normal light or bright light; attempts to do so feel as if struggling against a solid wall. This spell has no effect on creatures that are not in an area of dim light, darkness, or supernatural darkness at the time of casting. If an affected creature is forcefully moved into an area of normal or bright light (such as by a bull rush maneuver), or if the space containing the creature

is brought to normal light or brighter, the spell is suppressed for that creature until it moves back into an area of dim light or darker, at which point the effects of *dark confinement* resume (assuming the spell has duration remaining). A creature is not compelled to move back into darker areas if moved in such a manner.

DARK RECOVERY

School evocation [darkness]; **Level** nightblade 2

Casting Time 1 swift action

Components V

Range personal

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

With a hushed whisper, you gather the power of shadows around you, granting yourself a shadow surge. You must be able to use shadow surges to cast this spell and must be below your maximum number of shadow surges at the time of casting.

DEATHWINGS

School necromancy [darkness]; **Level** cleric 6, nightblade 5, sorcerer/wizard 5, witch 6

Casting Time 1 standard action

Components V, S, M (a raven's feather)

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless), Will half, see text; **Spell Resistance** yes (harmless)

The creature you touch sprouts wings made of shadows and negative energy. This grants the creature a fly speed of 60 feet with good maneuverability, as a *fly* spell. The wings can be used to attack. The two wings are secondary natural attacks, dealing 1d4 points of damage (for a medium creature) plus half the creature's Strength bonus. The wings also inflict negative energy damage equal to 1d6 + 1 per two caster levels (maximum +10) on a successful hit.

At any point during the spell's duration, the recipient of the spell can release the negative energy in the wings in a single burst. This functions as a cleric channeling negative energy, using your caster level as cleric levels to determine the damage the channeled energy deals (or the amount it heals undead, should the creature use it in that manner). The DC of the Will save to take half damage is equal to the DC of *deathwings*. Upon using the *deathwings* to channel negative energy, the spell ends; if the creature is in the air when this occurs, it falls to the ground slowly, as a *fly* spell does.



ENTROPIC STORM

School necromancy; **Level** cleric 9, sorcerer/wizard 9

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 30-ft. radius spread

Duration concentration, up to 1 round/level, see text

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

You create a gateway to the destructive void between the Plane of Shadows and the Plane of Negative Energy, exposing those within to entropic oblivion.

Creatures in the area age a single age category (no save). The creature immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category. Each round the creature remains in the area, it ages yet another age category, going from middle age to old, and old to venerable. The penalties from aging are cumulative, just as with normal aging. A creature that ages to venerable age (or is already venerable) that is exposed to the entropic storm must make a Fortitude save or age so far that it simply stops existing, slaying it and reducing its entire being to dust. This is a death effect. It must make this save each round it is exposed to the storm. A creature reduced to dust in this manner can only be revived via *miracle*, *wish*, or *true resurrection*. After leaving the area of the entropic storm, a living creature goes back down age categories at a rate of one age category per hour until it is restored to its original age.

Unattended objects, constructs, or undead creatures in the area age and decay rapidly, taking 5d6 points of damage + 1 point per caster level (maximum +20) each round they remain in the area (no save). A magic item destroyed loses its magical functions as normal and falls into a state of significant disrepair, but is otherwise intact and can be repaired by a *make whole* spell. Mundane objects that lose all of their hit points are reduced to dust and cannot be restored.

A creature whose age is unknown starts by aging to middle age, from which it can continue to age if continuously exposed to the entropic storm. Ageless or immortal creatures are immune to this spell. Nightshades, being made of pure entropy, are also immune to this spell's effects. This spell cannot destroy artifacts, though it can damage them.

As part of concentrating on the spell, you can move the area of the *entropic storm* 10 feet in any direction.

EYES OF EVENTIDE

School transmutation; **Level** inquisitor 1, nightblade 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell enhances the vision of a creature, granting it low-light vision for the duration of the spell. The creature also gains a +2 insight bonus on saving throws against effects that would cause it to be dazzled or

blinded. Creatures that already have low-light vision do not have their vision enhanced further, but still receive the bonus on saving throws.

EYES OF EVENTIDE, COMMUNAL

School transmutation; **Level** inquisitor 2, nightblade 2, sorcerer/wizard 2

Target creatures touched

This spell functions like *eyes of eventide*, except you may divide the duration in 1-hour intervals among the creatures touched.

GRASP OF DARKNESS

School evocation [darkness]; **Level** bloodrager 1, magus 1, nightblade 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You reach out with a hand of chilling shadows, dealing 1d6 cold damage per caster level (maximum 5d6) on a successful melee touch attack. A creature struck must make a Fortitude save or have its vision clouded with shadows, making it treat all other creatures if they had concealment (20% miss chance) for 1 round. A creature that does not use vision to see or has the see in darkness ability is not subjected to the concealment effect.

HIDDEN ILLUMINATION

School evocation [darkness, light]; **Level** bard 1, cleric 1, inquisitor 1, nightblade 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature or object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

You create a field of special energy to a radius of 30 feet around the touched creature or object that enhances low-light vision and darkvision of creatures in the area. Creatures with low-light vision can see double the distance they normally can in dim light (letting them see four times as far as a human can in dim light). Creatures with darkvision in the area are able to perceive color and detail of things in the area, rather than seeing them in black and white. This spell does not create a visible light source, nor does it alter the lighting level in the area in any way.

Hidden illumination counters or dispels any light or darkness spell of the same level or lower, such as *flare burst* or *snuff*.

ILLUSORY EDGE

School illusion (shadow) [shadow]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one weapon or 50 projectiles (all of which must be together at the time of casting)

Duration 1 min./level

Saving Throw Will negates (harmless, object), Will disbelief, see text; **Spell Resistance** yes (harmless, object)

You use shadow magic to create an illusory enchantment on a weapon. This functions as the spell *greater magic weapon*, except the enhancement is only partially real and you can grant different properties. In place of the enhancement bonuses, you can grant any of the following weapon special properties (as appropriate for the weapon): *designating*, *exhausting*, *greater designating*, *frost*, *icy burst*, *impact*, *keen*, *ghost touch*, *seeking*, *wounding*. Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added.

A creature struck by a weapon enhanced by *illusory edge* is entitled to a Will save to disbelieve the enhancements. A successful save makes any special properties granted by *illusory edge* (such as *frost* or *keen*) not function on that creature. Regular enhancement bonuses continue to work as normal against that creature, as do any special properties that were already on the weapon.

ILLUSORY STRIKE

School illusion (shadow); **Level** bard 4, nightblade 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one illusion (figment) spell you control, see text

Duration instantaneous

Saving Throw See text; **Spell Resistance** yes

With a quick incantation you blend your illusions with shadowstuff from the Plane of Shadow, making an illusion reality for a short time. When you cast the spell, you designate a single illusion (figment) spell you can see and currently control or are maintaining concentration on. That illusion becomes real for a short time, allowing it to harm other creatures.

Depending on the form of the illusion, the illusion can make different kinds of attacks. The possible attacks are shown on **Table: Illusory Strike**. You may choose a single attack form from the table that is appropriate for the illusion to use (along with a damage type for that attack form), subject to GM discretion. For example, an illusory dragon might use the Area Energy Attack option to simulate the dragon's breath attack, or use the Melee Attack option to simulate the dragon clawing and biting its opponent. If the effect calls for a saving throw, it uses the DC of this spell to determine the saving throw. If the illusion attacks a creature that has spell resistance, you must make a caster level check as normal to bypass it; failure means that creature is unaffected by this spell. If a creature has already disbelieved the illusion that *illusory strike* targets, that creature gains a +2 bonus to AC and to saves against this spell's effects.

Table: Illusory Strike

| Attack Form | Effect |
|--------------------|--|
| Melee Attack | The illusion makes melee attacks against creatures within 5 feet of itself. It attacks once for every three caster levels you have (max 5 attacks), using your caster level + your casting ability score bonus for its attack bonus on each attack. Each hit deals 2d6+6 bludgeoning, piercing, or slashing damage as appropriate for the illusion. These attacks threaten on a 19 or 20 and deal double damage on a critical hit. |
| Ranged Attack | The illusion makes ranged attacks against creatures within 50 feet of itself. It attacks once for every three caster levels you have (max 5 attacks), using your caster level + your casting ability score bonus for its attack bonus on each attack. Each hit deals 1d6+6 bludgeoning, piercing, or slashing damage as appropriate for the illusion. These attacks threaten on a 20 and deal triple damage on a critical hit. |
| Energy Attack | The illusion targets a single creature within 50 feet with a powerful energy attack. This attack requires a ranged touch attack to make, using your own attack bonuses to make the touch attack. On a hit, the illusion deals 1d6 damage per caster level to the target (maximum 10d6) of your choice of acid, cold, electricity, or fire damage. |
| Area Energy Attack | The illusion creates an area of energy to harm creatures. This can be a 30-foot cone, a 60-foot line, or a 15-foot radius burst centered on the illusion. A creature caught in the area takes 1d6 damage per caster level (maximum 10d6) of your choice of acid, cold, electricity, or fire damage. A Reflex save halves the damage. |
| Area Damage | The illusion creates a physically damaging area. This can be a 30-foot cone, a 60-foot line, or a 15-foot radius burst centered on the illusion. A creature caught in the area takes 1d8 damage per caster level (maximum 10d8) of your choice of bludgeoning, piercing, or slashing damage. A Reflex save halves the damage. |

Table: Lunar Prophecy

| d8 | Lunar Phase | Effect |
|----|-----------------|---|
| 1 | New Moon | You must rise to the challenges ahead. Each creature, as a swift action, can grant themselves the benefit of <i>good hope</i> for 1 minute. |
| 2 | Waxing Crescent | You must continue to grow in the face of adversity. As an immediate action upon being affected by a curse, disease, or poison, each creature can attempt to cleanse themselves of the effect, as <i>remove curse</i> , <i>remove disease</i> , or <i>neutralize poison</i> , respectively, using its Hit Dice as its caster level when trying to remove the effect. |
| 3 | First Quarter | You will find yourself in a crisis in which you must act. Each creature, as a swift action, can grant themselves the benefit of <i>freedom of movement</i> for 1 minute. |
| 4 | Waxing Gibbous | You must be aware of your own progress, and discover a better way of doing things. Each creature, as a swift action, can grant themselves the benefit of <i>fox's cunning</i> for 1 minute. During this time, the creature also gains a +4 insight bonus on all skill checks. |
| 5 | Full Moon | You must be able to see that which cannot be seen. Each creature, as a swift action, can grant themselves blindsense out to a range of 30 feet for 1 minute. |
| 6 | Waning Gibbous | You must share you wisdom with others. Each creature, as a swift action, can grant themselves the benefit of <i>owl's wisdom</i> for 1 minute. During this time, the creature is immune to charm and compulsion effects. |
| 7 | Last Quarter | You must think in a different manner than normal, and prepare for a new direction. Each creature, as a swift action, can grant themselves the benefit of a single feat for 1 minute that they qualify for. |
| 8 | Waning Crescent | You must understand that life and death are part of a cycle, and that death may draw near to you at times. Each creature, as a swift action, can grant themselves the benefit of a <i>death ward</i> spell for 1 minute. |

If you cast this spell and target a figment that you must maintain concentration on (such as *silent image*), you do not have to concentrate to maintain the spell this round.

ILLUSORY VESTMENT

School illusion (shadow) [shadow]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one suit of armor or a shield

Duration 1 min./level

Saving Throw Will negates (harmless, object), Will disbelief, see text; **Spell Resistance** yes (harmless, object)

You use shadow magic to create an illusory enchantment on a suit of armor or a shield. This functions as the spell *magic vestment*, except the enhancement is only partially real and you can grant different properties. In place of the enhancement bonuses, you can grant any of the following armor special properties: *deathless*, *defiant*, *fortification* (any), *ghost touch*, *invulnerability*, *spell resistance* (any). Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the equipment already has, but duplicates do not stack. If the armor or shield is not magical, at least a +1 enhancement bonus must be added before any other properties can be added.

When a creature attacks a creature that is using the equipment enhanced by *illusory vestment* in any way (such as with an attack, spell, or combat maneuver),

that creature is entitled to a Will save to disbelieve the enhancements. This save is done before the attack roll (if any) is made. A successful save makes any special properties granted by *illusory vestment* (such as *fortification* or *spell resistance*) not function against attacks made by that creature. Regular enhancement bonuses continue to work as normal against that creature, as do any special properties that were already on the armor or shield.

LUNAR PROPHECY

School divination; **Level** druid 5, shaman 5, witch 5

Casting Time 10 minutes, see text

Components V, S, M/DF (a calm pool of water at least 1 foot in diameter plus incense and herbs worth 50 gp)

Range touch

Target one creature per two caster levels

Duration 24 hours

Saving Throw see text; **Spell Resistance** no

With this spell, you seek guidance from the moon to best prepare your allies for what lies ahead. All creatures that wish to partake in the spell must remain within 10 feet of you while you are casting the spell. The spell must be cast at night in the open, so that you can see the reflection of the moon within the pool of water. If weather conditions prevent you from seeing the moon, you may still cast the spell, but the casting time increases to 1 hour as the spell forces the sky to clear. This only clears enough of the sky for you to receive the prophecy and has no long-term effect on the weather.

Upon finishing the spell, the image of the moon that shines upon the pool of water changes to any of its eight phases. The phase of the actual moon does not

change. The phase of the moon that the reflection shows determines the ability that is granted to the participants of the spell. Roll 1d8 to determine what phase of the moon is shown, and what ability it grants, as shown on **Table: Lunar Prophecy**. The ability can be used once by each target within the 24 hour duration of the spell.

Rather than roll randomly, you can attempt to force a specific prophecy. To do so, you must make a Will save against your own spell. Should you succeed, you can choose which result on **Table: Lunar Prophecy** is shown to you and grant the chosen effect on the targets of the spell. If you fail the saving throw, the reflection in the water appears clouded over, and the spell fails. A creature that took part of a failed *lunar prophecy* cannot be the recipient the spell for 24 hours from any source.

A creature can only benefit from a single *lunar prophecy* at a time. Should another *lunar prophecy* be cast on that creature before the previous duration has ended, the spell fails.

MAW OF THE NIGHTWAVE

School conjuration [darkness]; **Level** sorcerer/wizard 8, witch 8

Casting Time 1 standard action

Components V, S, M (a shark's tooth, plus a polished onyx stone worth at least 50 gp)

Range close (25 ft. + 5 ft./2 levels)

Effect mouth that takes up a 20-ft. cube of space

Duration 1 round/4 levels

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

Upon finishing this spell, the front half of a shadowy, shark-like creature appears where you specify in range, its maw a gnashing void of death. The form belongs to none other than the nightwave, the strongest known form of the undead monstrosities known as nightshades.

The maw has a space of 20 feet and a reach of 20 feet. The maw can be conjured in another creature's space. Upon casting the spell and each round afterwards on your turn for the duration, the maw can make a single attack on a creature within its space or within its reach. The maw uses your caster level in place of its base attack bonus, with a +19 Strength bonus (it has 49 Strength) and a -4 size penalty for being gargantuan. On a successful bite, the victim takes 5d10+19 piercing damage, 4d6 cold damage, and gains a negative level. Twenty-four hours after gaining any negative levels, the subject must make a Fortitude saving throw (DC = *man of the nightwave's* spell's save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, that negative level becomes permanent.

The maw has the grab and swallow whole universal monster abilities, allowing it to grapple a creature that it bites as a free action and eventually swallow it. It is

able to grab a creature of any size up to colossal, but cannot swallow whole a colossal creature. The maw gets a +4 bonus on grapple checks (from having the grab ability), a +4 size bonus, and has a Dexterity of 16. A creature swallowed whole by the maw takes 5d10+28 bludgeoning damage each round and gains a negative level, as described above. A creature can cut its way out of the maw; the maw's insides has an AC of 25 and 40 hit points. If a creature manages to cut its way out of the maw, the spell ends.

NEGATIVE IMAGE

School evocation [darkness, light]; **Level** bard 4, nightblade 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, F (a mirror)

Range touch

Target object touched

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

You touch an object when you cast this spell, causing it to emit an aura that reverses lighting conditions in a 60-foot radius around itself. Areas that were originally dim light become normal light, while areas that were normal light become dim light. Areas of darkness or supernatural darkness become bright light, and areas of bright light become darkness. A source of light or darkness (magical or non-magical) brought into the area have their effects similarly reversed. This spell has no effect on spells with the light or darkness descriptor that are instantaneous, such as *sunburst* or *flare*.

Negative image counters or dispels any light or darkness spell of the same level or lower, such as *daylight* or *snuff*.

NIGHT ARMOR

School illusion (shadow) [shadow]; **Level** alchemist 4, bloodrager 4, magus 4, nightblade 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

Your shadow flows up and surrounds you, defending you from incoming attacks. The *night armor* reduces incoming damage, granting you DR 5/silver for the duration of the spell, as well as the benefits of a *night shield* spell. In addition to these benefits, the shadow can deflect a single ranged touch attack each round. This functions similarly to the Ray Shield^{APG} feat, though you do not need to be wearing a shield to deflect the attack (the *night armor* does it for you). This deflected ranged touch attack is in addition to the one ranged touch attack you can deflect each round with the Ray Shield^{APG} feat, if you have it normally.

Once the *night armor* has prevented 10 points of damage per caster level (maximum 150), the spell is discharged. This includes both the damage prevented by the damage reduction and the damage that would have been dealt by ray attacks deflected by the *night armor*, but does not include deflected ranged weapon attacks with the Missile Shield^{APG} ability nor any *magic missile* spells blocked by the *night armor*.

NIGHT SHIELD

School illusion (shadow) [shadow]; **Level** alchemist 2, bloodrager 2, magus 2, nightblade 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

Your shadow flows up as a swirling barrier, moving to intercept long-range attacks. The *night shield* protects you from *magic missile* spells, as a *shield* spell. In addition, the shadow deflects a single ranged weapon attack each round. This functions similarly to the Missile Shield^{APG} feat, though you do not need to be wearing a shield to deflect the attack (the *night shield* does it for you). This deflected attack is in addition to the one ranged attack you can deflect each round with the Missile Shield^{APG} feat, if you have it normally. The same limitations of Missile Shield^{APG}, such as being unable to deflect siege weapons or natural attacks, applies to the *night shield*.

NIGHT TERROR

School enchantment [emotion, fear, mind-affecting];

Level antipaladin 3, inquisitor 3, nightblade 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature per level

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

With a single word you evoke the primal fear of darkness in your foes. You do not need line of sight to creatures you affect with this spell, but must have line of effect to each creature. Each creature you target within range must make a Will save or become terrified of darkness for the duration of the spell. An affected creature is shaken as long as it remains in dim light, or frightened so long as it remains within darkness or supernatural darkness. A creature that leaves from darker lighting conditions and reenters becomes shaken or frightened as appropriate so long as the spell still has duration remaining.

Creatures with darkvision or the see in darkness ability are still subjected to this spell's effects, but gain a +2 bonus on the saving throw.



PHANTASMAL FOE

School illusion (phantasm) [mind-affecting]; **Level** magus 2, nightblade 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/2 levels

Saving Throw Will negates; **Spell Resistance** yes

You create an illusory foe in your opponent's mind that hounds them in combat. On a failed save, the target sees an enemy that threatens it in melee combat, always moving with your allies to surround it. The target is always treated as being flanked by any creature that threatens it for the duration of the spell. The *phantasmal foe* cannot actually harm the creature or affect it in any way aside from allowing real creatures to flank easily. The target recognizes the *phantasmal foe* as an enemy, but it does not take the form of an enemy that could incite a particularly strong emotional response, such as appearing as a creature the target is specifically afraid of.

PHANTASMAL POLYMORPH

School illusion (phantasm) [mind-affecting]; **Level** nightblade 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level; see text

Saving Throw Will negates, see text; **Spell Resistance** yes

With an invocation of jumbled words, you make a creature feel as though it has taken on a different form, while in reality the creature has not changed. If the target fails its Will save, it believes that it has been polymorphed into a different creature or an object, as the spell *polymorph any object*. You choose what creature or object the target believes it has turned into when you cast the spell. The target believes this entirely, acting and reacting to stimuli as if it were the chosen creature. If it is turned into an object, the creature lies still and is considered helpless.

The creature perceives itself and events as if it were the creature, including any sounds or motions it makes or its own tactile qualities; for example, a human that believes it has been turned into a goblin will see its own reflection as a goblin and feel its own shape as if it were a goblin, even though to outside viewers the target has not changed physically in any way. It does not gain any extraordinary, spell-like, or supernatural abilities of the new form and cannot use its own special abilities unless it could reasonably believe it could do so (such as a natural weapon shared by both forms), though it retains any special qualities the creature originally had that required no action on its part to use, such as fast healing, damage reduction, or a protective aura.

Each time an outside force causes something that is contradictory to the target's belief in its new form, the target can make an additional saving throw to end the effect. This contradiction must be significant. For example, a huge creature may be made to believe it has been transformed into a small creature; this itself is not significant enough, but if the creature attempts to flee through a normal-sized doorway and finds that it cannot fit (due to its actual body still being huge) it gets an additional saving throw. A living creature that believes it has been turned into an object is always considered to be a significant enough contradiction to allow this saving throw. A creature cannot make additional saves more than once per round, regardless of the number of stimuli it experiences.

PHANTOM CARETAKER

School conjuration (creation); **Level** cleric 2, inquisitor 2, paladin 2

Casting Time 1 minute

Components V, S, F (a doctor's mask worth 50 gp)

Range 0 ft.

Effect one quasi-real doctor

Duration 24 hours (D)

Saving Throw none; **Spell Resistance** no

As you finish casting the spell, the doctor's mask floats away from your grasp. A faint image of a person in doctor's attire appears next to you, donning the mask before fully materializing into a person.

Originally created by overstressed clerics during times of war, this spell summons a quasi-real doctor that can heal and attend to patients. The caretaker appears in an open space adjacent to you. Its physical shape and size is no different than a typical member of your race, though its entire form is covered in doctor's clothing, including the mask used as the focus for this spell.

The caretaker has a Heal skill bonus equal to your own Heal skill bonus or your caster level + your casting modifier (Wisdom for clerics and inquisitors, Charisma for oracles and paladins), whichever is higher. It can perform any task that can be accomplished by a Heal check, including long-term care, treating poisons and diseases, and so forth. The caretaker is not summoned with a healer's kit, so should you ask it to treat deadly wounds it will take penalties to the check unless you provide a kit for the caretaker to use. It can understand, speak, and write any languages that you know. The caretaker works tirelessly for the 24 hours the spell lasts and suffers no penalties for lack of sleep.

The caretaker has a movement speed of 30 feet and moves as you ask it to; if brought onto the battlefield, it will attempt to stay out of harm's way until it is asked to tend to an injured creature, at which point it will move in the safest way possible to that creature. The caretaker has a Strength score of 12 in order to help lift or drag a willing, injured creature; it is incapable of taking any hostile actions or attacking. It has an AC of 15 and 20 hit points. If reduced to 0 hit points, the spell ends.

SENSORY DEPRIVATION

School transmutation; **Level** cleric 4, inquisitor 3, nightblade 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

This spell suppresses a creature's extraordinary senses. For the duration of the spell, the creature loses the following abilities (if it has them): all-around vision, blindsense, blindsight, darkvision, low-light vision, scent, and tremorsense. If these abilities are granted

by a spell or magical effect, the effect is suppressed for the duration of *sensory deprivation* (this duration counts against the suppressed spell's duration). This does not affect a creature's basic senses; the creature can still see, hear, smell, and so on, assuming it has the proper sensory organs (a creature that relies on blindsight and has no eyes, for example, is effectively blinded).

SENSORY DEPRIVATION, GREATER

School transmutation; **Level** cleric 7, inquisitor 6, nightblade 6, sorcerer/wizard 6, witch 6

This spell functions as *sensory deprivation*, but also suppresses a creature's supernatural and magical senses. This includes the following abilities: darksense, greensight, lifesense, see in darkness, spiritsense, divination spells, or any magic item or ability that replicates a spell of the divination school. Creature abilities that replicate divination effects are only suppressed if they are listed as "senses" in the creature's stat block; for example, an archon's *detect evil* would be negated, but not its *truespeech*.

SHADOW AMMUNITION

School illusion (shadow) [shadow]; **Level** nightblade 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect 50 pieces of shadow ammunition

Duration 1 minute/level

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

Drawing upon the Plane of Shadow, you create a stock of 50 pieces of shadowy masterwork ammunition for a ranged weapon you are proficient with. This can create regular ammunition for the weapon you use, such as a crossbow bolt, shuriken, firearm bullet, or arrow, but not any special form of ammunition such as a smoke arrow or an alchemical cartridge. You may use this ammunition to make attacks as if it were real ammunition, dealing normal damage for its type (based on the weapon it is used for). The first time you hit a creature with the weapon, it may make a Will save to disbelieve; failure means the ammunition deals damage normally, success means it only takes 1 point of damage from attacks made with that ammunition (including any further attacks you make with the ammunition). The ammunition only deals 1 point of damage to objects.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the shadow ammunition strikes it. If the ammunition is successfully resisted, the spell is dispelled. If not, the target may save to disbelieve as normal.

At 5th level, the ammunition gains a +1 enhancement bonus. At 10th-level, you may increase the enhancement bonus to +2 or add the *frost* or *seeking* weapon property. The *frost* and *seeking* properties have no effect if the target makes its disbelief save.

Any ammunition that leaves your possession by any means other than firing them from a weapon you are using is destroyed. Ammunition that is fired is destroyed after the attack resolves. Once all ammunition is used, the spell ends.

SHADOW BALL

School evocation [darkness]; **Level** magus 2, nightblade 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a drop of ink and some tar)

Range medium (100 ft. + 10 ft./level)

Effect 5-ft.-diameter sphere

Duration 1 round/level

Saving Throw Reflex negates; **Spell Resistance** yes

A shifting ball of darkness flies in whichever direction you point and deals cold damage to those it strikes. It has a fly speed of 20 feet with perfect maneuverability. If it enters a space that contains a creature, the ball stops moving for the round and deals 3d6 points of cold damage to that creature, though a successful Reflex save negates the damage. The area within 5 feet of the shadow ball has the light level lowered by one step (from bright light to normal light, and from normal light to dim light), though this cannot lower the lighting conditions below dim light.

The ball moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest. The ball has no physical substance and cannot exert any force on corporeal creatures or objects. It disperses if it exceeds the spell's range.

SHADOW BALL, GREATER

School evocation [darkness]; **Level** magus 4, nightblade 4, sorcerer/wizard 4, witch 4

This spell functions as *shadow ball*, except it deals 6d6 points of cold damage to any creature it strikes. Any creature that fails its save against the ball is coated in shadows, making it treat all other creatures as if they had total concealment (50% miss chance) for 1d4 rounds. A creature that does not use vision to see or has the see in darkness ability is not affected by the concealment effect.

SHADOW BINDING

School illusion (shadow) [shadow]; **Level** nightblade 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S



Range short (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates, Will partial, see text; **Spell Resistance** yes

You cause a creature's shadow to animate and restrict the creature, the shadow becoming a semi-real aggressor. A creature that fails its Will save has its shadow stretch along its body like a sheet to bind the creature, making it entangled (though it is not anchored and can still move at half speed). In addition to the normal penalties imparted by being entangled, the shadow restricts the creature's attacks even further. Any time the creature attempts to attack, the creature must make another Will save or have the attack automatically miss, its movement hindered too much by the shadow to strike at its target. The shadow can only stop one attack each round, regardless of how many attacks the creature can make.

A creature in bright light gains a +2 bonus on its saving throw against this spell's effects, including the

Will saves made to make attacks unhindered. A creature cannot be targeted this spell if it does not cast a shadow, such as by being a vampire or being under a *curse of the lightless* spell.

SHADOW BINDING, MASS

School illusion (shadow) [shadow]; **Level** nightblade 6, sorcerer/wizard 6

Target one creature/level, no two of which can be more than 30 ft. apart

This spell functions as *shadow binding*, except as noted above. In addition, the shadow is capable of stopping any number of attacks each round, rather than just one attack per round. Creatures must make a saving throw for each attack.

SHADOW BLAST

School evocation [cold, darkness, electricity]; **Level** magus 6, nightblade 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area 60 ft. cone-shaped burst

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This spell creates a destructive blast of shadows, lightning, and ice from your outstretched hand, drawing upon the Plane of Shadow to create a twisted replica of a fearsome thunderstorm. Any creature caught in the area of the *shadow blast* must make a Reflex save or take 1d6 damage per caster level (max 20d6). Half this damage is cold damage, the other half is electricity damage. Creatures that fail their Reflex saves are blinded for 1 round by the shadowy energies.

SHADOW CONJURATION, LESSER

School illusion (shadow) [shadow]; **Level** bard 2, nightblade 2, sorcerer/wizard 2

This spell functions like *shadow conjuration*, except that it duplicates any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 1st level or lower. The illusory conjurations created deal one-fifth (20%) damage to nonbelievers, and non-damaging effects are 20% likely to work against nonbelievers.

SHADOW COURIER

School illusion (shadow) [shadow]; **Level** bard 3, nightblade 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, F (a small, empty box lined with black cloth or velvet)

Range touch

Target one touched object of up to 2 cu. ft./level, plus one willing creature

Duration 1 day/level (D)

Saving Throw Will negates (object); **Spell Resistance** yes (object)

This spell was originally created by clever smugglers to better conceal their illegal wares, stashing the objects within their own shadows. Upon casting the spell, you touch both the object to be stored and a willing recipient of the spell. Spell resistance applies to the object (if it has it) and the object gets a saving throw if it is attended by an unwilling owner or is magical. If successful, the object is transformed into shadowstuff which melds with the shadow of the recipient of the spell, storing the object within a pocket of the Plane of Shadow. As the object has been placed into a pocket dimension within the Plane of Shadow, it does not radiate any magical aura (if it has one) while it is melded into the recipient's shadow, nor can magical means of locating the object find it unless the spell can function across dimensions. The target's shadow does not look any different than normal, although *detect magic* still detects the spell.

At any point during the spell's duration, either the caster of the spell or the recipient can dismiss the effect (a standard action), at which point the object returns to the plane the recipient is currently on in an adjacent square. If the effect is dispelled or the duration ends, the item appears adjacent to the recipient (similar to if the spell was dismissed). A creature can only be targeted by one *shadow courier* spell at a time. Should another *shadow courier* spell be cast on the target, the previous spell's duration immediately ends. This spell cannot affect artifacts or other sorts of similarly unique objects.

SHADOW EVOCATION, LESSER

School illusion (shadow) [shadow]; **Level** bard 3, nightblade 3, sorcerer/wizard 3

This spell functions like *shadow evocation*, except that it enables you to create partially real, illusory versions of sorcerer or wizard evocation spells of 2nd level or lower. If recognized as a *lesser shadow evocation*, a damaging spell deals only one-fifth (20%) damage.

SHADOW FIELD

School necromancy [darkness]; **Level** nightblade 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect enervating darkness in 20-ft. radius spread, 20 ft. high

Duration 1 min./level

Saving Throw none **Spell Resistance** yes

This spell creates a destructive area of shadowstuff and negative energy, sapping the strength of creatures within. The lighting within the entire area plummets to darkness, as a *deeper darkness* spell. A living creature within the *shadow field* takes 1d4 points of Strength damage each round on your turn while in the field. A creature reduced to 0 Strength by this effect is slain instantly. This is a negative energy effect. Creatures that are immune to negative energy or are healed by it do not lose Strength while in the *shadow field*, though it is still considered dark to them as *deeper darkness*.

SHADOW FORM

School transmutation [darkness]; **Level** alchemist 4, bard 4, magus 4, nightblade 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (some ink and powdered chalk)

Range touch

Target willing corporeal creature touched

Duration 2 min./level (D)

Saving Throw none; **Spell Resistance** no

The subject of this spell turns into a natural shadow. This functions as the spell *gaseous form*, though the subject does not gain a fly speed; instead, it can move at a speed of 30 feet along any surface, including walls and ceilings. The target must remain adjacent to a surface for the duration. Unlike with *gaseous form*, the creature is not subject to wind effects and can enter water or other liquids, though it cannot enter into areas of supernatural darkness. While in this form, the creature gains a competence bonus on Stealth checks while in dim light or darkness equal to your caster level (maximum +10). The creature can also turn itself back and forth from shadow form to its normal material form as a full-round action. Each time it returns to its normal form, the duration of the spell is decreased by 2 minutes. The creature cannot take any items with it when it turns into a shadow that it did not have in its possession when the spell was cast.

SHADOW GATE

School illusion (shadow) [shadow]; **Level** bard 5, nightblade 5, sorcerer/wizard 5

Casting Time 1 full-round action

Components V, S

Range 60 ft.

Area 60-ft. cone

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

Your shadow grows to an immense size, stretching into a 60 foot cone shape along a surface. The shadow can go in any direction you choose (not just the way it normally falls due to lighting), and can go along any surface (including walls) so long as the total distance measured across all surfaces does not exceed 60 feet.

The area within your shadow acts as a temporary blending between the Material Plane and the Plane of Shadow, distorting the location and distances between creatures. You can affect one creature per two caster levels that are in the spell area, including yourself (maximum 10). The creatures must be on the surface the shadow is cast on or within 10 feet above the surface. Each creature affected must make a Will save or be teleported to another location within the spell's area that you designate. You can make each creature affected go to a different location, including a space that another creature was teleported from with this spell. The teleportation cannot end in a space that is by nature hazardous to the creature you are teleporting, such as teleporting a creature that cannot fly to a space 20 feet up a wall.

A creature cannot cast this spell if it does not cast a shadow, such as by being a vampire or being under a *curse of the lightless* spell.

SHADOW NECROMANCY

School illusion (shadow) [shadow]; **Level** nightblade 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range see text

Effect see text

Duration see text

Saving Throw Will disbelief (if interacted with), varies, see text; **Spell Resistance** yes, see text

You use material from the Plane of Shadow to shape quasi-real illusions of one or more necromantic spells. *Shadow necromancy* can mimic any sorcerer or wizard necromancy spell of 3rd level or lower. *Shadow necromancies* are only one-fifth (20%) as strong as the real things, though creatures who believe the *shadow necromancies* to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If the disbelieved attack has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *shadow necromancy's* level (4th) rather than the spell's normal level. In addition, any effect created by *shadow necromancy* allows Spell Resistance, even if the spell it is simulating does not. Shadow objects or substances have normal effects except against those who disbelieve them. Against disbelievers, they are 20% likely to work.

Spells that create permanent effects (such as *sculpt corpse*^{APG}, *contagion*, or *blindness/deafness*) only last for 1 hour per caster level, as opposed to being permanent. In the case of spells that impart diseases, the disease is removed automatically at the end of this time, including any disease that may have been spread to creatures that were not the original target of the spell. You cannot create undead with this spell. Objects automatically succeed on their Will saves against this spell.

SHADOW NECROMANCY, GREATER

School illusion (shadow) [shadow]; **Level** sorcerer/wizard 7

This spell functions like *shadow necromancy*, except that it duplicates any sorcerer or wizard necromancy spell of 6th level or lower. The illusory damaging effects deal three-fifths (60%) damage to nonbelievers, and non-damaging effects are 60% likely to work against nonbelievers. You cannot create undead with this spell.

SHADOW NECROMANCY, LESSER

School illusion (shadow) [shadow]; **Level** nightblade 2, sorcerer/wizard 2

This spell functions like *shadow necromancy*, except that it duplicates any sorcerer or wizard necromancy spell of 1st level or lower. The illusory damaging effects deal one-fifth (20%) damage to nonbelievers, and non-damaging effects are 20% likely to work against nonbelievers. You cannot create undead with this spell.

SHADOW SPACE

School illusion (shadow); **Level** nightblade 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range 50 ft.

Area 50-ft.-radius emanation

Duration 1 round/level (D)

Saving Throw Fortitude partial, see text; **Spell Resistance** no

Table: Shadow Space

| d100 | Effect |
|--------|--|
| 01-05 | The space is inverted, causing creatures and objects to fall upwards as a <i>reverse gravity</i> spell. If an object or creature reaches the top of the <i>shadow space</i> without striking anything, it remains there, oscillating slightly, until this effect ends. |
| 06-19 | The space distorts and twists wildly. Creatures in the area must make a Fortitude save or fall prone. |
| 20-39 | Distances between locations become longer than normal, effectively reducing the movement forms of all creatures in the area by half. This does not count as difficult terrain, but stacks with the penalty of any preexisting difficult terrain. |
| 40-59 | Distances between locations become shorter than normal, effectively increasing the movement forms of all creatures in the area by 20 feet. |
| 60-79 | Creatures in the area are randomly shifted about the space. Each creature is teleported in a random direction 15 feet, using the rules for splash weapons to determine the direction. A creature cannot be teleported into a structure or inside another creature, nor can it be teleported outside the area of the <i>shadow space</i> . If a creature would be teleported to one of these spaces, it appears in the nearest open space inside the spell's area. |
| 80-94 | Surfaces no longer feel limiting to a creature's movement. All creatures in the area ignore difficult terrain and can climb on surfaces as if affected by a <i>spider climb</i> spell. |
| 95-100 | Liquids and solid structures no longer feel fully there. Creatures in the area gain a swim speed of 30 feet (if it didn't have a swim speed) and can move through stone and dirt as if it had a burrow speed of 20 feet with the earth glide universal monster ability (if it didn't have a burrow speed). If a creature burrows into a surface and this effect is not rolled again the next round, it becomes trapped in the surface. This effect does not grant creatures the ability to breathe underwater or while in stone. |

You cause an area to be overlaid by the Plane of Shadow, its mutable shape and space distorting the movement and positioning of creatures and objects in the area. The area of the spell is centered on you when you cast the spell and stays in that location thereafter, even if you move. Each round on your turn, starting with the round you cast the spell, the space is distorted in a different way, affecting everything within. Roll a d100 to determine what effects occur on that round, as shown on **Table: Shadow Space**.

Each effect lasts until the start of your next turn, at which point you roll for a new effect, except for the effects of falling prone and being teleported a random direction, which happen once when you roll the effect. A creature with the *planar adaptation*^{APG} spell cast on it is immune the effects of this spell, both beneficial and harmful. This spell does not function in the area of a *dimensional lock* spell or similar effects that block planar travel or teleportation.

SHADOW STREAM

School evocation [darkness]; **Level** bloodrager 1, magus 1, nightblade 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area 30 ft. line

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

A twisting stream of inky darkness sprays from your outstretched hand. Any creature caught in the area of the shadows takes 1d4 points of cold damage per caster level (maximum 5d4). A Reflex save halves the damage.

SHADOW STRUCTURE

School illusion (shadow) [shadow]; **Level** bard 3, nightblade 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels), see text

Effect see text

Duration 1 min./level

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

You can create quasi-real structures out of shadowstuff. The structures can physically impede or support creatures as a real structure would. You can create one of the following structures, chosen when you cast the spell:

- *Wall* – You can create a simple wall. The wall can be as short as 1 foot and as high as 10 feet, is 6 inches thick, and can be up to 5 feet long per caster level (maximum 100 feet). The wall must be vertical and anchored to the floor. If you desire, you may place a single door, large enough for a large sized creature or smaller, at one point in the wall. The door is not locked and cannot be magically locked, but can be locked or barred by mundane means.
- *Bridge* – You create a long bridge to cross a space. The bridge is 6 inches thick, 5 feet wide, and up to 20 feet per caster level long (maximum 400 feet). The bridge must be anchored on both sides and must be horizontal or nearly horizontal (no more than a 10° incline).
- *Stairs* – You create a set of stairs or a ramp for creatures to travel on. The stairs or ramp must be straight and must be anchored on at least one end.

The ramp or steps cannot exceed a 45° incline. The stairs can be up to 10 feet wide. The structure can rise up to 5 feet per two caster levels (maximum 50 feet) and can stretch horizontally this same distance.

The structure must be continuous and unbroken when formed. If its surface is broken by any object or creature when it is cast, the spell fails. The structure must begin within the range of the spell, but can extend outside of the spell's range. The structures can support up to 500 lbs. per caster level. Any creature or object that causes the total weight to exceed this amount simply passes through the structure as if it didn't exist. Any solid structure you make has 5 hardness and 10 hit points for every 5 foot cube of the structure. A creature that disbelieves the spell ignores the hardness of the structure with any attacks it uses and deals full damage with energy attacks (instead of the normal half damage objects take). The creature also becomes unimpeded by any structures you make, allowing it to move through the structure as if it wasn't there, though the structure still blocks line of sight. A creature that disbelieves the structure may opt to use the structure as if it was real should it be beneficial, such as walking along a bridge or up a flight of stairs, but when it does it must treat the structure as completely real, including blocking the creature's movement. A creature that made its saving throw can choose whether to treat the structure as real or fake at any point on its turn as a free action, though it cannot do so when inside of the *shadow structure*.

SHADOW TERRAIN

School illusion (shadow) [shadow]; **Level** bard 6, nightblade 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Area one 20-ft. cube/level (S)

Duration concentration + 1 hour/level (D)

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

This spell functions as *mirage arcana*, but the illusory structures you make are quasi-real. Any structures you create are made out of shadowstuff; this functions similarly to a *shadow structure* spell, though you can make any structure shape you desire. Created structures have 10 hardness and 20 hit points for every 5-ft.-cube of the structure. A creature that disbelieves the spell is unimpeded by any structures you make with the *shadow terrain*, though it can choose to use the structures if it desires, such as walking up a flight of stairs or across a bridge (as when disbelieving a *shadow structure* spell). A creature that disbelieves the spell also ignores the hardness of any structures you created and deals full damage with energy attacks (instead of the normal half damage objects take).

SHADOW TOUCH

School necromancy; **Level** nightblade 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature or creatures touched (up to one per level)

Duration 1 round/level

Saving Throw none; **Spell Resistance** yes

Your touch is infused with corrupting negative energy. Once per round, you may deliver a touch attack that inflicts 1d4+1 points of Strength damage. A creature reduced to 0 Strength by this spell is slain instantly. Creatures that are immune to negative energy damage or are healed by it are immune to this spell's effects.

SHADOW VORTEX

School evocation [cold, darkness, electricity]; **Level** magus 3, nightblade 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range 15 ft.

Area 15 ft.-radius spread, centered on you

Duration instantaneous

Saving Throw Reflex half **Spell Resistance** yes

This spell creates a stormy whirlwind of shadows, lightning, and ice around yourself, drawing upon the Plane of Shadow to create a twisted replica of a fearsome thunderstorm. Any creature caught in the area of the *shadow vortex* must make a Reflex save or take 1d6 damage per caster level (max 10d6). Half of this damage is cold damage, the other half is electricity damage. Creatures that fail their saving throws are dazzled for 1d4 rounds by the shadowy energies.

SHADOW WOUND

School transmutation [darkness]; **Level** antipaladin 2, inquisitor 3, magus 3, nightblade 3

Casting Time 1 swift action

Components V, S

Range short (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

You form a bond between the creature's shadow and its physical being, causing injuries inflicted upon its shadow to harm the creature itself.

When you cast the spell, the target receives a Will save to negate the effect. Otherwise, the creature's shadow stretches in a line in a direction you specify out from the creature. The length of the shadow depends on the size of the creature affected, as shown on **Table: Shadow Wound**.

Table: Shadow Wound

| Creature Size | Length of Shadow |
|-----------------|------------------|
| Tiny or smaller | 10 ft. |
| Small or Medium | 15 ft. |
| Large | 20 ft. |
| Huge | 30 ft. |
| Gargantuan | 40 ft. |
| Colossal | 60 ft. |

For the duration of the spell, any attacks made against the creature's shadow deal full damage to the creature itself. The shadow's AC is equal to the creature's touch AC. Damage reduction and energy resistance apply normally to the damage dealt. If a damaging area attack would include both the creature and its shadow in the area of effect, the damage is only applied once. Only damaging effects (including ability damage, penalties, drain, or nonlethal damage) can be dealt through the shadow; other effects that may accompany the damage do not apply. Precision damage and critical hit damage do not work through the shadow. If the targeted creature has a creature or object hidden in its shadow, such as a nightblade's shadow bond class feature or from a *shadow courier* spell, that object or creature takes full damage from any attacks made against the target's shadow.

A creature cannot be targeted by this spell if it does not cast a shadow, such as by being a vampire or being under a *curse of the lightless* spell. Once the spell ends, the creature's shadow returns to normal and it cannot be subjected to the effects of this spell for 24 hours (regardless of its source).

SHAPE SHADOWS

School transmutation [darkness]; **Level** bard 0, nightblade 0, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V, S, M (a drop of ink)

Range short (25 ft. + 5 ft./2 levels)

Target one creature's or object's shadow

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You alter the shape and size of a creature's shadow or an object's shadow. You can make the shadow up to twice as wide or tall, or half as wide or tall (or any combination of those). For every five caster levels you have, the maximum multiplier or divisor of the shadow's dimensions increases by two, being four times as large or one-quarter the size at 5th level, six times as large or one-sixth the size at 10th level, and so on. While this has no direct impact on the creature or object, it may grant circumstantial bonuses on certain skill checks,

such as making the creature's shadow grow as part of an Intimidate check or shrink to better conceal one's self for a Stealth check, subject to GM discretion. This spell cannot target a creature that does not cast a shadow.

SNUFF

School conjuration [darkness]; **Level** bard 0, nightblade 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a bit of soot)

Range short (25 ft. + 5 ft./2 levels)

Target one non-magical light source

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell extinguishes a single non-magical light source within range, such as a torch, lantern, or sunrod. While an alchemical-based light source such as a sunrod cannot be reused, torches, lanterns, and small fires can be relit assuming they still have fuel. This spell is not strong enough to put out a fire larger than a normal campfire.

SPECTRES

School illusion (shadow) [shadow]; **Level** sorcerer/wizard 9

This spell functions like *shadow necromancy*, except that it duplicates any necromancy spell of 8th level or lower. The illusory damaging effects deal four-fifths (80%) damage to nonbelievers, and non-damaging effects are 80% likely to work against nonbelievers. You cannot create undead with this spell.

SUMMON HORROR I

School conjuration (summoning) [evil]; **Level** sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 round

Components V, S, M (a pinch of powdered bonemeal and ash)

Range close (25 ft. + 5 ft./2 levels)

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell summons a terrifying creature (typically an aberration, outsider, or undead). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on **Table: Summon Horror**. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned creature cannot summon or otherwise conjure another creature or create spawn, nor can it use any teleportation or planar travel abilities. Creatures

Table: Summon Horror

| 1st Level | Source |
|-----------------------------|--------|
| Beheaded, Flaming Screaming | B4 |
| Bloody Skeleton, Human | B1 |
| Crawling Hand | B2 |
| Grindylow | B2 |
| Isitoq | B4 |
| Sagari | B3 |
| Zombie, Human | B1 |

| 2nd Level | Source |
|---------------|--------|
| Akata | B2 |
| Devil, Lemure | B1 |
| Dossenus | B4 |
| Festrog | B3 |
| Fleshdreg | B4 |
| Ghoul | B1 |
| Reefclaw | B2 |

| 3rd Level | Source |
|---------------------|--------|
| Choker | B1 |
| Daemon, Cacodaemon | B2 |
| Draugr | B2 |
| Huecuva | B3 |
| Kyton, Augur | B3 |
| Qlippoth, Cythnigot | B2 |
| Sinspawn | B2 |

| 4th Level | Source |
|---------------------|--------|
| Devil, Accuser | B2 |
| Ettercap | B1 |
| Fleshwarp, Grothlut | B4 |
| Gloomwing | B2 |
| Grick | B2 |
| Urdefhan | B2 |
| Wight | B1 |

| 5th Level | Source |
|----------------------|--------|
| Crawling Hand, Giant | B2 |
| Deathweb | B3 |
| Elder Thing | B4 |
| Gibbering Moulder | B1 |
| Kyton, Evangelist | B1 |
| Nightmare | B1 |
| Shriezix | B4 |

| 6th Level | Source |
|-------------------|--------|
| Chaos Beast | B2 |
| Cloaker | B1 |
| Dullahan | B2 |
| Guecubu | B3 |
| Hound of Tindalos | B2 |
| Qlippoth, Shoggti | B2 |
| Shadow Demon | B1 |

| 7th Level | Source |
|-----------------------|--------|
| Daemon, Piscodaemon | B2 |
| Fleshwarp, Ghonhatine | B4 |
| Gholdako | B4 |
| Gug | B2 |
| Kyton, Sacristan | B4 |
| Qlippoth, Nyogoth | B2 |
| Spawn of Yog-Sothoth | B4 |

| 8th Level | Source |
|----------------------|--------|
| Daemon, Meladaemon | B2 |
| Dorvae | B4 |
| Kyton, Interlocutor | B3 |
| Moon-Beast | B3 |
| Nightmare, Cauchemar | B4 |
| Pale Stranger | B3 |
| Witchfire | B2 |

| 9th Level | Source |
|-----------------------|--------|
| Daemon, Thanadaemon | B3 |
| Demodand, Tarry | B4 |
| Gashadokuro | B3 |
| Ghorazagh | B2 |
| Nightshade, Nightwing | B2 |
| Qlippoth, Augnagar | B2 |
| Vemerak | B2 |

cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive foci or material components (such as *wish*).

SUMMON HORROR II

School conjuration (summoning) [evil]; **Level** sorcerer/wizard 2, summoner 2, witch 2

This spell functions like *summon horror I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

SUMMON HORROR III

School conjuration (summoning) [evil]; **Level** sorcerer/wizard 3, witch 3

This spell functions like *summon horror I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

SUMMON HORROR IV

School conjuration (summoning) [evil]; **Level** sorcerer/wizard 4, summoner 3, witch 4

This spell functions like *summon horror I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from the 2nd-level list.

SUMMON HORROR V

School conjuration (summoning) [evil]; **Level** sorcerer/wizard 5, summoner 4, witch 5

This spell functions like *summon horror I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from the 3rd-level list.

SUMMON HORROR VI

School conjuration (summoning) [evil]; **Level** sorcerer/wizard 6, witch 6

This spell functions like *summon horror I*, except that you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from the 4th-level list.

SUMMON HORROR VII

School conjuration (summoning) [evil]; **Level** sorcerer/wizard 7, summoner 5, witch 7

This spell functions like *summon horror I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from the 5th-level list.

SUMMON HORROR VIII

School conjuration (summoning) [evil]; **Level** sorcerer/wizard 8, summoner 6, witch 8

This spell functions like *summon horror I*, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from the 6th-level list.

SUMMON HORROR IX

School conjuration (summoning) [evil]; **Level** sorcerer/wizard 9, witch 9

This spell functions like *summon horror I*, except that you can summon one creature from the 9th-level list, 1d3

AUTHOR'S NOTE: SUMMON HORROR

The spell line of *summon horror* is meant to be an equivalent spell to *summon monster*; it uses creatures of similar Challenge Rating and ability, but provides a more sinister list of creatures to choose from. It also is a great way to make a low-cost necromancer, as each level of *summon horror* has at least one undead creature to summon.

While the spell is currently listed only for the sorcerer/wizard, summoner, and witch spell lists, GMs are encouraged to allow this spell as a substitute for *summon monster* for other classes, archetypes, and abilities that use *summon monster*. Examples include the bard spell list, an antipaladin's fiendish boon class feature, or the bottled ally I-IX class feature for the preservationist alchemist archetype. This goes the same in reverse; an archetype or class that uses *summon horror*, such as the dark conjuror nightblade archetype in this book, can easily have its abilities substituted for the equivalent *summon monster* spell.

Some GMs may feel that having an additional creature list for conjuration-focused casters to choose from may be too strong. It is not unreasonable to require a player to choose either *summon horror* or *summon monster*; once they select one line of *summon* spells, they cannot learn any from the other.

creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from the 7th-level list.

SYMBOL OF BLINDING

School necromancy; **Level** cleric 4, sorcerer/wizard 4, witch 4

Casting Time 10 minutes

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)

Range 0 ft.; see text

Effect one symbol

Duration see text

Saving Throw Fortitude negates; **Spell Resistance** yes
This spell functions as *symbol of death*, except all creatures within 60 feet of a *symbol of blinding* are permanently blinded (as *blindness/deafness*). Unlike *symbol of death*, *symbol of blinding* has no hit point limit; once it is triggered, a *symbol of blinding* remains active for 1 minute per caster level.

Symbol of blinding can be made permanent with a *permanency* spell by a caster of 11th level or higher for the cost of 10,000 gp.

SYMBOL OF DARKNESS

School evocation [darkness]; **Level** cleric 2, witch 2

Casting Time 10 minutes

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 100 gp)

Range 0 ft.; see text

Effect one symbol

Duration see text

Saving Throw Fortitude negates, see text; **Spell**

Resistance yes, see text

This spell functions as *symbol of death*, except upon activation the light level within 60 feet of the symbol immediately drops to darkness, regardless of existing lighting conditions. All creatures within 60 feet of a *symbol of darkness* must make a Fortitude save or become fatigued. This effect cannot make a creature already fatigued become exhausted. Unlike *symbol of death*, *symbol of darkness* has no hit point limit; once it is triggered, a *symbol of darkness* remains active for 1 minute per caster level.

Symbol of darkness can be made permanent with a *permanency* spell by a caster of 10th level or higher for the cost of 5,000 gp.

UMBRAL ASSISTANT

School illusion (shadow) [shadow]; **Level** nightblade 1

Casting Time 1 standard action

Components V, S, M (a vial of average invisible ink worth 10 gp)

Range close (25 ft. + 5 ft./2 levels)

Effect one shadowy, humanoid assistant

Duration 1 hour/level (D)

Saving Throw Fortitude negates, see text; **Spell**

Resistance yes

As you finish the spell, you open the bottle of invisible ink, a fine mist coming from its opening as the ink is consumed and evaporated. Darkness coalesces about a nearby space and takes on a solid form of roughly human shape, ready to serve you unquestioningly.

Umbral assistant is but one of many spells created by nightblades to better utilize the powers of their shadow magic. The *umbral assistant* appears as a medium-sized humanoid composed entirely out of shadows (though it is still corporeal and takes up a space); its appearance is up to you, though it cannot be made to look like a specific person and always has a shadowy form, so it is never mistaken for an actual creature. The *umbral assistant* functions as an *unseen servant* spell, and can accomplish any task that an *unseen servant* can. It has AC 15, 15 hit points, a Strength score of 6 (meaning it can lift up to 60 pounds and drag up to 300 pounds), and a speed of 30 feet. It uses your saving throws for its own. If reduced to 0 hit points, the spell ends. Unlike *unseen servant*, it is visible when in bright or normal light. It gains a

+10 bonus on Stealth checks to remain unseen when in dim light; in darkness or supernatural darkness, it is effectively invisible.

Once during the spell's duration, you can command the assistant to charge at a creature within 30 feet of itself (a standard action for you) and attempt to cloy it with shadows. The *umbral assistant* disperses the darkness creating its being over the target's body; the target must make a Fortitude save or be blinded for 1d4 rounds. If you target a creature that has spell resistance, you must overcome the target's spell resistance in order to blind it; failure to do so ends the spell. Whether or not the save was successful, this spell ends.

UMBRAL BERSERKER

School illusion (shadow) [shadow]; **Level** nightblade 2

Casting Time 1 standard action

Components V, S, M (a vial of average invisible ink worth 10 gp)

Range close (25 ft. + 5 ft./2 levels)

Effect one shadowy, humanoid berserker

Duration 1 round/level (D)

Saving Throw Fortitude partial, see text; **Spell**

Resistance yes

As you finish the spell, you open the bottle of invisible ink, a fine mist coming from its opening as the ink is consumed and evaporated. Darkness coalesces about a nearby space and takes on a solid form of roughly human shape that holds a massive weapon, its pure-white eyes blazing with a silent fury.

Created by nightblades to help when outnumbered by foes, the *umbral berserker* is a warrior that attacks with a weapon of shadowstuff and draining negative energy. The *umbral berserker* appears as a medium-sized humanoid composed entirely out of shadows (though it is still corporeal and takes up a space), clad in armor and wielding a two-handed melee weapon appropriate for its size; its appearance (including the form of the weapon) is up to you, though it cannot be made to look like a specific person and always has a shadowy form, so it is never mistaken for an actual creature. It has an AC equal to $10 + 1/2$ your caster level + your Charisma bonus, an attack bonus equal to your caster level + your Charisma bonus, 3 hit points per caster level, and a movement speed of 30 feet. It uses your saving throws for its own. If reduced to 0 hit points, the spell ends. Upon creating the *umbral berserker*, you designate a creature within range for it to target, which it attacks on each of its turns if able. You can change its target at any time as a free action. The berserker cannot move outside of the spell's range, regardless of its target.

The berserker takes its turn directly after yours, can attack only once on each of its turns, and has a reach of 5 feet. It cannot make attacks of opportunity. When



the berserker first attacks a creature, you must overcome that creature's spell resistance or have the berserker be rendered unable to harm it. The berserker never again attacks such creatures. Each hit deals 2d6 + your Charisma bonus of either bludgeoning, piercing, or slashing damage, as appropriate for the weapon it wields, critically threatens on a 20, and deals double damage on a critical hit. Every time it successfully hits a target, the target must also make a Fortitude save or take 1 point of Strength damage. The berserker's weapon is considered magic for the purpose of overcoming damage reduction; at 7th caster level, it is considered silver, and at 14th caster level, it is considered cold iron. As with an *umbral servant*, it gains a +10 bonus on Stealth checks to remain unseen when in dim light; in darkness or supernatural darkness, it is effectively invisible.

Once during the spell's duration, you can command the berserker to charge at a creature within 30 feet of itself (a standard action for you) and swing its weapon in a spinning strike. It makes an attack roll against each creature within 10 feet of itself, dealing damage as normal to each creature it hits. After resolving the attack, this spell ends.

UMBRAL DEFENDER

School illusion (shadow) [shadow]; **Level** nightblade 3

Casting Time 1 standard action

Components V, S, M (a vial of good invisible ink worth 25 gp)

Range close (25 ft. + 5 ft./2 levels)

Effect one shadowy, humanoid defender

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** yes

As you finish the spell, you open the bottle of invisible ink, a fine mist coming from its opening as the ink is consumed and evaporated. Darkness coalesces about a nearby space and takes on a solid form of roughly human shape. Appearing to be armored and brandishing a weapon and shield, it takes on a defensive posture, ready to protect its charge no matter the cost.

Created by nightblades to protect oneself while casting or performing other tasks, the *umbral defender* is a warrior that defends you and prevents opponents from reaching you. The *umbral defender* appears as a medium-sized humanoid composed entirely out of shadows (though it is still corporeal and takes up a space), clad in armor and wielding a one-handed melee weapon and a



shield appropriate for its size; its appearance (including the form of the weapon) is up to you, though it cannot be made to look like a specific person and always has a shadowy form, so it is never mistaken for an actual creature. It has an AC equal to 10 + 1/2 your caster level + your Charisma bonus, an attack bonus equal to your caster level + your Charisma bonus, 5 hit points per caster level, and a movement speed of 30 feet. It uses your saving throws for its own. If reduced to 0 hit points, the spell ends. Upon creating the *umbral defender*, you designate a space for it to defend, which it moves to on its turn. You can designate a new space for it to move to at any time as a free action. The defender cannot move outside of the spell's range.

The defender takes its turn directly after yours, though it only uses its turn to move if you have directed it to do so. The defender does not attack on its turn; instead, the defender can make a number of attacks of opportunity each round equal to your Charisma bonus. It has a reach of 5 feet. Creatures only provoke attacks of opportunity from the defender by moving, not by other actions such as casting a spell. When the defender first attacks a creature, you must overcome that creature's spell resistance or have the defender be rendered unable to harm it. The defender never again attacks such creatures. Each hit deals 3d6 + your Charisma bonus of either bludgeoning, piercing, or slashing damage, as appropriate for the weapon it wields, critically threatens on a 20, and deals double damage on a critical hit. Every time it hits a target, the defender makes a combat maneuver check against that creature. The defender's combat maneuver bonus is equal to its attack bonus. If successful, the target cannot move for the rest of its turn, as if the defender had the Stand Still feat. The defender's weapon is considered magic for the purpose of overcoming damage reduction; at 7th caster level, it is considered silver, and at 14th caster level, it is considered cold iron. As with an *umbral servant*, it gains a +10 bonus on Stealth checks to remain unseen when in dim light; in darkness or supernatural darkness, it is effectively invisible.

Once during the spell's duration, you can command the defender to intercept damage from you (an immediate action for you). Until the start of your next turn, half of any damage you would take is redirected to the defender, as if it had cast *shield other* on you. Once it either reaches 0 hit points from the redirected damage or when it is the start of your next turn, this spell ends.

UMBRAL INFORMANT

School illusion (shadow) [shadow]; **Level** nightblade 4

Casting Time 1 standard action

Components V, S, M (a vial of good invisible ink worth 25 gp)

Range close (25 ft. + 5 ft./2 levels)

Effect one shadowy, humanoid informant

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

As you finish the spell, you open the bottle of invisible ink, a fine mist coming from its opening as the ink is consumed and evaporated. Darkness coalesces about a nearby space and takes on a solid form of roughly human shape. Its glowing eyes shift about as if on the lookout for foes while it quietly waits for instruction.

Created by nightblades to survey areas and spy on targets, the *umbral informant* is a scout that can relay information to its creator. The *umbral informant* appears as a medium-sized humanoid composed entirely out of shadows (though it is still corporeal and takes up a space); its appearance is up to you, though it cannot be made to look like a specific person and always has a shadowy form, so it is never mistaken for an actual creature. It has AC 10, 10 hit points, and a Strength score of 6 (meaning it can lift up to 60 pounds and drag up to 300 pounds). The informant cannot attack; it is never allowed an attack roll. It can move at a speed of 30 feet along any surface, including walls, ceilings, and even across or through liquids, though it cannot fly. It uses your saving throws for its own. If reduced to 0 hit points, the spell ends. While the informant must be originally created within the range of the spell, it can thereafter move freely outside of the area to wherever you send it.

You can communicate telepathically with the *umbral informant*. It tells you any information that you wish to know that it can perceive. It has the see in darkness ability, so it can see to any distance in darkness, even magical darkness. It can read and speak any language you can. It has a Stealth check and a Perception check equal to your caster level. As with an *umbral servant*, it gains a +10 bonus on Stealth checks to remain unseen when in dim light; in darkness or supernatural darkness, it is effectively invisible. The informant itself can turn into a flat shadow at will to hide, as a *shadow form* spell. It cannot take any items with it when it uses this ability.

Once during the spell's duration, you can command the informant to become a magical sensor (a standard action for you). The *umbral informant* becomes a scrying sensor, functioning as if you had cast *clairaudience/clairvoyance* at the informant's location. The effect allows you to both hear and see that location for 1 minute (as opposed to one or the other). Because of the informant's see in darkness ability, you can see in any darkness, even supernatural darkness, around the location. This effect can only be triggered if the informant is within the normal range of a *clairaudience/clairvoyance* spell from you (400 ft. + 40 ft. per caster level). Once the *clairaudience/clairvoyance* effects end, this spell ends.

UMBRAL MAGICIAN

School illusion (shadow) [shadow]; **Level** nightblade 5
Casting Time 1 standard action
Components V, S, M (a vial of superior invisible ink worth 75 gp)
Range close (25 ft. + 5 ft./2 levels)
Effect one shadowy, humanoid magician
Duration 1 round/level (D)
Saving Throw see text; **Spell Resistance** yes

As you finish the spell, you open the bottle of invisible ink, a fine mist coming from its opening as the ink is consumed and evaporated. Darkness coalesces about a nearby space and takes on a solid form of roughly human shape. The being wears ornate robes of swirling darkness, one hand holding a shadowy staff, the other crackling with magical power.

Created by nightblades to assist in magic casting, the *umbral magician* imparts metamagic feats upon nearby arcane spells. The *umbral magician* appears as a medium-sized humanoid composed entirely out of shadows (though it is still corporeal and takes up a space), wearing robes and holding a staff appropriate for its size; its appearance (including the shape of the staff) is up to you, though it cannot be made to look like a specific person and always has a shadowy form, so it is never mistaken for an actual creature. It has an AC equal to $10 + 1/2$ your caster level + your Charisma bonus, 3 hit points per caster level, and a movement speed of 30 feet. The magician cannot attack; it is never allowed an attack roll. It uses your saving throws for its own. If reduced to 0 hit points, the spell ends. Upon creating the *umbral magician*, you designate a space for it to stand, which it moves to on its turn. You can designate a new space for it to move to at any time as a free action. The magician cannot move outside of the spell's range.

The magician takes its turn directly after yours, but the only actions it takes is to move as you direct or to change what metamagic effect it imparts. Any arcane spells cast within 10 feet of the magician can be cast as if one of the following metamagic feats was applied to it (without increasing the spell level or casting time): Enlarge Spell, Extend Spell, Piercing Spell^{UM}, Selective Spell^{APG}, Silent Spell, or Still Spell. You choose the metamagic feat that is applied when you cast *umbral magician*, and can will the magician to change to a different metamagic feat (a full-round action for the magician). As with an *umbral servant*, it gains a +10 bonus on Stealth checks to remain unseen when in dim light; in darkness or supernatural darkness, it is effectively invisible.

Once during the spell's duration, you can command the magician to create a powerful evocation (a move action for you). It casts one of the following effects, chosen when you give the command: *fireball*, *lightning bolt*, *pain strike*^{APG}, or *shadow blast**. The spell is modified

by whatever metamagic feat the magician is currently enhancing spells with. It uses your caster level for the effect, your concentration check (if needed), and your spell DC for the created effect. After it finishes casting, this spell ends.

UMBRAL NIGHTBLADE

School illusion (shadow) [shadow]; **Level** nightblade 6
Casting Time 1 standard action
Components V, S, M (a vial of superior invisible ink worth 75 gp)
Range close (25 ft. + 5 ft./2 levels)
Effect one shadowy, humanoid nightblade
Duration 1 round/level (D)
Saving Throw Fortitude partial, see text; **Spell Resistance** yes

As you finish the spell, you open the bottle of invisible ink, a fine mist coming from its opening as the ink is consumed and evaporated. Darkness coalesces about a nearby space and takes on a solid form of roughly human shape. The being appears fully armed and armored and poises to strike, ready to take on any challenge.

One of the most powerful shadow spells available to a nightblade, *umbral nightblade* creates a shadowy humanoid that had many of the skills possessed by real nightblades. The *umbral nightblade* appears as a medium-sized humanoid composed entirely out of shadows (though it is still corporeal and takes up a space), clad in armor and wielding melee weapons appropriate for its size; its appearance (including the form of the weapon) is up to you, though it cannot be made to look like a specific person and always has a shadowy form, so it is never mistaken for an actual creature. It has an AC equal to $10 + 1/2$ your caster level + your Charisma bonus, an attack bonus equal to your caster level + your Charisma bonus, 6 hit points per caster level, and a movement speed of 30 feet. It uses your saving throws for its own. If reduced to 0 hit points, the spell ends. Upon creating the *umbral nightblade*, you designate a creature within range for it to target, which it attacks on each of its turns if able. You can redirect its target at any time as a free action. The nightblade cannot move outside of the spell's range, regardless of its target.

The nightblade takes its turn directly after yours and has a reach of 5 feet. It can make a number of attacks of opportunity each round equal to your Charisma bonus. When making a full attack, it makes one attack per six caster levels at its full attack bonus. When the nightblade first attacks a creature, you must overcome that creature's spell resistance or have the nightblade be rendered unable to harm it. The nightblade never again attacks such creatures. Each hit deals $3d6 +$ your Charisma bonus of either bludgeoning, piercing, or slashing damage, as appropriate for the weapon it wields,

critically threatens on a 19 or 20, and deals double damage on a critical hit. Every time it successfully hits a target, the target must also make a Fortitude save or take 1d3 points of Strength damage. The nightblade's weapon is considered magic, silver, and cold iron for the purpose of overcoming damage reduction. The nightblade uses your skill bonuses in order to make any skill checks you ask it to, though it cannot make Craft, Knowledge, Linguistics, Profession, or Spellcraft checks.

What makes the *umbral nightblade* especially deadly is that it has access to nightblade arts, as an actual nightblade. It gains one art per six caster levels, chosen from the following list: beckoning shadows, dusk strike, fall of night, mystic shade, shadow motion, shadow run, shadow transference, shifting focus, warp strike, or any art that you have, assuming it can benefit from the art. It uses these arts as you direct it to (a free action for you). To use the arts, it is created with its own reserve of shadow surges equal to 1 shadow surge per four caster levels (max 5), though it cannot create any on its own. It can also shadow shift as a nightblade, and can shift a total of 10 feet per caster level. As with an *umbral servant*, it gains a +10 bonus on Stealth checks to remain unseen when in dim light; in darkness or supernatural darkness, it is effectively invisible.

Once during the spell's duration, you can command the nightblade to create a shadow effect for you (a standard action for you). It casts one of the following effects, chosen when you give the command: *shadow conjuration*, *shadow evocation*, or *shadow necromancy**. It uses your caster level for the effect, your concentration check (if needed), and uses your spell DC for the created effect. After it finishes casting, this spell ends.

VOID FIELD

School illusion (glamer) [darkness]; **Level** antipaladin 4, cleric 5, inquisitor 5, nightblade 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./2 levels)

Area 20-ft.-radius emanation centered on a point in space

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell creates an area devoid of all sensory input. The lighting in the area of the spell immediately drops to supernatural darkness, regardless of existing conditions. No sound permeates the space, as if under the effects of a *silence* spell. Creatures within the area are considered both blind and deaf. Scents and tastes are completely erased in the area, preventing creatures from using the scent ability and nullifying the effects of spells that rely on smell or taste, such as *stinking cloud*. Creatures cannot properly feel things by touch; this negates the effects of spells with the pain descriptor and prevents creatures

from using extraordinary abilities that rely on touch or vibrations, such as tremorsense. Creatures are unaware of any injury they receive while in the area of the *void field* (as they cannot feel pain), but they still take full damage. As they cannot properly perceive things with their senses, creatures take a -10 penalty on all Strength- and Dexterity-based skill checks and automatically fail all Perception checks while in the area.

WALL OF DARKNESS

School evocation [darkness]; **Level** nightblade 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect opaque wall of shadows up to 10-ft. long/level, 20 ft. high and 5 ft. thick

Duration 1 round/level

Saving Throw see text; **Spell Resistance** yes

You create a wall of black shadows that cannot be seen through and saps the strength of those that pass through it. The lighting within the area of the wall is lowered to darkness (regardless of existing lighting conditions) and the light level within 10 feet of the wall is lowered by 1 step. Creatures on opposite sides of the wall have total concealment (50% miss chance) from each other unless they possess darkvision. If a creature attempts to pass through the wall, they must make a Fortitude save or be fatigued. This effect cannot make a creature that is already fatigued become exhausted.

The wall must be vertical and rectangular. It need not touch the ground. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature when it is cast, the spell fails.

WALL OF DARKNESS, GREATER

School evocation [darkness]; **Level** nightblade 5, sorcerer/wizard 5

Effect opaque wall of shadows up to 20 ft. long/level or a ring of darkness with a radius of up to 5 ft./two levels; either form 20 ft. high and 5 ft. thick

This spell functions as *wall of darkness*, except as noted above. In addition, the area within the wall is treated as supernatural darkness (as the spell *deeper darkness*). Creatures on opposite sides of the wall have total concealment (50% miss chance) from each other unless they possess the see in darkness ability or some other method of seeing through supernatural darkness. A creature passing through the wall must make a Fortitude save or become exhausted.

CHAPTER V

MAGIC ITEMS

Not everyone uses shadow magic themselves. Some instead turn to magical items of wondrous power, gaining access to powers they could never obtain on their own. Some items also enhance the innate shadow powers of its user, taking them to new heights of ability and skill.

The magic items and special equipment properties in this section of the book are divided into the categories outlined in *Pathfinder Roleplaying Game Ultimate Equipment*, allowing you to use them easily with random treasure generators. If you are running a game that has an NPC with levels in nightblade, or have a player character that has levels in nightblade, consider using items from this book rather than determining random loot from a generator, or adding these items to the generator.

Armor Special Abilities

The following are new armor or shield special abilities. Armor or a shield with a special ability must have at least a +1 enhancement bonus before other abilities are added. For more information, see the Armor section in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*.

| Blending | | PRICE +1 bonus |
|---------------------|--------|-------------------|
| SLOT none | CL 3rd | WEIGHT - |
| Aura faint illusion | | |

Blending armor blurs and distorts when in dim lighting conditions. As long as the wearer of a suit of *blending* armor is in dim light, the miss chance due to concealment increases to 50% (instead of 20%). This does not grant total concealment; it just increases the miss chance.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft Magic Arms and Armor, *silent image*

| Gloom | | PRICE +6,000 gp |
|------------------------|--------|--------------------|
| SLOT none | CL 4th | WEIGHT - |
| Aura faint conjuration | | |

Table: Armor Special Abilities

| +1 Armor Special Ability | Base Price ¹ |
|--------------------------|-------------------------|
| <i>Blending</i> | +1 bonus |

| +3 Armor Special Ability | Base Price ¹ |
|---------------------------|-------------------------|
| <i>Gloom</i> ² | +6,000 gp |

¹ Add to the enhancement bonus of the armor to determine the total price

² This special ability can also be applied to shields.

The world seems slightly darker around the bearer of *gloom* armor or shields. The surface of the armor appears to be covered in a fine black dust, but is not actually dirty. Mundane and alchemical lighting effects within 30 feet of the wearer, such as sunrods and torches, only give light out to half their normal distances. This effect can be suppressed and reactivated as a move action. Once per day, the wearer can command the armor or shield to emit a cloud of the black dust that coats its surface, functioning as a *dust of twilight*^{APG} spell within a 10-foot radius spread around the wearer (DC 13). The wearer is immune to the *dust of twilight*^{APG} effect. An armor or shield cannot have both this special ability and the *radiant* special ability.

CONSTRUCTION REQUIREMENTS

Cost +3,000 gp

Craft Magic Arms and Armor, *dust of twilight*^{APG}

Specific Armors and Shields

The following section includes armors and shields with unusual powers or magical abilities. These pieces of equipment can have abilities that need to be activated to function or powers that work passively and constantly.

| Entropic Raiment | | PRICE 99,350 gp |
|------------------------|---------|--------------------|
| SLOT none | CL 15th | WEIGHT 30 lbs. |
| Aura strong necromancy | | |

Table: Specific Armors And Shields

| Lesser Major Armor | Price |
|----------------------------|-----------|
| <i>Infiltrator's Armor</i> | 17,025 gp |
| Greater Major Armor | Price |
| <i>Penumbral Ward</i> | 33,159 gp |
| <i>Entropic Raiment</i> | 99,350 gp |

Created to mimic the powers of nightshades, this +4 *deathless undead controlling breastplate* bolsters both the wearer's defenses against death and the strength of his undead servants. A creature wearing an *entropic raiment* cannot be magically aged by any means, rendering it immune to effects such as *sands of time*^{UM}, *entropic storm*^{*}, or a ghost's corrupting touch ability. This does not negate any penalties or bonuses the wearer may have gained from aging naturally, and the wearer still ages as normal for his race. In addition, the creature emanates the effect of a *desecrate* spell, centered on himself, so long as he wears the raiment.

CONSTRUCTION REQUIREMENTS

Cost 44,675 gp

Craft Magic Arms and Armor, *control undead*, *desecrate*, *sands of time*^{UM}

| Infiltrator's Armor | | PRICE 17,025 gp |
|----------------------------|---------|--------------------|
| SLOT none | CL 11th | WEIGHT 20 lbs. |
| Aura moderate illusion | | |

This suit of armor is used by spies, assassins, and the occasional adventurer to better conceal oneself. In addition to being a set of +2 *blending glamered shadow studded leather*, it grants the wearer the ability to cast *snuff*^{*} at-will as a spell-like ability. Once per day when using the *glamered* ability on the armor, the wearer can instead change his entire appearance, as *disguise self*, for 1 hour. Using the *glamered* ability a second time ends the disguise.

CONSTRUCTION REQUIREMENTS

Cost 8,512 gp

Craft Magic Arms and Armor, *disguise self*, *invisibility*, *silent image*, *snuff*^{*}

| Penumbral Ward | | PRICE 33,159 gp |
|---------------------------|---------|--------------------|
| SLOT none | CL 15th | WEIGHT 6 lbs. |
| Aura strong transmutation | | |

Made by denizens of the night to withstand the light of day, this lightweight, translucent shield appears to be made entirely out of darkness. The *penumbral ward* functions as a +2 *ghost touch gloom light steel shield*. A

creature bearing the shield gains the effect of a constant *protective penumbra*^{UM} spell.

CONSTRUCTION REQUIREMENTS

Cost 16,579 gp

Craft Magic Arms and Armor, *ethereality*, *protective penumbra*^{UM}

Weapon Special Abilities

The following are new weapon special abilities. Weapons with a special ability must have at least a +1 enhancement bonus before other abilities are added. For more information, see the Weapons section in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*.

| Blindstrike | | PRICE +2 bonus |
|--------------------------|--------|-------------------|
| SLOT none | CL 7th | WEIGHT - |
| Aura moderate necromancy | | |

A *blindstrike* weapon clouds its victims' sight. Whenever the wielder of a *blindstrike* weapon confirms a critical hit on a creature, the wielder can choose to forgo the additional damage dice to instead cloud the target's vision, effectively blinding it. The blindness lasts for 1 round if the weapon has a x2 critical multiplier, 2 rounds if the weapon has a x3 critical multiplier, or 3 rounds if the weapon has a x4 critical multiplier or higher.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft Magic Arms and Armor, *blindness/deafness*

| Concealed | | PRICE +3,000 gp |
|---------------------|--------|--------------------|
| SLOT none | CL 3rd | WEIGHT - |
| Aura faint illusion | | |

A *concealed* weapon is hard to detect. Upon command, the wielder of a *concealed* weapon can alter the magical aura of the weapon as if using a *magic aura* spell. The altered aura persists even after the user lets go of the weapon and does not change until another command is issued. The true properties of the weapon can only be detected by using an *identify* spell and making a DC 11 Will save (as with *magic aura*). In addition, the wielder gains a bonus on Sleight of Hand checks made to conceal the weapon equal to its enhancement bonus. A concealed weapon never sheds light (as some magic weapons do). A weapon cannot have both this special ability and the *brilliant energy* special ability.

CONSTRUCTION REQUIREMENTS

Cost +1,500 gp

Craft Magic Arms and Armor, *magic aura*



| Necrotic | | PRICE +2 bonus |
|--------------------------|--------|-------------------|
| SLOT none | CL 8th | WEIGHT - |
| Aura moderate necromancy | | |

Upon command, a *necrotic* weapon is sheathed in deathly energies that deals an extra 1d6 points of negative energy damage on a successful hit. The negative energy does not harm the wielder, nor does it heal or harm undead. The effect remains until another command is given.

CONSTRUCTION REQUIREMENTS

Cost +2 bonus

Craft Magic Arms and Armor, and either *enervation* or *inflict serious wounds*

| Necrotic Burst | | PRICE +3 bonus |
|--------------------------|---------|-------------------|
| SLOT none | CL 10th | WEIGHT - |
| Aura moderate necromancy | | |

A *necrotic burst* weapon functions as a *necrotic* weapon that also bursts with unlife upon striking a successful critical hit. The negative energy does not harm the wielder, nor does it heal or harm undead. In addition to the extra

negative energy damage from the *necrotic* ability (see above), a *necrotic burst* weapon deals an extra 1d10 points of negative energy damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of negative energy damage instead, and if the multiplier is x4, add an extra 3d10 points of negative energy damage.

Even if the *necrotic* ability is not active, the weapon still deals its extra negative energy damage on a successful critical hit.

CONSTRUCTION REQUIREMENTS

Cost +3 bonus

Craft Magic Arms and Armor, and either *enervation* or *inflict serious wounds*

| Umbral | | PRICE +1 bonus |
|-------------------------|--------|-------------------|
| SLOT none | CL 8th | WEIGHT - |
| Aura moderate evocation | | |

An *umbral* weapon has its own magical store of shadow surges. The surge is often stored in special engravings along the weapon's length, or within a charm or trinket that hangs from the weapon. The weapon holds a single

Table: Weapon Special Abilities

| +1 Weapon Special Ability | Base Price ¹ |
|---------------------------|-------------------------|
| <i>Concealed</i> | +3,000 gp |
| <i>Umbral</i> | +1 bonus |

| +2 Weapon Special Ability | Base Price ¹ |
|---------------------------|-------------------------|
| <i>Blindstrike</i> | +2 bonus |
| <i>Necrotic</i> | +2 bonus |

| +3 Weapon Special Ability | Base Price ¹ |
|---------------------------|-------------------------|
| <i>Greater Umbral</i> | +3 bonus |
| <i>Necrotic Burst</i> | +3 bonus |

¹ Add to the enhancement bonus of the weapon to determine the total price

shadow surge, which refreshes at the start of each day and can be used with any abilities that utilize shadow surges. Whether or not the wielder of an *umbral* weapon has methods of expending shadow surges (see the Nightblade class), she can always spend 1 shadow surge from the weapon as a free action when making a Stealth check to enshroud herself in darkness, letting her roll twice and take the better result. This ability cannot be placed on ammunition.

CONSTRUCTION REQUIREMENTS

Cost +1 bonus

Craft Magic Arms and Armor, *darkness*, creator must be a shadow surge user

| Umbral, Greater | | PRICE +3 bonus |
|-----------------------|---------|-------------------|
| SLOT none | CL 12th | WEIGHT - |
| Aura strong evocation | | |

A *greater umbral* weapon is nearly identical to an *umbral* weapon, but its reservoir holds 3 shadow surges instead of 1. A weapon cannot have both this special ability and the *umbral* special ability. This ability cannot be placed on ammunition.

CONSTRUCTION REQUIREMENTS

Cost +3 bonus

Craft Magic Arms and Armor, *deeper darkness*, creator must be a shadow surge user

Specific Weapons

The following section includes weapons with unusual powers or magical abilities. These pieces of equipment can have abilities that need to be activated to function or powers that work passively and constantly.

| Arrow of Forgotten Graves | | PRICE 456 gp |
|---------------------------|---------|-----------------|
| SLOT none | CL 13th | WEIGHT - |
| Aura strong necromancy | | |

An *arrow of forgotten graves* has various religious symbols of death and burial rites etched along its shaft. This +2 *phantom ammunition arrow* bears a powerful curse. If an *arrow of forgotten graves* is used to kill a living creature, the arrow's curse is placed upon the corpse. Anyone that views the corpse must make a DC 19 Will save or forget ever seeing the corpse. The creature treats the corpse as if it didn't exist for the next three days, failing to notice its presence, smell, and so on. At the end of this time, if the creature perceives the corpse again, it must make the saving throw again or forget seeing the corpse for another three days, repeating this cycle until it makes its saving throw. This is a mind-affecting effect. A creature that witnessed the victim being killed by an *arrow of forgotten graves* gains a +4 bonus on their save against the memory-altering effect. A creature that succeeds on its Will save does not need to make any further saves to perceive the corpse, regardless of how much time passes. The creature that fired the *arrow of forgotten graves* automatically succeeds on its saving throw to perceive the corpse. The curse upon the corpse is permanent, but can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell (DC 24 to remove).

CONSTRUCTION REQUIREMENTS

Cost 228 gp

Craft Magic Arms and Armor, *disintegrate*, *major curse*^{UM}, and either *memory lapse*^{APG} or *modify memory*

| Edge of Oblivion | | PRICE 213,015 gp |
|------------------------|---------|---------------------|
| SLOT none | CL 18th | WEIGHT 4 lbs. |
| Aura strong necromancy | | |

A longsword that draws upon the entropic energy between the Plane of Shadow and the Plane of Negative Energy, the *edge of oblivion* is a +3 *adamantine necrotic vorpal longsword* that utterly destroys those that it critically strikes. Rather than decapitating the victim on a natural 20 critical hit (as with a normal *vorpal* weapon), the *edge of oblivion* unleashes a burst of entropic power, aging the creature so far that it is reduced to a fine dust. A creature reduced to dust in this manner can only be revived via *miracle*, *wish*, or *true resurrection*. This ability allows the *edge of oblivion* to function on creatures that normally would not be slain by a *vorpal* weapon, such as aberrations, oozes, and undead; however, creatures that are immortal or immune to magical aging become immune to this effect instead. Nightshades, being made of entropy, are also immune to this effect.

CONSTRUCTION REQUIREMENTS

Cost 106,507 gp

Craft Magic Arms and Armor, *circle of death, enervation, entropic storm**, *keen edge*

| Hidden Blade | | PRICE 18,302 gp |
|------------------------|--------|--------------------|
| SLOT none | CL 8th | WEIGHT 1 lb. |
| Aura moderate illusion | | |

This short curved blade is a +2 *concealed sneaky dagger*, made to take out targets quietly. Three times per day upon successfully sneak attacking a foe, the wielder of the weapon can use a swift action to create a *silence* effect, as the spell, centered on himself for 1 round.

CONSTRUCTION REQUIREMENTS

Cost 9,151 gp

Craft Magic Arms and Armor, *doom, magic aura, silence*

| Phantom Pain | | PRICE 53,875 gp |
|---------------------------|---------|--------------------|
| SLOT none | CL 10th | WEIGHT 2 lbs. |
| Aura moderate conjuration | | |

This shortbow creates magical arrows that vanish after striking their target. The *phantom pain* is a +1 *adaptive endless ammunition necrotic composite shortbow*. Any ammunition fired with the weapon, including ammunition created by the *phantom pain*'s endless ammunition ability, is treated as having the *phantom ammunition* property. A command word can be given to suppress or reactivate this ability.

CONSTRUCTION REQUIREMENTS

Cost 26,937 gp

Craft Magic Arms and Armor, *disintegrate, major creation*

| Tormentor's Shackle | | PRICE 75,325 gp |
|--------------------------------------|---------|--------------------|
| SLOT none | CL 12th | WEIGHT 10 lbs. |
| Aura strong evocation and necromancy | | |

A wicked chain invented by cruel individuals, a *tormentor's shackle* allows its wielder to tailor the weapon to what would best torture its victims. The weapon in its normal state functions as a +3 *cruel ominous spiked chain*. By speaking a command word, the special abilities on the weapon can change to two different forms, losing the *cruel* and *ominous* abilities and gaining either the *wounding* or the *blindstrike* special property. The weapon remains in its chosen form until another command is given. In addition, the user can fasten the manacle on the end of the chain to his own wrist, granting the same benefits as if using a locked gauntlet (+10 to CMD against disarm attempts). This benefit does not stack with any actual locked gauntlet the wielder may be using.

Table: Specific Weapons

| Lesser Minor Weapons | Price |
|----------------------------------|--------|
| <i>Arrow of Forgotten Graves</i> | 456 gp |

| Greater Medium Weapons | Price |
|------------------------|-----------|
| <i>Hidden Blade</i> | 18,302 gp |

| Greater Major Weapons | Price |
|----------------------------|------------|
| <i>Phantom Pain</i> | 53,875 gp |
| <i>Tormentor's Shackle</i> | 75,325 gp |
| <i>Twilight Reaver</i> | 83,336 gp |
| <i>Edge of Oblivion</i> | 213,015 gp |

CONSTRUCTION REQUIREMENTS

Cost 37,662 gp

Craft Magic Arms and Armor, *bleed, blindness/deafness, cause fear, doom*

| Twilight Reaver | | PRICE 83,336 gp |
|-----------------------|---------|--------------------|
| SLOT none | CL 12th | WEIGHT 10 lbs. |
| Aura strong evocation | | |

The blade of this +2 *cold iron keen greater umbral scythe* gleams with shades of black and blue, as if reflecting the night sky just after sunset. Whenever the wielder of a *twilight reaver* scores a critical hit with the scythe, she can spend a swift action to absorb some of her target's life force, storing it in the scythe as a shadow surge. She can only do so if the *twilight reaver* has less than three shadow surges in it.

CONSTRUCTION REQUIREMENTS

Cost 41,668 gp

Craft Magic Arms and Armor, *dark recovery**, *deeper darkness*, creator must be a shadow surge user

Rings

Rings bestow magical powers upon their wearers. A character can gain the benefits of only two magic rings at a time.

| Ring of Shadow Mastery | | PRICE 18,000 gp |
|------------------------|---------|--------------------|
| SLOT ring | CL 12th | WEIGHT - |
| Aura strong illusion | | |

This ring is a helix of silver and cold iron. The helix at one point opens into an eye, within which an onyx stone

Table: Rings

| Lesser Medium Ring | Price |
|-----------------------------|-----------|
| <i>Shadow Walker's Ring</i> | 10,000 gp |

| Greater Medium Ring | Price |
|-------------------------------|-----------|
| <i>Ring of Shadow Mastery</i> | 18,000 gp |

is set. Twice per day, the user can store shadow surges into the *ring of shadow mastery*. Doing so takes 10 minutes of concentration for each surge. She can store up to 2 shadow surges within the ring in this way. She can spend the shadow surges stored in the ring as normal for her own abilities, or in one of the following ways:

As a swift action, the wearer can spend 1 shadow surge stored in the ring to grant herself a +2 insight bonus on Sleight of Hand, Bluff, and Stealth checks for 1 minute.

As a swift action, the wearer can spend 1 shadow surge stored in the ring to use the dusk strike nightblade art, allowing her next attack to target touch AC.

As a standard action, the wearer of the ring can spend 2 shadow surges stored within the ring to cast *shadow conjuration*, as the spell (DC 16).

Any shadow surges stored in the ring disappear at the start of each day.

CONSTRUCTION REQUIREMENTS

Cost 9,000 gp

Forge Ring, *shadow conjuration*, creator must be a shadow surge user

| Shadow Walker's Ring | | PRICE |
|----------------------|---------|-----------|
| | | 10,000 gp |
| SLOT ring | CL 14th | WEIGHT - |
| Aura strong illusion | | |

A *shadow walker's ring* is made of polished silver with intricate engravings along its surface depicting a horizon of mountains, valleys, and plains. When worn, the engravings constantly shift and distort in size and placement along the ring, representing the mutable nature of the Plane of Shadows. The wearer casts illusion spells of the shadow subschool that allow for teleportation at +4 caster level, such as *shadow walk*, *shadow step*, *shadow space*, or *shadow gate*. When using the *shadow walk* spell, both the wearer and his companions always arrive on target without being shunted in a random direction upon arrival.

In addition, if the wearer has the ability to teleport through the Plane of Shadows a daily distance measured in feet, such as a shadowdancer's shadow jump ability, a nightblade's shadow shift, or the shadow step ability of the wizard's shadow subschool, he can teleport an

additional 50 feet each day with that ability. If he has multiple such abilities, he can divide this extra distance between each ability.

CONSTRUCTION REQUIREMENTS

Cost 5,000 gp

Forge Ring, *shadow step*, *shadow walk*

Wondrous Items

Wondrous items are diverse. Some must be worn in a specific item slot in order to work, while others must merely be possessed and used. "Wondrous item" is a catchall category for anything that is not a weapon, armor, ring, and so on. Anyone can use a wondrous item unless the item itself specifies otherwise.

| Bracers of Dusk and Dawn | | PRICE |
|--------------------------|--------|--------------|
| | | 3,000 gp |
| SLOT wrists | CL 7th | WEIGHT 1 lb. |
| Aura moderate evocation | | |

This pair of leather bracers each have a distinct rune, one bracer bearing a bright white symbol, the other's symbol black as coal. With a command word, the wearer of the *bracers of dusk and dawn* can create an aura of light or darkness within a 30 foot radius of himself. This can be either normal light, dim light, or darkness, chosen when the command word is spoken, and lasts until another command is given to either turn off the effect or to change it to a different lighting level. Unlike most magical items that create light or darkness, the light or darkness created by the *bracers of dusk and dawn* is considered non-magical and interacts with other mundane or magical sources of light and darkness accordingly.

CONSTRUCTION REQUIREMENTS

Cost 1,500 gp

Craft Wondrous Item, *control light**

| Hidden Step Shoes | | PRICE |
|---------------------|--------|--------------|
| | | 1,500 gp |
| SLOT feet | CL 4th | WEIGHT 1 lb. |
| Aura faint illusion | | |

These simple shoes are dyed with black and grey colors and are surprisingly quiet to move in. The wearer of these shoes can move at full speed while using the Stealth skill without penalty. Once per day as an immediate action, the wearer can make all of his movement quieter, ignoring penalties to Stealth checks due to armor or encumbrance for 1 minute.

CONSTRUCTION REQUIREMENTS

Cost 750 gp

Craft Wondrous Item, *silence*

Table: Wondrous Items

| Least Minor Wondrous Items | Price |
|---------------------------------|-----------|
| <i>Night Candle</i> | 120 gp |
| <i>Informant's Script</i> | 600 gp |
| <i>Shadowstruck Flask</i> | 900 gp |
| Lesser Minor Wondrous Items | Price |
| <i>Hidden Step Shoes</i> | 1,500 gp |
| <i>Bracers of Dusk and Dawn</i> | 3,000 gp |
| Greater Minor Wondrous Items | Price |
| <i>Shadowcraft Gloves</i> | 7,800 gp |
| Lesser Medium Wondrous Items | Price |
| <i>Lunar Amulet</i> | 16,000 gp |
| Greater Medium Wondrous Items | Price |
| <i>Vest of Steady Aging</i> | 21,000 gp |
| Lesser Major Wondrous Items | Price |
| <i>Voidsight Goggles</i> | 30,000 gp |
| <i>Shroud of Shadows</i> | 34,000 gp |

| Informant's Script | | PRICE 600 gp |
|--------------------------|--------|-----------------|
| SLOT none | CL 5th | WEIGHT - |
| Aura faint transmutation | | |

The unassuming piece of paper is often used by spies and informants to pass messages. It appears as an ordinary piece of parchment, but can be used to conceal text. After a message has been written on the page, the writer can fold the page in half and speak a command word to activate the *informant's script*, altering the text upon the page as a *secret page* spell. The type of text is decided upon by the writer upon speaking the command word. The same command word can be used to activate the various capabilities of the *secret page* spell, but once it has been triggered the first time, it will always turn into the same *secret page*.

CONSTRUCTION REQUIREMENTS

Cost 300 gp

Craft Wondrous Item, *secret page*

| Lunar Amulet | | PRICE 16,000 gp |
|--------------------------|---------|--------------------|
| SLOT neck | CL 11th | WEIGHT - |
| Aura moderate divination | | |

The centerpiece of this amulet is a glass orb that glows as the moon on a clear night. Around this orb is a metal ring with eight inlaid gemstones, representing the phases of the moon. The types of the eight gems varies by the creator of the amulet, and can be different or of the same types, the most common being moonstone, diamonds, onyx, or pearls.

Each night, the orb in the center of a *lunar amulet* changes to display a different phase of the moon. This grants the wearer the benefits of a *lunar prophecy** spell each day, granting him a different power he can use once each day based on the phase of the moon shown in the amulet. The phase shown is randomly determined, as done with a *lunar prophecy** spell. Similarly, the wearer of the *lunar amulet* can attempt to force the amulet to show a different lunar phase if he makes a DC 17 Will save. He may only attempt this once per day, and only if he hasn't used the effect granted by the amulet that day. If he succeeds, the amulet changes to show the desired moon phase, and he can use its granted effect that day. If he fails the save, the orb of the amulet clouds over, as if trying to view the moon on an overcast night, and he loses the amulet's benefits until the next night where it shows a new, randomly determined lunar phase.

CONSTRUCTION REQUIREMENTS

Cost 8,000 gp

Craft Wondrous Item, *lunar prophecy**

| Night Candle | | PRICE 120 gp |
|----------------------|--------|-----------------|
| SLOT none | CL 3rd | WEIGHT - |
| Aura faint evocation | | |

This ordinary-looking candle is made of a black wax. When lit, the wick on the end produces no flame, though smoke still rises from its tip as if it were aflame. So long as it is "lit" in this manner, the area within 30 feet of the candle is treated as if under a *hidden illumination** spell. The candle can burn for up to 30 minutes before the entirety of the wick is used up; this duration can be all at once or across several uses.

CONSTRUCTION REQUIREMENTS

Cost 60 gp

Craft Wondrous Item, *hidden illumination**

| Shadowcraft Gloves | | PRICE 7,800 gp |
|------------------------|---------|-------------------|
| SLOT hands | CL 10th | WEIGHT - |
| Aura moderate illusion | | |

These black leather gloves have the shapes of various tools and weapons stitched into their surface. As a full-round action, the wearer of a pair of *shadowcraft gloves* can create a quasi-real object that weighs no more than 10

pounds. The equipment remains as long as the wearer holds on to it plus 1 minute before fading away. The shadowstuff can replicate simple materials, such as wood, stone, glass, or metal, but it cannot contain any moving parts. The wearer could use this ability to create a dagger or a rope, but not a flask of acid. Created equipment is unrefined; weapons created are treated as improvised weapons, and tools are always non-masterwork. Any created equipment is mundane and cannot be magically enhanced by any means.

CONSTRUCTION REQUIREMENTS

Cost 3,900 gp

Craft Wondrous Item, *minor creation*, *shadow conjuration*

| Shadowstruct Flask | | PRICE 900 gp |
|------------------------|--------|-----------------|
| SLOT none | CL 6th | WEIGHT - |
| Aura moderate illusion | | |

This small clear bottle appears to have a dark, cloudy fluid filling its volume, the liquid constantly swirling about even as the flask stays at rest. The bottle is actually filled with a mixture of arcane energy and shadowstuff. As a standard action, the contents of the bottle can be poured out in an adjacent square, functioning as a *shadow structure** spell (DC 13). The person that poured the flask determines which structure is created at the time of pouring the contents.

CONSTRUCTION REQUIREMENTS

Cost 450 gp

Craft Wondrous Item, *shadow structure**

| Shroud of Shadows | | PRICE 34,000 gp |
|----------------------|---------|--------------------|
| SLOT shoulders | CL 14th | WEIGHT 1 lb. |
| Aura strong illusion | | |

This black cloak comes with a pair of clasps to hold it about the wearer's neck. It appears ordinary at a glance, but upon close observation its fabric appears to be constantly shifting and stretching, as if made of a murky liquid. The *shroud of shadows* is infused with shadowstuff, allowing it to create a variety of effects.

As a standard action, the wearer can tear off the *shroud of shadows* from its clasps and use it for one of the following effects:

Three times per day, the wearer can throw the shroud onto a creature within 30 feet. This requires no attack roll, but the user must be able to target the creature. The shroud covers the creature in darkness, functioning as a *shadow binding** spell (DC 13).

Twice per day, the wearer can cover himself with the shroud and meld with it, functioning as a *shadow form** spell for 1 minute.

Once per day, the wearer can cover an object within 10 feet with the shroud, melding it into the cape as a *shadow courier** spell, using the shroud to store the item rather than his own shadow (DC 16). He can only store one object in the shroud at a time.

Once per day, the wearer can place the shroud onto a surface to open a gateway to the Plane of Shadows; this functions as a *shadowy haven*^{ARG} spell, though it lasts for only 1 hour.

After using one of these abilities, the fabric of the cloak appears to fade away, but the clasps for the *shroud of shadows* remains around the wearer's neck. The user must wait 1d4 rounds between using any of these abilities, during which the fabric of the *shroud of shadows* flows out from the clasps like running ink to reform the cloak. Items stored within the cloak via its *shadow courier** ability remain stored in the cloak while it fades and reforms.

CONSTRUCTION REQUIREMENTS

Cost 17,000 gp

Craft Wondrous Item, *shadow evocation*, and either *shadow binding**, *shadow courier**, *shadow form**, or *shadowy haven*^{ARG}

| Vest of Steady Aging | | PRICE 21,000 gp |
|-----------------------------|--------|--------------------|
| SLOT chest | CL 7th | WEIGHT 3 lbs. |
| Aura moderate transmutation | | |

This plain-looking vest wards its wearer against aging effects. As long as a creature wears a *vest of steady aging*, they cannot be magically aged by any means, rendering it immune to effects such as *sands of time*^{UM}, *entropic storm**, or a ghost's corrupting touch ability. This does not negate any penalties or bonuses the wearer may have gained from aging naturally, and the wearer still ages as normal for his race.

CONSTRUCTION REQUIREMENTS

Cost 10,500 gp

Craft Wondrous Item, *age resistance*^{UM}

| Voidsight Goggles | | PRICE 30,000 gp |
|-----------------------------|--------|--------------------|
| SLOT eyes | CL 9th | WEIGHT - |
| Aura moderate transmutation | | |

These goggles have lenses that appear as pure black glass, but when viewed by a creature with darkvision the lenses glow a shimmering white hue. *Voidsight goggles* grant their wearer the see in darkness ability, allowing them to see to any distance in darkness, including supernatural darkness.

CONSTRUCTION REQUIREMENTS

Cost 15,000 gp

Craft Wondrous Item, *eyes of the void*^{APG}

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PATH OF SHADOWS: INDEX

| | | | |
|--|-------|--|----------|
| ancestral heritage (feat) | 36 | magic items | 69-76 |
| arcane veil (feat) | 36 | armor | 69-70 |
| archetypes and options | 22-35 | rings | 73-74 |
| arrow of forgotten graves (weapon) | 72 | weapons | 70-73 |
| banish light (spell) | 46 | wondrous items | 74-76 |
| banish shadows (spell) | 46-47 | maw of the nightwave (spell) | 52 |
| blending (armor property) | 69 | monk of the eclipsing moon (monk) | 28-29 |
| blindstrike (weapon property) | 70 | necrotic (weapon property) | 71 |
| bracers of dusk and dawn (wondrous item) | 74 | burst | 71 |
| concealed (weapon property) | 70 | negative image (spell) | 52 |
| concealing trick (feat) | 36 | night armor (spell) | 52-53 |
| control light (spell) | 47 | night candle (wondrous item) | 75 |
| curse of the lightless (spell) | 47 | night dweller (feat) | 38 |
| dark confinement (spell) | 47-48 | night shield (spell) | 53 |
| dark conjuror (nightblade) | 29-30 | night terror (spell) | 53 |
| dark recovery (spell) | 48 | nightblade | 6-21 |
| darkness mystery (oracle) | 32-33 | archetypes | 29-31 |
| darkness spirit (shaman) | 34-35 | spell list | 20 |
| deathwings (spell) | 48 | favored class options | 21 |
| discoveries (alchemist) | 22-23 | nightblade arts (nightblade) | 8-10 |
| dissolution's embrace (feat) | 36-37 | nighteye (nightblade) | 10 |
| dissolution's scar (feat) | 37 | path (nightblade) | 7, 10-20 |
| dissolution's ward (feat) | 37 | path of the bloodied chain (nightblade) | 11-12 |
| edge of oblivion (weapon) | 72-73 | path of the darkened fortress (nightblade) | 12-14 |
| entropic raiment (armor) | 69-70 | path of the eternal night (nightblade) | 14-16 |
| entropic storm (spell) | 48-49 | path of the ravaging void (nightblade) | 16-18 |
| evasion (nightblade) | 7 | path of the twilight veil (nightblade) | 18-20 |
| extra light and dark (feat) | 37 | penumbral ward | 70 |
| extra nightblade art (feat) | 38 | phantasmal foe (spell) | 53 |
| eyes of eventide (spell) | 49 | phantasmal polymorph (spell) | 54 |
| communal | 49 | phantom caretaker (spell) | 54 |
| eyes of night (feat) | 38 | phantom pain (weapon) | 73 |
| feats | 36-39 | rage powers (barbarian) | 25 |
| forgotten curse (oracle) | 33 | realistic illusions (feat) | 38 |
| gloom (armor property) | 69 | recover senses (feat) | 38 |
| grasp of darkness (spell) | 49 | ring of shadow mastery (ring) | 73-74 |
| greater shadow magic (feat) | 38 | scourge of shadows (rogue) | 34 |
| hidden blade (weapon) | 73 | see in darkness (nightblade) | 10 |
| hidden illumination (spell) | 49 | sensory deprivation (spell) | 54-55 |
| hidden step shoes (wondrous item) | 74 | greater | 55 |
| hide in plain sight (nightblade) | 10 | shadow agent (nightblade) | 30-31 |
| illusory edge (spell) | 50 | shadow ammunition (spell) | 55 |
| illusory strike (spell) | 50-51 | shadow ball (spell) | 55 |
| illusory vestment (spell) | 51 | greater | 55 |
| improved evasion (nightblade) | 11 | shadow banisher (paladin) | 33 |
| improved shadow magic (feat) | 38 | shadow binding (spell) | 55-56 |
| infiltrator's armor (armor) | 70 | mass | 56 |
| informant's script (wondrous item) | 75 | shadow blast (spell) | 56 |
| interaction between shadow spells | 40 | shadow bloodline (bloodrager) | 26 |
| lingering shadows (feat) | 38 | shadow conjuration, lesser (spell) | 57 |
| lunar amulet (wondrous item) | 75 | shadow courier (spell) | 57 |
| lunar guardian (druid) | 27 | shadow evocation, lesser (spell) | 57 |
| lunar prophecy (spell) | 51-52 | shadow field (spell) | 57 |
| | | shadow form (spell) | 57 |

| | | | |
|------------------------------------|-------|--|-------|
| shadow gate (spell) | 58 | twin surge (nightblade) | 10 |
| shadow gift (feat) | 38-39 | umbral (weapon property) | 71-72 |
| shadow necromancy (spell) | 58 | greater | 72 |
| greater | 58 | umbral assistant (spell) | 64 |
| lesser | 58 | umbral berserker (spell) | 64-65 |
| shadow priest (cleric) | 26-27 | umbral defender (spell) | 65-66 |
| shadow shift (nightblade) | 10 | umbral informant (spell) | 66 |
| shadow space (spell) | 58-59 | umbral magician (spell) | 67 |
| shadow stream (spell) | 59 | umbral nightblade (spell) | 67-68 |
| shadow structure (spell) | 59-60 | umbral striker (feat) | 39 |
| shadow summoner (feat) | 39 | unseen terror (feat) | 39 |
| shadow surge (nightblade) | 7-8 | veiled infiltrator (nightblade) | 31 |
| shadow terrain (spell) | 60 | vest of steady aging (wondrous item) | 76 |
| shadow touch (spell) | 60 | void field (spell) | 68 |
| shadow traveler (feat) | 39 | voidsight goggles (wondrous item) | 76 |
| shadow vortex (spell) | 60 | wall of darkness (spell) | 68 |
| shadow walker's ring (ring) | 74 | greater (spell) | 68 |
| shadow wound (spell) | 60-61 | warrior of the unholy darkness (antipaladin) | 24 |
| shadowcraft gloves (wondrous item) | 75-76 | | |
| shadowstriker (nightblade) | 30 | | |
| shadowstruct flask (wondrous item) | 76 | | |
| shadowy disguise (feat) | 39 | | |
| shadowy dodge (feat) | 39 | | |
| shadowy realism (nightblade) | 10 | | |
| shape shadows (spell) | 61 | | |
| shroud of shadows (wondrous item) | 76 | | |
| snuff (spell) | 61 | | |
| spectres (spell) | 61 | | |
| spell lists | 41-46 | | |
| alchemist | 41 | | |
| antipaladin | 41 | | |
| bard | 41 | | |
| bloodrager | 41 | | |
| cleric | 41-42 | | |
| druid | 42 | | |
| inquisitor | 42 | | |
| magus | 42 | | |
| nightblade | 42-43 | | |
| paladin | 43-44 | | |
| shaman | 44 | | |
| sorcerer/wizard | 44-45 | | |
| summoner | 45 | | |
| witch | 45-46 | | |
| spells | 40-68 | | |
| stygian striker (magus) | 28 | | |
| summon horror (spell) | 61-63 | | |
| symbol of blinding (spell) | 63 | | |
| symbol of darkness (spell) | 64 | | |
| tenacious illusions (feat) | 39 | | |
| terrifying ambush (feat) | 39 | | |
| tormentor's shackle (weapon) | 73 | | |
| traveler of two paths (nightblade) | 31 | | |
| triple surge (nightblade) | 10 | | |
| twilight reaver (weapon) | 73 | | |

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