

# Shadow Magic



Before creation, darkness was all, and it waits even now beyond the edges of all worlds. In time, the greatest of lights and the brightest of suns must dim and gutter. Day might banish night for a while, but night always returns.

On various planes of existence dwell those who follow this notion to its ultimate conclusion. Most frequently called the Doctrine of Eternal Night, it posits that darkness is the only truly eternal concept of the multiverse. As such, it must be the greatest. Symbolically and physically, darkness is the ultimate force—the final result of all efforts.

As with symbolism and physics, so too with magic. Wizards call down fire, druids channel the essence of nature, and clerics wield the powers of the gods themselves. Yet in time, the greatest of those magics fades, worlds crumble to dust, and even gods die. The magic of shadow is not flashy, beautiful, or divine, but it is eternal, and thus superior.

From shadowcasters who master dark mysteries to prestige classes that wield advanced shadow magic; from feats, both general and metashadow, to mysteries; from monsters to organizations; this chapter allows DMs and players alike to make shadow magic an integral part of any campaign.

## THE PLANE OF SHADOW

The Plane of Shadow neighbors and overlaps the Material Plane, and many of the others as well. It is a dark, twisted reflection of the real world, made all the more alien by its nagging similarities. Color is a faded memory, bleached from the world and replaced with shades of gray. The sky is an endless vault of black, with neither sun nor stars to break the gloom. Emotions are as muted as colors—love and hate, joy and sorrow, mirth and mourning are all less potent, less expressive. Only true needs—hunger, thirst, exhaustion, and pain—remain undiminished. Bring all the light you like; it will not shine half so brightly as it does in the darkest night of your own world.

The Plane of Shadow is the literal shadow of the Material Plane, cast not by any light but by the mystical energies that hold creation together. The domain contains twisted

reflections of everything that exists in the physical realm. Mountains rise from the earth, but they are perverse and foreboding. Structures stand clustered into communities, but they are warped and often worn.

The most twisted of all areas are the Darklands scattered throughout the Plane of Shadow. These stretches of land are infused with negative energy. They suck life from those who travel them. Desolate, bleak, and forlorn, the Darklands are the most inhospitable terrain in a harsh realm.

It is only natural to consider the Plane of Shadow lesser than the Material Plane. After all, it is merely a reflection of “true” existence, a shadow distorted by the angle of the light and the movements of the world. It is simple image without substance. A rare few understand a deeper truth, however. Shadow is sculpted in the endless darkness. Carved from the only force that is truly eternal, it has a greater meaning, and a greater existence, than the physical world itself. Rather than the Plane of Shadow poorly reflecting the Material Plane, the plane of light and substance is the ephemeral reflection of all-encompassing shadow.

## THE METHODS OF SHADOW MAGIC

Shadow magic is subtle and indirect. It involves two fundamental principles of mysticism.

### SYMPATHY

Like affects like. If a caster controls a thing similar to, or related to, a target, the mage controls the target itself. Spellcasters of certain cultures take advantage of this principle with dolls shaped like specific people, or by stealing a lock of hair or an item of clothing belonging to their intended targets. Shadow magic takes this concept much further by taking advantage of perhaps the greatest example of sympathy. By manipulating the shadows of individuals, the caster can control their minds, their souls, and even their physical forms.

### REFLECTION

For every action, an equal and opposite reaction exists. The reaction is not visible in most forms of magic. The wizard who casts a fireball into the midst of his enemies neither sees nor cares about the brief amount of flame that vanishes from





the Elemental Plane of Fire to power that spell. The cleric who heals a dying friend knows that her god is a being of such might, he scarcely notices the energy she draws from him. Shadow magic does not hide these effects, but rather uses them, creating strength from weakness, substance from emptiness, and dark from light.

## LESSER SHADOW MAGIC

Shadow magic has its lesser but far more familiar cousins. Casters of shadow magic scoff at those who believe that these feeble magics represent the limits of shadow. In truth, they barely scratch the surface.

**Darkness and Related Spells:** All spellcasters tap into the Plane of Shadow when creating *darkness*. They draw extraplanar shadows to them, for no shadow of the Material Plane is strong enough to displace the light. Comparing these manipulations of shadow to those practiced by shadow magic users, however, is as comparing a child playing with rude clay to the skillful efforts of a master sculptor. Others can only force shadow through the planar boundaries in fixed amounts; the shadow master can manipulate ambient lighting as a bard manipulates sound.

**Shadow-Based Illusions:** Several spells of the illusion school draw on shadowstuff to add an element of reality to their images. Swords seem to cut, lightning to burn. Yet these are no more real than any other illusion. They are shadows of shadows, merely skimming the tiniest amount of substance from the dark plane. Shadow magic casters understand that they need not settle for semireal images. They can create true items, as solid as anything found on the Material Plane.

**Negative Energy:** The association of negative energy with shadow is in fact a false one, although many of the wisest scholars—and even some shadow magic users—continue to make it. The propensity of mortal minds to associate the symbolic with the real causes most people to think of positive energy as “light” and negative energy as “dark.” The reasoning proceeds—if negative energy is dark and shadow is dark, they must stem from the same source. In truth, shadow and negative energy are separate cosmic forces, although they attract many of the same entities and can be used to accomplish some of the same effects. When a shadow magic caster draws

the life or strength out of a foe, however, she is funneling the foe’s essence into the Plane of Shadow, replacing it with less animate shadows. She need not manipulate negative energy, any more than evil clerics manipulate shadow to control undead.

**Shadowdancers:** Not all who manipulate shadow do so through intense study and arcane formulae. A rare few grow so close to darkness, they brush the edges of shadow on an instinctive level. Shadowdancers pierce the borders of the Plane of Shadow when they make use of their abilities, even if they remain ignorant of that fact. To date, shadow magic casters have been unable to determine what it is about shadowdancers that grants them this innate link to shadow, but it is an area of intense study and debate within their various societies and organizations.

## LEARNING SHADOW MAGIC

The secrets of true shadow magic are difficult to learn, for only a rare and jealous minority possesses them. The majority of such lore can be found in the hands of a few specific organizations, such as the Tenebrous Cabal, and knowledge seekers must petition them for access. Although a few ancient libraries and lost ruins contain tomes of shadow lore, these are usually insufficient for readers to become shadow magic casters simply by perusing them. At best, they might point in the direction of other, more useful sources. Some religious sects and temples also possess writings and lore regarding shadow magic. The priesthoods of many dark gods study the Plane of Shadow, believing it to be an aspect of their deity’s power.

As a matter of self-preservation, these groups seek out those who show both an aptitude for magic and a desire to delve into the mystic. With varying degrees of ritual, they share the secrets of the multiverse and shadow magic with a desirable applicant. Because it requires a devoted, disciplined mind to master shadow magic, for it is alien in ways that other magics are not, these groups approach potential recruits infrequently and accept petitioners even more rarely. Still, for those who prove themselves both capable and devoted, access to these organizations opens up an entirely new understanding of magic, of eternity, and of reality itself.

## THE SHADOW WEAVE OF TORIL

In the FORGOTTEN REALMS campaign setting, the Weave is a network of mystical energies, the source of magic for all the world. The rare Toril caster understands that a second source of magic exists in the gaps of the Weave itself. This is a perfect example of the second principle of shadow magic in action. Because the Weave draws in energies, not just from

extraplanar sources, but from the world around it, it leaves holes in reality where those energies come from. This is the Shadow Weave, a network of “negative” magic. Those few who truly understand it, such as shadow magic casters, use the Shadow Weave as a source for their power, drawing on it the way shadow mages of other worlds draw directly from the Plane of Shadow.



# THE SHADOWCASTER

*"Behind the fire, between the worlds, in all the empty spaces, at the end of all things, we are there. Matter, light, life—these things are fleeting. Shadow, only shadow, is eternal."*

—Eddas Coradran, Lord of the First House,  
Parliament of Shadows

All things fall into shadow, even light. Shadows do not represent the absence of light; they show the presence of darkness. Thus, shadow and darkness are not death or diminishment; they are the fundamental state of the universe, the constant that existed before, that exists now, and that will exist when all other things are snuffed out. So it is with the Plane of Shadow, that dark mirror to the Material Plane and many other realities. Shadowcasters tap into this most fundamental of forces and planes to work their dark wills. By tying themselves to the Plane of Shadow, they maintain a tenuous link to the ultimate force of existence.

The shadowcaster understands the true, primal power of darkness, attunes herself to the Plane of Shadow, and learns great shadow mysteries the equal of any mundane spell. These dark casters are workers of alien magic, possessing an occult understanding of the world and magic that even other spellcasters find disturbing. They are masters of a dark power—and perhaps, as some worry, its servants as well.

## MAKING A SHADOWCASTER

The shadowcaster is a potent magic user. Her abilities are tightly focused, making her somewhat less versatile than other spellcasters, but what she lacks in range she makes up in sheer capability. Shadow magic is unfamiliar to most enemies and, especially at higher levels, far more difficult to counter, disrupt, or dispel. Depending on the shadowcaster's focus and choice of paths, she might be an exceptional scout, a master of scrying, a commander of shadowy minions, a thief of life, or any combination thereof. Like most spell users, her role depends largely on the magic she chooses.

Those who walk the dark road of shadow magic must fortify themselves against the pull of the Plane of Shadow. As the power the plane grants grows, so too does its grip on a shadowcaster's soul. This constant contest between shadow and soul strengthens a shadowcaster's will and fortitude.

Few shadowcasters are leaders of adventuring groups, being more concerned with expanding their knowledge

and understanding of the mystical in general, and of shadow in particular.

**Abilities:** Shadowcasters must be both clever and confident, studious and determined; Intelligence and Charisma both impact their mysteries. Wisdom is useful for perception, particularly if they opt for any of the scrying-oriented paths. Because shadowcasters rarely wear armor, a high Dexterity proves helpful.

**Races:** The majority of shadowcasters are humans or half-elves, individuals whose quest for power, understanding, or knowledge is at the forefront of their personas. Dwarves tend to see shadowcasters as agents of evil, even if they are unwitting ones. Elves do not necessarily consider them evil, but they do see shadow magic as unnatural, and therefore harmful even when their masters intend no malice. Gnomes are more accepting of shadowcasters. They view them with suspicion, but simultaneously respect their drive and wonder at the great arcane secrets they possess. Halflings fear shadowcasters for their powers but envy their ability to enter and explore the dark, hidden places. Half-orcs tend to distrust shadowcasters, although some lust after their abilities; however, few half-orcs have the mental capacity to be effective shadowcasters.

**Alignment:** Shadowcasters deal with dark powers, magic often associated with evil, and live with a skewed perception of the world itself.

Mastering the paths and mysteries, and learning to comprehend the world through the alien filter of the Plane of Shadow, requires an exceedingly disciplined, organized mind. Thus, while shadowcasters can be of any alignment, those with good or chaotic alignments are exceedingly rare.

**Starting Gold:** 3d4×10 (75 gp).

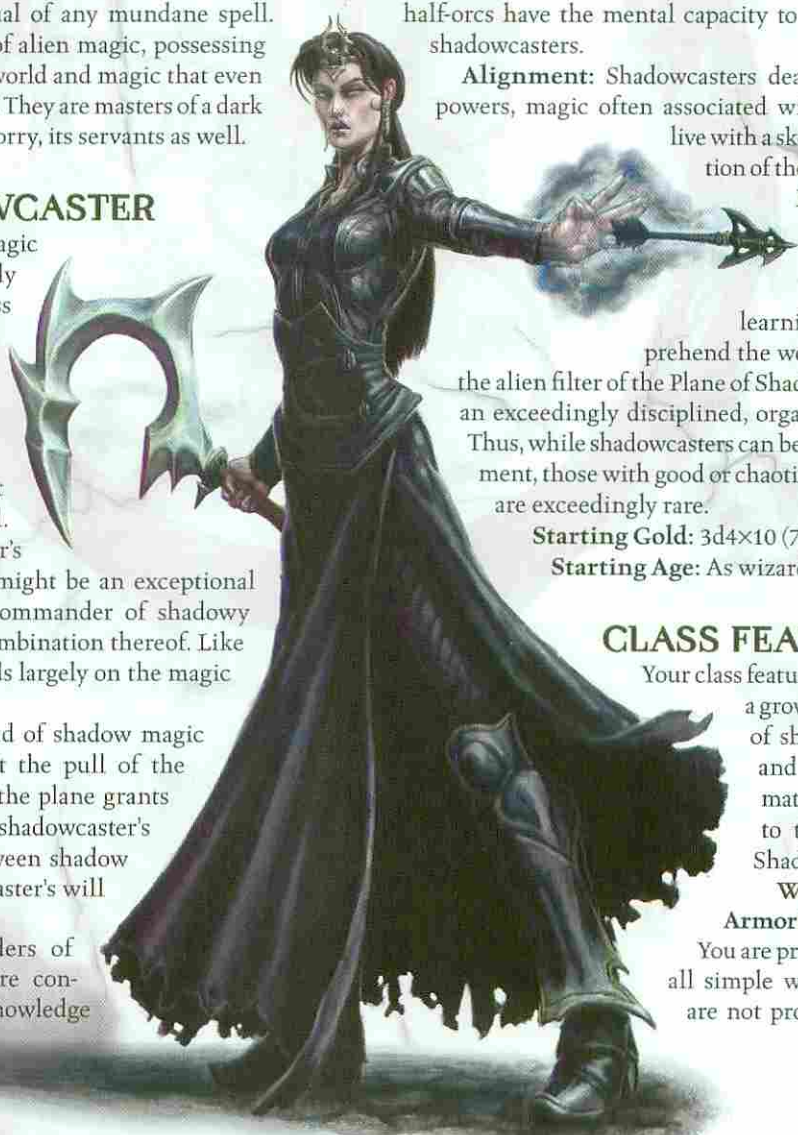
**Starting Age:** As wizard.

## CLASS FEATURES

Your class features represent a growing mastery of shadow magic and a more intimate connection to the Plane of Shadow.

### Weapon and Armor Proficiency:

You are proficient with all simple weapons. You are not proficient with



*Irrin Coradran, a human shadowcaster*



TABLE 2-1: THE SHADOWCASTER

HIT DIE: D6

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+2	+0	+2	Fundamentals of shadow, apprentice mysteries
2nd	+1	+3	+0	+3	Bonus feat; see text
3rd	+1	+3	+1	+3	Umbral sight (darkvision 30 ft.)
4th	+2	+4	+1	+4	Bonus fundamental
5th	+2	+4	+1	+4	Sustaining shadow (eat 1 meal/week)
6th	+3	+5	+2	+5	—
7th	+3	+5	+2	+5	Apprentice mysteries (spell-like), initiate mysteries
8th	+4	+6	+2	+6	Bonus fundamental
9th	+4	+6	+3	+6	—
10th	+5	+7	+3	+7	Sustaining shadow (sleep 1 hour/day)
11th	+5	+7	+3	+7	Umbral sight (see in darkness 60 ft.)
12th	+6/+1	+8	+4	+8	Bonus fundamental
13th	+6/+1	+8	+4	+8	Apprentice mysteries (supernatural), initiate mysteries (spell-like), master mysteries
14th	+7/+2	+9	+4	+9	Unlimited uses of fundamentals
15th	+7/+2	+9	+5	+9	Sustaining shadow (immune to poison/disease)
16th	+8/+3	+10	+5	+10	Bonus fundamental
17th	+8/+3	+10	+5	+10	—
18th	+9/+4	+11	+6	+11	—
19th	+9/+4	+11	+6	+11	—
20th	+10/+5	+12	+6	+12	Bonus fundamental, sustaining shadow (no need to breathe, eat, or sleep)

**Class Skills (2 + Int modifier per level, ×4 at 1st level):** Concentration, Craft, Hide, Intimidate, Knowledge (arcana), Knowledge (the planes), Move Silently, Profession, Spellcraft, Spot.

any type of armor or shield. Armor of any type interferes with your gestures, which can cause your mysteries to fail when they function as spells.

**Fundamentals of Shadow (Su):** As a shadowcaster, you must master certain basic powers before proceeding to deeper secrets of shadow. These powers, known as fundamentals, function as supernatural abilities usable three times per day. You begin play with three fundamentals and gain an additional fundamental at 4th level and every four additional levels beyond 4th. At 14th level, you can use your fundamentals an unlimited number of times per day. You can, when gaining a new level, choose a new fundamental in place of another mystery. When choosing a fundamental, you can “relearn” an already known fundamental, thus gaining another set of uses of that fundamental per day. The save DC of any fundamental is equal to 10 + your Cha modifier.

**Mysteries and Paths:** You do not cast spells as other classes do, but instead invoke mystical secrets called mysteries (see pages 139–153). You know one mystery at 1st level and gain one additional mystery every class level. Up to 6th level, you can learn only apprentice mysteries. At 7th level, you gain access to initiate mysteries, and at 13th level you become able to use master mysteries. You can choose your new mystery from any category you have access to (including fundamentals). For instance, at 8th level, you could select either a fundamental, an apprentice mystery, or an initiate mystery.

Shadow magic progresses in very specific stages. You may not “jump ahead” in a path, although you need not complete a path if you do not wish to. Within a category (apprentice, initiate, master), you can only learn mysteries of a new level if you have learned at least two mysteries of a previous level, and you must know all previous mysteries within a path to select a mystery from that path. For example, you cannot learn

*congress of shadows* (the second mystery of the Ebon Whispers path) until you know at least two 1st-level mysteries, one of which must be *voice of shadow* (the first mystery of that path). However, you can always select the first mystery in a path of a category you have access to, even if you didn’t complete the lower category paths. For example, you could learn the shadow vision mystery, the first one (4th level) in the Initiate Veil of Shadows path, even if you know no 3rd level mysteries (all of which are in the Apprentice category).

Mysteries represent thought patterns and formulae so alien that other spells seem simple in comparison. As you progress, however, your connection to the Plane of Shadow grows stronger, and your mysteries become more ingrained in your essence. When you are capable of casting only apprentice mysteries, you cast them as though they were arcane spells. They all have somatic components, armor-based spell failure chance, and are subject to interruption (but they do not require material components, foci, or verbal components). Whenever you cast a mystery as an arcane spell, observers can make a DC 15 Spot check to note that your shadow is making different gestures from the ones you make when you cast the mystery (see *Detecting Mysteries*, page 138).

At 7th level, when you become capable of casting initiate mysteries (whether or not you choose to learn any), your apprentice mysteries become so much a part of you that they now function as spell-like abilities, and they no longer require somatic components. Your new initiate mysteries (when you learn them) function as arcane spells and follow the rules described above.

When you reach 13th level and become capable of casting master mysteries, another change occurs. Your master mysteries now function as arcane spells, and your initiate mysteries function as spell-like abilities. Your apprentice



mysteries become supernatural abilities. (See page 139 for rules governing supernatural abilities.)

You can learn a mystery more than once. Each time you relearn a mystery, you gain another set of uses of that mystery per day.

You can use each mystery you know a certain number of times per day depending on whether it is cast as a spell (once), a spell-like ability (two times), or a supernatural ability (three times). The allotments per level are given on Table 2–2, but only apply if you are able to cast mysteries of the level indicated. For example, if you choose breadth over depth and know no 4th-level mysteries as a 7th-level shadowcaster, you cannot take advantage of the one use per mystery per day detailed in the table. Unlike spellcasters, you don't get bonus mysteries for a high ability score. Although you do not prepare spells, you must rest for 8 hours and meditate for 15 minutes each day to regain your use of mysteries just as a sorcerer or bard must rest and meditate to regain use of spell slots.

In order to cast a mystery, you must have an Intelligence score of at least 10 + the mystery's level. The save DC for your mysteries equals 10 + mystery level + your Cha modifier. Even though as a shadowcaster you do not "cast spells" in the traditional sense, your levels in this class count for the purpose of determining your overall caster level.

TABLE 2–2: USES PER MYSTERY PER DAY

Class	Mystery Level								
Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	1	–	–	–	–	–	–	–	–
2nd	1	–	–	–	–	–	–	–	–
3rd	1	1	–	–	–	–	–	–	–
4th	1	1	–	–	–	–	–	–	–
5th	1	1	1	–	–	–	–	–	–
6th	1	1	1	–	–	–	–	–	–
7th	2	2	2	1	–	–	–	–	–
8th	2	2	2	1	–	–	–	–	–
9th	2	2	2	1	1	–	–	–	–
10th	2	2	2	1	1	–	–	–	–
11th	2	2	2	1	1	1	–	–	–
12th	2	2	2	1	1	1	–	–	–
13th	3	3	3	2	2	2	1	–	–
14th	3	3	3	2	2	2	1	–	–
15th	3	3	3	2	2	2	1	1	–
16th	3	3	3	2	2	2	1	1	–
17th	3	3	3	2	2	3	1	1	1
18th	3	3	3	2	2	2	1	1	1
19th	3	3	3	2	2	2	1	1	1
20th	3	3	3	2	2	2	1	1	1

**Bonus Feats:** Beginning at 2nd level, you gain bonus feats equal to half the total number of paths you have access to, rounded down. For instance, most shadowcasters know the first mystery of two different paths at 2nd level, so they gain one bonus feat. If you learn the first mystery of a third path at 3rd level, you still have only one bonus feat, but if you learn the first mystery of yet another path at 4th level, you know four paths, and therefore gain a second bonus feat. Thus, you have a choice: fully master fewer paths and gain access to more high-level mysteries, or branch out into more paths and gain more feats but fewer high-level mysteries. You do not gain a

new bonus feat for repeating a path you already know, and fundamentals do not apply for the purpose of bonus feats.

You must meet the prerequisite (if any) in order to select a feat as a bonus feat. The list of feats you can select includes any metamagic feat (as described in the *Player's Handbook*), Favored Mystery, Greater Path Focus, Nocturnal Caster, Path Focus, Shadow Vision, and any metashadow feat.

**Umbral Sight (Su):** When you reach 3rd level, your vision extends slightly into the Plane of Shadow. You gain darkvision out to 30 feet. If you already have darkvision, or gain it from some other source, the effective distance of that vision is increased by 30 feet. At 11th level, you become able to see perfectly in complete darkness, even magical darkness, out to 60 feet.

**Sustaining Shadow (Ex):** When you reach 5th level, your bond to the Plane of Shadow allows you to absorb dark energies, mitigating certain biological needs. You need eat only a single meal per week to maintain health. At 10th level, you only need 1 hour of sleep per night (but you must still rest for 8 hours to regain your mysteries for the next day). At 15th level, you gain immunity to nonmagical diseases and poisons. Finally, at 20th level, you no longer need to breathe, and need never eat or sleep.

## PLAYING A SHADOWCASTER

You are a master of arcane secrets far greater than any other—or at least you will be. You understand what others do not: All power stems from darkness. All reality is a façade, and everything is symbolism; by changing a thing's reflection—its shadow—you change the thing itself. Other forms of magic, and other religions, aren't necessarily inferior or worthy of scorn; it's simply that they see only a part of the whole, the first layer of a deeper truth. You rarely take anything at face value or make snap decisions. You might be inclined to see conspiracies where none exist, so accustomed are you to looking for the shadows behind the obvious.

Mostly, you adventure to perfect your understanding and mastery of shadow. You likely prefer endeavors that allow you frequent use of your mysteries and other abilities, or those that promise access to ancient lore. You might have personal goals as well, and it's not uncommon for shadowcasters to adventure for the sake of riches, to avenge a past wrong, or for any other "standard" adventure motive.

## RELIGION

If you are the scholarly type, you might eschew religion, preferring to focus entirely on your own abilities and those offered by shadow magic. Those of you who do subscribe to religion most frequently follow deities of darkness, mystic knowledge, and secrets, such as Boccob, Vecna, and Wee Jas.

## OTHER CLASSES

You tend to view other spellcasters, arcane and divine, as both talented and misguided. You respect the abilities of these other classes, and acknowledge that they can perform feats that you cannot. Nevertheless, you usually maintain that darkness is the ultimate power of the multiverse, and those



who devote themselves to other magic, and other powers, are deluded. You appreciate fighters and barbarians, who can handle physical threats while you deal with more esoteric matters. You enjoy the company of rogues, as you understand the rogue's need to hide from the eyes of others. You tend not to get along well with paladins, who are usually mistrustful; with druids, who view mysteries as outside nature; or with bards, who seem flighty and unfocused.

## COMBAT

You possess fewer overtly damaging powers than spellcasters. Against a single foe, you are quite capable of dealing damage on par with any wizard, assuming you have selected the proper mysteries. Against a larger number of enemies, however, your area-affecting abilities are better suited toward weakening or impeding your foes so that your companions can finish them off—at least until you reach higher levels.

If you have selected any of the perception-related mysteries, you are particularly adept in arranging ambushes, flanks, and other tactical maneuvers involving surprise. Your abilities to see the battlefield from all angles, or in the dark, allow you to position your companions for maximum effectiveness.

At high levels, you can often call forth weapons and minions of darkness, enabling you to turn many battles through sheer weight of numbers, without putting yourself directly in harm's way. Consider gaining proficiency in armor and wearing it at this point. Only your master-path mysteries risk spell failure from wearing armor, and magic armor with a low arcane spell failure chance minimizes that. A magic shield is a particularly good option because it can be set aside when casting master-path mysteries but held in all other situations.

## ADVANCEMENT

Continuing your development as a shadowcaster requires a substantial amount of time and effort. You must study arcane and esoteric texts, not merely to learn new mysteries but to comprehend the very nature of what you do. You must investigate the interaction of planes and forces. You might also elect to study shadow magic in a religious context, determining how the Plane of Shadow fits into your belief system—or at the very least how it impacts the beliefs of other shadowcasters, so you can better understand them.

When you are not studying, you are practicing, training your mind to comprehend the alien formulae of mysteries, and your body to channel ever greater amounts of shadow-stuff. As you reach high levels, you might start to feel a bit distant from your companions. You could find it difficult to maintain friendships; the changes in your thought patterns and physiology leave you feeling much less human (or whatever race you are).

Mechanically, you should increase your Intelligence and Charisma as you attain levels. Beyond this, focus on feats and skills that enhance the mysteries you have chosen.

## HUMAN SHADOWCASTER STARTING PACKAGE

**Armor:** None (speed 30 ft.)

**Weapons:** Quarterstaff (1d6, crit ×2, 4 lb., two-handed, bludgeoning).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).

**Skill Selection:** Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Hide	4	Dex	—
Knowledge (arcana)	4	Int	—
Knowledge (the planes)	4	Int	—
Move Silently	4	Dex	—
Spellcraft	4	Int	—
Spot	4	Wis	—

**Feat:** Improved Initiative.

**Bonus Feat (Human):** Combat Casting.

**Fundamentals Known:** Arrow of dusk (supernatural, 3/day), black candle (supernatural, 3/day), widened eyes (supernatural, 3/day).

**Mysteries Known:** *Dusk and dawn* (spell, 1/day).

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel. Hooded lantern, 4 pints of oil. Case with 10 crossbow bolts.

**Gold:** 3d4 gp.

## SHADOWCASTERS IN THE WORLD

*"I wish I could say which bothers me more . . . that shadowcasters claim darkness is the greatest power of the cosmos, or that a small part of me believes they might be right."*

—Jinna Aurinaire, priestess of Pelor

A shadowcaster is perhaps the most frightening magic user the PCs might run across. Her abilities are strange and dark, she can do things no other class can, and she practices magic in ways unfamiliar to even the most learned wizard. As villains, shadowcasters should terrify even confident parties. As PCs, they allow players to approach the use of magic in new and exciting ways. Perhaps most important for DMs, the shadowcaster is a walking plot hook; from the fearful and hateful reactions of those who do not understand her, to her innate connection to the mysterious Plane of Shadow, a single shadowcaster provides fodder for an entire series of adventures.

## DAILY LIFE

When not adventuring, shadowcasters spend the majority of their time in study, meditation, and contemplation. No less so than wizards, shadowcasters must constantly research new discoveries regarding their powers and the sources thereof and must review formulae and esoteric concepts so thoroughly that they burn them into their minds. This is not to say that shadowcasters have no life outside their mystical pursuits, simply that they have little time to devote to other endeavors.



## NOTABLES

Few shadowcasters are particularly famous; shadow magic does not lend itself to flashy displays. Many practitioners remain hidden from the eyes of those who would destroy them. Still, several shadowcasters have gained fame or notoriety, in the eyes of their comrades if not the outside world. These include Eddas Coradran, one of the most vocal leaders of the Parliament of Shadows, who believes the organization holds authority over all shadowcasters whether they acknowledge it or not; his daughter Irrin, the so-called "left hand" of the Parliament; Zathra Kuhn, called the Daughter of Night, one of the infamous enforcers of the Brotherhood of the Blinded Sun; and Hallair Shadowmane, an elf priest and shadowcaster who departed to dwell in a hermitage—some say in the Plane of Shadow itself.

## NPC REACTIONS

Few people understand shadowcasters, and even fewer trust them. The common association of darkness with evil is simply too hard to shake, particularly since a goodly number of shadowcasters are evil, or at least uncaring of others. Most common folk react to shadowcasters as they would any other arcane spellcaster, unaware that they are dealing with something different. Should a shadowcaster reveal her unusual nature—perhaps by casting a blatantly shadow-oriented effect, or by allowing others to spot her shadow's unnatural movements—most people become unfriendly or even hostile. Spellcasters are also unfriendly, for they neither trust nor comprehend the shadowcaster's abilities. Clerics of gods of darkness and shadow, however, are often quite friendly toward shadowcasters, at least initially. Good-hearted shadowcasters can usually overcome these reactions, given time and opportunity, but it requires substantial effort.

Clerics of gods of light are particularly hostile to shadowcasters, and many remain rivals even if a shadowcaster has proven to be an ally. Similarly, evil creatures of darkness consider shadowcasters dangerous, fearing that the mystery users might too easily discover their own vulnerabilities and exploit their powers. For their own part, shadowcasters usually return such hostility in kind, considering each a potential threat.

## SHADOWCASTER LORE

Characters with ranks in Knowledge (arcana) or Knowledge (the planes) can research shadowcasters to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** Shadowcasters are magic users who focus on the powers of darkness and shadow.

**DC 15:** Shadowcasters draw their power from the Plane of Shadow, shaping it into magic both familiar and alien to other practitioners. They believe that shadow, as both the reflection of the material world and the substance between worlds, is the only eternal force in existence.

**DC 20:** Shadowcasters grow inextricably linked to the Plane of Shadow as they continue their studies. They no longer have even the most basic biological needs, and their powers become so great that they can cast many of their spells as innate abilities.

A DC 20 Gather Information or Knowledge (religion) check in a very high-magic community, or one in which a god of darkness or night is worshiped, will reveal the existence of shadowcasters.

A bardic knowledge check can reveal the same information as these skill checks, but in each case the DC is 5 higher than the given value.

## A CREEPING DARKNESS: MULTICLASS SHADOWCASTERS

Darkness spreads, and night overcomes the day. Experienced spellcasters who turn their efforts toward shadow might find their connection to primal darkness growing swiftly, at the expense of their previous abilities.

When a multiclass sorcerer or wizard gains a new shadowcaster level, she can choose to sacrifice a preexisting level of sorcerer or wizard, in exchange for an additional shadowcaster level. For instance, a 3rd-level wizard/4th-level shadowcaster who attains a new shadowcaster level becomes either a 3rd-level wizard/5th-level shadowcaster, or a 2nd-level wizard/6th-level shadowcaster. A character can exchange only one such level at a time.

When "swapping" levels, make the following changes:

- Add 1 hit point, to represent the average difference between the sorcerer/wizard's d4 Hit Die and the shadowcaster's d6.
- When exchanging sorcerer levels, you must also remove an appropriate number of spells from the sorcerer's list of spells known. A wizard who exchanges a level does not lose spells from his spellbook, though some spells might no longer be available.

- Leave skills gained at that level as they are; these classes have the same number of skill points, and many skills in common.
- When replacing any wizard level at which you gained a bonus feat, you lose that feat.
- When replacing any level at which you gained one of the following feats as a normal feat (not a class-related bonus feat), swap it out as follows: Trade metamagic feats for similar metashadow feats, Spell Focus for Path Focus, and Greater Spell Focus for Greater Path Focus.
- You can't lose a feat or class ability that would make you ineligible for any other feat or prestige class you already have, even if this means you can no longer take advantage of the creeping darkness feature.

This notion of creeping darkness does more than add an alien element to shadow magic. DMs who introduce shadow magic into an ongoing campaign can use this as a way of allowing players to embrace the new material without having to abandon their existing characters.



## SHADOWCASTERS IN THE GAME

In an ongoing game, shadowcasters might be restricted to specific organizations, particularly those with which the PCs have not dealt. Maybe only a particular college or church possesses these secrets. Given the planar source of their power, perhaps they did not even exist in the world until recently, traveling there from elsewhere by means of the Plane of Shadow.

If you have a player with a shadowcaster PC, allow the PC to excel on occasion. The magic of the shadowcaster is more subtle and more alien than those of other classes. If the campaign consists primarily of large-scale battles, a shadowcaster might (at least at low levels) feel inferior to a sorcerer or wizard. Although she is not ineffective in such circumstances, she truly shines in battle against single, more potent foes. She is also very comfortable in circumstances requiring espionage or deceit, or when normal strategies have failed and creative solutions and abilities are called for.

### ADAPTATION

While the shadowcaster's magic comes from, and focuses on, the Plane of Shadow, other options exist. In a cosmology where no such plane exists, shadowcasters might draw their powers from a deity of night, functioning as divine rather than arcane casters. Alternatively, they might draw their power from night itself, becoming more potent after sunset but less so during the day. Perhaps the "shadowcaster" does not manipulate shadow at all, instead using smoke or mist to accomplish similar effects.

### SAMPLE ENCOUNTER

Encounters with shadowcasters should play up the alien and mysterious nature of their abilities. This is not limited to their mysteries—although those are certainly the most obvious features on which to focus—but also the means by which they cast those mysteries, the odd knowledge and philosophies that make up their arts, and the odd interactions between mysteries and normal spells.

**EL 12:** Irrin Coradran is the daughter of Eddas Coradran, a Lord of the First House of the Parliament of Shadows. While her father generally engages in political, administrative, and research activities, Irrin is one of the most potent field agents of the Tenebrous Cabal, and holds rank as a Lady of the Second House. She might be investigating new members, researching threats to the Cabal, or seeking out other casters to trade, purchase, or (if all else fails) take whatever lore they might have.

### IRRIN CORADRAN

CR 13

Female human shadowcaster 13

LN Medium humanoid

**Init** +3; **Senses** see in darkness 60 ft.; Listen +0, Spot +16

**Languages** Common, Elven, Infernal, Undercommon

**AC** 19, touch 13, flat-footed 16

**hp** 58 (13 HD)

**Fort** +12, **Ref** +10, **Will** +11

**Speed** 30 ft. (6 squares)

**Melee** sickle +5/+0 (1d6–1)

**Ranged** light crossbow +9 (1d8/19–20)

**Base Atk** +6; **Grp** +5

**Special Actions** Shadow Cast, Empower Mystery, Enlarge Mystery, Maximize Mystery, Quicken Mystery

**Combat Gear** 2 *potions of cure moderate wounds*, *potion of invisibility*, *orb of shadow* (apprentice 3rd)

**Mysteries Known** (CL 13th):

Master paths

7th—*prison of night* (spell, 1/day, armor causes 10% spell failure, DC 19)

Initiate paths

6th—*shadow storm* (supernatural, 2/day, DC 20, CL 14th)

5th—*dark air or water* (spell-like, 2/day, DC 19, CL 14th), *pass into shadow* (spell-like, 2/day, DC 18)

4th—*aura of shade* (spell-like, 2/day), *shadow evocation* (supernatural, 2/day, DC 17), *step into shadow* (spell-like, 2/day)

Apprentice paths

3rd—*sharp shadows* (supernatural, 3/day)

2nd—*congress of shadows* (supernatural, 3/day), *sight eclipsed* (supernatural, 3/day)

1st—*bend perspective* (supernatural, 3/day), *steel shadows* (supernatural, 3/day), *voice of shadow* (supernatural, 3/day)

Fundamentals

0—*arrow of dusk* (supernatural, 3/day, +9 ranged touch), *caul of shadow* (supernatural, 3/day), *mystic reflections* (supernatural, 3/day), *sight obscured* (supernatural, 3/day), *umbral hand* (supernatural, 3/day), *widened eyes* (supernatural, 3/day)

**Abilities** Str 8, Dex 16, Con 13, Int 17, Wis 10, Cha 16

**SQ** sustaining shadow (immune to hunger, sleep 1 hour/day)

**Feats** Armor Proficiency (light), Favored Mystery (shadow evocation), Favored Mystery (shadow storm), Path Focus (Elemental Shadows), Shadow Cast, Empower Mystery, Enlarge Mystery, Maximize Mystery, Quicken Mystery

**Skills** Bluff +7, Concentration +11, Hide +18, Intimidate +11, Knowledge (arcana) +13, Knowledge (the planes) +13, Move Silently +17, Spellcraft +15, Spot +16, Survival +0 (+2 on other planes)

**Possessions** combat gear plus sickle, crossbow with 20 bolts, +2 *mithral shirt*, *cloak of resistance* +3, *amulet of health* +2, *gloves of Dexterity* +2, *boots of elvenkind*, *elixir of vision*



# SHADOW MAGIC PRESTIGE CLASSES

Shadows can take any shape and shadow magic is no less protean. For those who wish to manipulate darkness without abandoning their previous abilities, or for shadowcasters with unusually esoteric interests, the following prestige classes are available.

## SHADOWCASTERS AND PRESTIGE CLASSES

Shadowcasters are a breed apart and do not always qualify for prestige classes that are available to more common magic users.

Levels in shadowcaster qualify a character for prestige classes with the following entry requirements.

- A caster level requirement, if no type (arcane or divine) is specified.
- Ability to cast spells of X level, if no type (arcane or divine) is specified.
- Ability to cast mysteries of X level, or a specific mystery.

Levels in shadowcaster do not qualify a character for prestige classes with the following entry requirements:

- A caster level requirement where the type (arcane or divine) is specified. *Exception:* Shadowcasters can qualify for the mystic theurge prestige class (DMG 192). In order to do so, they are allowed to substitute the ability to cast 2nd-level mysteries for the ability to cast 2nd-level spells. They must meet all other requirements for the prestige class normally. In addition, if a shadowcaster takes cleric levels to meet the divine spellcasting requirement, he must be devoted to a god that grants access to one of the following domains: Knowledge, Magic, Darkness\*, or Illusion\*.  
\*Domain described in *Spell Compendium*.
- Ability to cast spells of X level where the type (arcane or divine) is specified.
- Ability to cast a specific spell, even if a mystery exists with a similar effect.

The same holds true in reverse. Other spellcasters do not qualify for prestige classes that require the ability to cast mysteries of a given level, or a specific mystery, even if a spell exists with a similar effect.

When advancing in a prestige class that states "+1 level of existing spellcasting class" or "+1 level of existing casting class," a mystery user adds those levels to his mystery-casting class for purposes of gaining new mysteries or fundamentals. On the other hand, a mystery user does not benefit from prestige classes that only add levels to specific types of spellcasters. A prestige class that grants "+1 level of existing arcane spellcasting class" or "+1 level of existing divine spellcasting class" does not increase the character's mysteries (again, excepting the mystic theurge under proper conditions).

## PRESTIGE CLASS CASTING ADVANCEMENTS

When a shadowcaster gains new casting class levels from advancement within a prestige class, this includes the knowledge of new fundamentals, and the transformation of lower-level path mysteries into spell-like or supernatural abilities. It does not include gaining bonus feats for learning new paths or any other shadowcaster class features.

## CHILD OF NIGHT

*"Watch and read until the coming of final night—it will not avail you. To comprehend the magnificent and empty beauty of darkness, it is not enough to study shadow; you must become shadow."*

—Lara Bethendé, former Lady of the Second House, Parliament of Shadows, now renegade

They prefer to call themselves "black transmogrifists," but most know them as children of night. They are more than spellcasters, more than scholars, and—they claim—more than mortal. For those who have the will and the depth of knowledge to join their ranks, ascension beyond the earthly form awaits, for the children of night become the stuff of shadow itself.

## BECOMING A CHILD OF NIGHT

Children of night must be tied to the Plane of Shadow through their ability to perform magic involving darkness. The path of the shadowcaster is the most direct route, although some wizards, sorcerers, and clerics can progress into this class. Few bards or druids embark on this journey of self-transformation.

### ENTRY REQUIREMENTS

**Skills:** Knowledge (arcana) 8 ranks, Knowledge (the planes) 8 ranks

**Shadowcasting/Spellcasting:** Ability to cast mysteries or ability to cast spells with the darkness descriptor or from the shadow subschool

**Special:** Must have visited the Plane of Shadow

## CLASS FEATURES

As you advance as a child of night, your physiology changes, becoming more shadow and less mortal flesh.

**Mysteries/Spellcasting:** At each level beyond 1st, you gain new mysteries or spells per day and an increase in caster level (and mysteries or spells known, if applicable) as if you had also attained a level in a casting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained, such as bonus feats for mystery paths known, or improved familiar for wizard or sorcerer. If you had more than one casting class before becoming a child of night, you must decide to which class to add each level for the purpose of determining mysteries or spells per day, caster level, and mysteries or spells known.

**Cloak of Shadows (Su):** Your flesh takes on a hazy, almost translucent hue, granting a bonus equal to your child of night



level on Hide checks. At 4th level, once per day as a swift action, you can make your outline shadowy and indistinct, as the *blur* spell, for a number of minutes equal to your class level. When you reach 6th level, you can use the blur effect three times per day. At 8th level, your form permanently becomes hazy and you continually have a blur effect. At 10th level, two times per day as a swift action, you can make your true location more difficult to discern, as if you were affected by the *displacement* spell, for 10 rounds.

**Cold Resistance (Su):** At 1st level, the shadow in your essence provides cold resistance 5. This resistance increases to 10 at 5th level and 15 at 9th level.

**Sustaining Shadow (Ex):** Starting at 2nd level, you lose various biological needs, as you draw power from the Plane of Shadow. This functions as the shadowcaster ability described on page 113, except new abilities are gained at 4th, 6th, and 8th level. If you have the sustaining shadow ability from a different class (shadowcaster, for example), you automatically gain the next sustaining shadow ability.

**Dancing Shadows (Su):** At 3rd level, you can use the dancing shadows mystery as a supernatural ability once per day with a caster level equal to your class level plus your levels in any other mystery-casting class. At 7th level and above, you can use dancing shadows twice per day.

**Night Form (Ex):** For 1 minute per day, you can become incorporeal, and gain all the benefits of the incorporeal subtype. You also gain a fly speed of 40 feet with perfect maneuverability.

## PLAYING A CHILD OF NIGHT

You are ascending to something greater than mortality. You don't necessarily think of mortals as worthless—children of night aren't required to be evil—but neither do you think of yourself as one of them. You remember your companions, and might remain loyal to them, but your capacity for affection and similar emotions atrophies. You seem cold or brusque. Your primary motivation is to bond further with shadow, and you might abandon previously set goals if they conflict with that objective.

Your class is common in several of the organizations described later in this section (see pages 167–174). The Nightshade Covenant welcomes you openly, seeing in your efforts the desire and ambition to become one with the Plane of Shadow itself.

To the Votaries of Vecna, you represent the ultimate melding of form and shadow, walkers on a path that leads to something beyond mortal and undead alike. They revere you if you have joined them, and seek to obliterate you if you do not, considering you traitors.

Your relations with the Tenebrous Cabal are less predictable. Although one might expect that the Cabal would welcome children of night, seeing in them the ultimate in shadow magic, the truth is that the Cabal isn't certain what to make of you. You must allow your study of shadow magic to lapse, or at least slow, during your transformation. This suggests that your priorities are not in synch with those of the Cabal. Further, because you represent an interaction with shadow that the Cabal neither fully understands nor controls, it views you with some distrust. The Cabal welcomes you into its ranks, but you are rarely permitted to hold true power, and no children of night have risen beyond the Third House of the Parliament.

## COMBAT

At low levels, you are much like other mystery users and spellcasters. Consider remaining back from the front lines, harassing foes and supporting allies with your magic. You might take a more active role against cold-based foes, due to your burgeoning resistance.

As you advance to 4th level and beyond, your tactics must evolve with your form. The concealment you enjoy from your cloak of shadows ability means you can afford to risk closing on your enemy, enabling you to more effectively deliver touch and short-range attacks. Your Hide bonus enables you to lay ambushes, or support the rogue when she moves ahead of the party.

At high levels, you hardly need worry about physical attacks at all (although powerful spellcasters and mystic creatures can still threaten you). When you gain the ability

TABLE 2–3: THE CHILD OF NIGHT

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mysteries/Spellcasting
1st	+0	+0	+0	+2	Cloak of shadows, cold resistance 5	—
2nd	+1	+0	+0	+3	Sustaining shadow (eat 1 meal/week)	+1 level of existing casting class
3rd	+1	+1	+1	+3	Dancing shadows 1/day	+1 level of existing casting class
4th	+2	+1	+1	+4	Cloak of shadows (blur 1/day), sustaining shadow (sleep 1 hour/day)	+1 level of existing casting class
5th	+2	+1	+1	+4	Cold resistance 10	+1 level of existing casting class
6th	+3	+2	+2	+5	Cloak of shadows (blur 3/day), sustaining shadow (immune to poison/disease)	+1 level of existing casting class
7th	+3	+2	+2	+5	Dancing shadows 2/day	+1 level of existing casting class
8th	+4	+2	+2	+6	Cloak of shadows (blur continuous), sustaining shadow (no need to breathe, eat, or sleep)	+1 level of existing casting class
9th	+4	+3	+3	+6	Cold resistance 15	+1 level of existing casting class
10th	+5	+3	+3	+7	Cloak of shadows (displacement 2/day), night form	+1 level of existing casting class

**Class Skills (2 + Int modifier per level):** Concentration, Craft, Hide, Intimidate, Knowledge (arcana), Knowledge (the planes), Move Silently, Profession, Sense Motive, Spellcraft, Spot.





*Sandurel Krie, a halfling child of night*

to become incorporeal, you can fly and pass through solid objects. This benefit grants you superior maneuverability on the battlefield, enabling you to attack almost any foe, or bolster your companions in almost any situation. You are an excellent scout, and you can provide hidden backup for your allies.

## ADVANCEMENT

On rare occasions, someone with a strong affinity for shadow feels a call to darkness far beyond that experienced by other individuals. You might be one of these; you feel somehow incomplete, hollow. You discover in your studies the first hints of the children, and seek out their secrets, either through in-depth research or actively finding one and petitioning his aid. Only in this fashion can you learn the ancient rites that instigate the earliest stages of transformation.

As you progress, you continue your transformation. With time and practice, your body adapts and becomes more shadowy. You continue your practice of magic and can become quite a potent caster.

You should keep your Intelligence and Charisma high. This not only makes most effective use of the magic you do have, but Charisma determines your eventual deflection bonus to AC. Keep your Spellcraft modifier up as well, since you are in a unique position—especially once you attain incorporeality—to interfere with other casters' abilities.

## RESOURCES

The most obvious resource you might gain from other children of night is access to the prestige class in the first place. Texts and tomes of shadow magic are not easily available, so you must deal with one of the various shadow-magic organizations to begin your search.

Given the alien nature of shadow magic, and the fact that you are deliberately attempting to transform yourself into a creature of darkness, few people trust you. In the long-term, the companionship and allies offered by the Votaries of Vecna, the Tenebrous Cabal, or other independent children of night could prove more valuable than any item or riches.

Finally, organizations and smaller cadres of children of night often collect ghost touch weapons and force-related magic. These resources allow them to more effectively battle corporeal creatures without manifesting, and to protect themselves from other force effects.

## CHILDREN OF NIGHT IN THE WORLD

*"Whatever the so-called 'children of the night' practice, it is not shadow magic. The purpose of shadow magic is to control the darkness, and I am not convinced, that between the children and the darkness, it is the children who are in control."*

—Eddas Coradran, Lord of the First House, Parliament of Shadows

Nothing conveys the alien feel of shadow magic as strongly as the child of night. Most players should be disturbed by individuals who are so enraptured with darkness that they willingly make themselves a part of it. Some might find portraying a character with such alien thoughts to be a roleplaying challenge.

## DAILY LIFE

It's difficult to define "daily life" for children of night. Between their scarcity and their ability to go without fundamental biological needs, members of the class have few activities in common. Most children of night spend their time traveling. They rarely put down roots, for few communities accept them, and they have little need for shelter at higher levels. Most seek only to improve their knowledge and experience, so that they might take the next step in their transformations. Upon reaching 10th level, some children of night find themselves so uncomfortable in the physical world that they seek to make new homes on the Plane of Shadow. The remainder usually fall in with one of the shadow magic organizations, even if they didn't start as members, simply for a sense of community.

Children of night seldom acquire leadership positions. The Tenebrous Cabal rarely allows them authority, and few communities trust children of night even to reside in them, let alone hold office. Only in the Nightshade Covenant, the Votaries of Vecna, and similar societies is it generally possible for a child of night to rise above the rank-and-file.

## NOTABLES

Rumor and myth among mystery users name two children of night more often than any other. Eldanel Glantrien is an



ancient (former) elf who appears to protect shadow magicians from those who would condemn them as evil because of their mystical abilities. Lara Bethendé was the youngest shadowcaster ever to attain rank in the Second House of the Parliament of Shadows. When her fellow members discovered she was secretly studying to become a child of night, she slew several of them, stole valuable tomes, and disappeared. To this day, she harries operatives of the Cabal. The Parliament has determined that she had some grudge or agenda against it even before she joined its ranks, although its members have yet to determine what it might have been.

## ORGANIZATION

The Tenebrous Cabal officially treats children of night like other members. Unofficially, they are closely watched, rarely trusted, and hold little power.

The Votaries and the Covenant are far more welcoming, seeing in the children of night the beginnings of holiness. While few children hold high leadership positions, this is due to their weakened casting abilities compared to shadowcasters of the same level, rather than any deliberate prejudice. Many become powerful operatives of the Votaries, however, and rumor maintains that a secret cadre of child of night assassins serves at the whim of that organization's leaders.

## NPC REACTIONS

Most people react to children of night with hostility, or at least an unfriendly attitude. Common folk are terrified of them, seeing them as dark magicians or inhuman entities. Adventurers usually assume that, as beings who voluntarily tie themselves to darkness, they must be evil. The average person likely flees at the first sign of a child of night, while braver folk seek to drive him away or destroy him. Most shadowcasters are not inherently hostile, but still tend toward indifference. Only other children of night, and members of certain shadow organizations, adopt friendly attitudes. They recognize in one another a kindred spirit, though that doesn't guarantee friendship or cooperation.

Nearly everyone is an enemy of the children, from paladins and priests of gods of light, to spellcasters and even some shadowcasters. The suspicion and loneliness that marks the life of a child of night prevents all but the most dedicated from pursuing this course, and often renders those who do so bitter and hostile.

## CHILD OF NIGHT LORE

Characters with ranks in Knowledge (arcana) or Knowledge (the planes) can research children of night to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** The children of night seek to become one with the Plane of Shadow.

**DC 15:** The children physically transform themselves, eventually becoming incorporeal beings of shadow. They retain a measure of casting abilities as well.

**DC 20:** Even other practitioners of shadow magic distrust the children of night.

## CHILDREN OF NIGHT IN THE GAME

Children of night are rare, and they tend to be loners. As such, it's easy to introduce them to an ongoing campaign simply by asserting that the PCs have neither heard of nor encountered them.

The child of night class is appropriate for players who enjoy experimenting with the bizarre—with characters who don't think like normal people. Don't minimize the alien nature of the class, or have NPCs react in a blasé manner during encounters; that ignores the uniqueness of the prestige class. A child of night has less power than a straight caster of her level, so the DM should make every effort to develop encounters that take advantage of her maneuverability and immunities.

## ADAPTATION

The child of night remains viable in campaigns that lack shadow magic. The class might still represent a melding with the Plane of Shadow, but one that comes from transmutation or necromantic magic. Alternatively, the child of night might be an illusion-based prestige class, in which illusionists actually transform themselves into living images. Finally, the children of night might be an unusual form of undead, one with a slow and voluntary transformative process.

## SAMPLE ENCOUNTER

Encounters with children of night should take full advantage of their alien and spectral nature. They are ideal for a quickly evolving ambush, or a slow build-up of harassment and attrition by a foe the PCs cannot easily detect or repulse. Alternatively, a child of night might have to go to great lengths to convince the PCs that they should ally against a greater threat.

**EL 8:** Sandurel Krie seeks to improve the reputation of the children of night and make them acceptable in normal society, or at least among arcane casters. His zealousness to prove his heroism often causes him to interfere where he's not wanted, or to mistake powerful characters for forces of evil.

### SANDUREL KRIE

**CR 8**

Male halfling shadowcaster 5/child of night 3

N Small humanoid

**Init** +2; **Senses** darkvision 30 ft.; Listen +3, Spot +1

**Languages** Common, Elven, Gnome, Halfling

**AC** 13, touch 13, flat-footed 11

**hp** 36 (8 HD)

**Fort** +7, **Ref** +5, **Will** +7 (+2 against fear)

**Resist** cold 5

**Speed** 20 ft. (4 squares)

**Melee** heavy mace +3 (1d6–1)

**Ranged** +1 light crossbow +7 (1d6+1/19–20)

**Base Atk** +3; **Grp** –2

**Special Actions** cloak of shadows (CL 8th), dancing shadows 1/day (CL 8th), Empower Mystery, Extend Mystery, Shadow Cast

**Combat Gear** 2 potions of cure moderate wounds, potion of protection from evil, wand of steel shadows

**Mysteries Known** (CL 7th):



## Initiate paths

4th—*shadow evocation* (spell, 1/day, DC 17)

## Apprentice paths

3rd—*clinging darkness* (spell-like, 2/day, DC 16), *killing shadows* (spell-like, 2/day, DC 16)2nd—*black fire* (spell-like, 2/day, DC 15), *piercing sight* (spell-like, 2/day)1st—*bend perspective* (spell-like, 2/day), *carpet of shadow* (spell-like, 2/day)

## Fundamentals

0—arrow of dusk (supernatural, 3/day, +6 ranged touch), caul of shadow (supernatural, 3/day), sight obscured (supernatural, 3/day), umbral hand (supernatural, 3/day)

**Abilities** Str 9, Dex 15, Con 12, Int 14, Wis 8, Cha 17**SQ** sustaining shadow (eat 1 meal/week, sleep 1 hour/day)**Feats** Alertness, Empower Mystery, Extend Mystery, Shadow Cast**Skills** Climb +1, Concentration +8, Diplomacy +5, Hide +15, Jump -5, Knowledge (arcana) +10, Knowledge (the planes) +10, Listen +3, Move Silently +13, Sense Motive +5, Spot +1, Survival -1 (+1 on other planes)**Possessions** combat gear plus heavy mace, dagger, +1 light crossbow with 20 bolts, *cloak of Charisma* +2, *ring of feather falling*

## MASTER OF SHADOW

“What need have I of living servants when the shadows themselves rise up at my command?”

—Thanielle Tiergun, Duchess of Ohr

Some driven or domineering souls seek nothing less than mastery of darkness itself—the ability to turn the very shadows into their agents and allies. These are the masters of shadow, commanders of soldiers as dark and insubstantial as night itself. For those with the force of will to enter their ranks, the very shadows serve at their beck and call.

## BECOMING A MASTER OF SHADOW

Shadowcasters are the most common masters of shadow, since they can most easily enter the class. Sorcerers, wizards, clerics, and even the occasional druid can multiclass just enough to

gain access, however. Few martial types do so, because the class demands specialties far removed from combat skills.

## ENTRY REQUIREMENTS

**Skills:** Knowledge (arcana) 5 ranks, Knowledge (the planes) 8 ranks**Feat:** Shadow Familiar\***Mysteries/Spellcasting:** Caster level 5th

\*New feat described on page 138

## CLASS FEATURES

As you progress as a master of shadow, you gain command of an increasingly powerful dark servant.

**Shadow Servant (Su):** At 1st level, your shadow familiar permanently transforms into a Medium shadow elemental. It loses all familiar traits, but gains new abilities as your shadow servant (see the Shadow Servant sidebar).

Should your shadow servant die, you can summon a replacement after 24 hours pass. Your shadow servant cannot travel farther from you than 30 feet + 10 feet for each of your master of shadow levels (40 feet at 1st level and a maximum of 130 feet at 10th level). If it is forcibly separated from you by more than this distance, the servant dissipates instantly, and you must wait 24 hours to summon a new one.

**Master's Bidding (Su):** At 1st level, as a standard action, you can focus your affinity with shadow to enhance your shadow servant, granting it one special ability for 1 round. The special abilities available to your shadow servant are described in the Shadow Servant sidebar, and depend on your class level. For example, at 4th level you could give your servant any of the following special abilities: interact with corporeal, fast healing 1, extra attack, or cold damage +1d8.

At 5th level, you can grant your shadow servant a special ability for 1 round by taking only a move action rather than a standard action. You can choose to use two move actions in the same turn to grant it two abilities. Additional move actions granted by spells, class features, or the like can also be used to further enhance your shadow servant.

At 10th level, you can grant your shadow servant a special ability for 1 round by taking only a swift action rather than a move action. You can still use move actions to give it addi-

TABLE 2-4: THE MASTER OF SHADOW HIT DIE: D8

Level	Base				Special	Mysteries/Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+0	+2	Shadow servant, master's bidding (standard action)	—
2nd	+1	+3	+0	+3	Resistance to cold 5	+1 level of existing casting class
3rd	+1	+3	+1	+3	—	+1 level of existing casting class
4th	+2	+4	+1	+4	Resistance to cold 10	+1 level of existing casting class
5th	+2	+4	+1	+4	Master's bidding (move action)	+1 level of existing casting class
6th	+3	+5	+2	+5	Resistance to cold 20	+1 level of existing casting class
7th	+3	+5	+2	+5	—	+1 level of existing casting class
8th	+4	+6	+2	+6	—	+1 level of existing casting class
9th	+4	+6	+3	+6	—	+1 level of existing casting class
10th	+5	+7	+3	+7	Immunity to cold, master's bidding (swift action), rapid shadow	+1 level of existing casting class

**Class Skills (2 + Int modifier per level):** Concentration, Craft, Intimidate, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Sense Motive, Spellcraft, Spot.



tional abilities. Thus, a 10th-level master of shadow who does nothing else in a round can choose to give his shadow servant three special abilities (using one swift action and two move actions).

**Resistance to Cold (Su):** At 2nd level, the shadow in your essence provides resistance to cold 5. This resistance increases to 10 at 4th level and 20 at 6th level. At 10th level, you have immunity to cold damage.

**Mysteries/Spellcasting:** At 2nd level and every level thereafter, you gain new mysteries or spells per day and an increase in caster level (and mysteries or spells known, if applicable) as if you had also gained a level in a casting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefits a character of that class would have gained. If you had more than one casting

class before becoming a master of shadow, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells or mysteries known.

**Rapid Shadow (Su):** After you reach 10th level, if your shadow servant dies you can summon a replacement 10 minutes later.

## PLAYING A MASTER OF SHADOW

Most NPC masters of shadow become domineering individuals who care little for their former allies as they come to rely more and more on their dark servant. As a master of shadow player character (assuming you do not wish to alienate your companions), you should be careful not to carry this trait to the extreme. You do become greatly confident—possibly

## SHADOW SERVANT

A master of shadow's servant is an unquestionably loyal, devoted companion. As the master increases in power, the shadow servant also becomes tougher, gaining Hit Dice and special abilities. A master of shadow can focus his power and will upon a servant and make it do his bidding.

Level	Bonus HD	Dex Adj.	Special	Master's Bidding
1st	+0	—	—	Interact with corporeal, fast healing 1
2nd	+1	—	Resistance to cold 5	Extra attack
3rd	+2	—	Size becomes Large	—
4th	+3	—	Resistance to cold 10	Cold damage +1d8
5th	+4	+2	Deliver touch spells	—
6th	+5	—	Resistance to cold 20	—
7th	+6	+4	—	Reach +5 ft.
8th	+7	—	—	DR 5/—
9th	+8	+6	—	Speed +20 ft.
10th	+9	—	Immunity to cold	—

**Shadow Servant Basics:** Use the base statistics for a Medium shadow elemental as given on page 165, but make the following changes.

**Level:** The character's master of shadow level.

**Bonus HD:** Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the shadow servant's base attack and base save bonuses as appropriate for an elemental. A shadow servant's base attack bonus is the same as that of a cleric or druid of a level equal to the elemental's HD. A shadow servant has good Reflex saves (treat it as a character whose level equals the elemental's HD). A shadow servant gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice (MM 290–291).

**Dex Adj.:** Add this value to the shadow servant's Dexterity score.

**Resistance to Cold (Ex):** A shadow servant of a 2nd-level master of shadow gains resistance to cold 10. When the master reaches 6th level, the resistance increases to 20.

**Size Increase (Ex):** A 3rd-level master of shadow's servant grows to Large size. It never increases beyond Large, regardless of its Hit Dice.

**Deliver Touch Spells (Su):** If its master is 5th level or higher, a shadow servant can deliver touch mysteries or spells for him. If the master and the servant are in contact at the time the master casts a touch mystery or spell, he can designate his servant as the "toucher." The servant can then deliver the touch mystery or spell just as the master could. As usual, if the master casts another mystery or spell before the touch is delivered, the designated mystery or spell dissipates.

**Immunity to Cold (Ex):** The servant of a 10th-level master of shadow has immunity to cold.

## MASTER'S BIDDING

A master of shadow can shape the essence of his shadow servant, granting it special abilities and qualities. In this way, the master customizes his servant to his needs of the moment.

At first, enhancing a servant in this manner is a standard action, but higher-level masters eventually reduce the effort to a move action and finally a swift action. Even when a master of shadow has the ability to bid his servant to gain multiple abilities, any single ability can only be gained once.

**Interact with Corporeal (Su):** When you grant your shadow servant this bidding, it can perform simple tasks at your command, in a manner identical to the *unseen servant* spell, except that it retains its own hit points.

**Fast Healing (Su):** A shadow servant can be bid to regain hit points at a rate of 1 hit point per round.

**Extra Attack (Su):** When making a full attack action, a shadow servant can be bid to make one extra attack. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation.

**Cold Damage (Su):** A master of shadow can bid its servant to deal an additional 1d8 points of cold damage on a successful hit (stacked with the cold damage that shadow elementals normally deal).

**Reach (Su):** A shadow servant bid to extend its shadowy arms in this manner increases its reach by 5 feet.

**Damage Reduction (Su):** Bidding your shadow servant to ignore damage grants it DR 5/—.

**Speed (Su):** A master of shadow can bid its servant to be quick, increasing the servant's speed by 20 feet.



even overconfident—in your ability to handle any challenge or escape any peril, because you have a being of shadow at your disposal.

You are welcome in the Tenebrous Cabal so long as you do not succumb to arrogance or seek to control your fellow members as you do your servants. Surprisingly, masters of shadow rarely become members of the Votaries of Vecna or the Nightshade Covenant. While members of the Votaries are certainly convinced of their right to rule others, they do not like the idea of sacrificing their own mystical might in order to empower their servants. Members of the Covenant, on the other hand, dislike the notion of mortal beings controlling creatures of shadow.

## COMBAT

Your shadow servant is your greatest weapon. You can direct it against foes without putting yourself in danger, or have it flank an opponent. As you gain greater power, your servant increases in puissance. Your ability to use it to deliver touch mysteries or spells makes it even more potent at higher levels than it would otherwise be.

## ADVANCEMENT

You tend to discover your own proclivities for manipulating creatures of darkness, rather than learning from others. This frequently occurs as you research means of empowering your companion, or of summoning creatures of shadow. No specific training or rites exist to become a master of shadow. You must simply possess the proper mindset and the appropriate knowledge.

Continued advancement is emotionally rewarding for those with ambition, because it offers an ever more powerful servant and increased casting abilities. You'll want to decide which mysteries or spells to learn in order to make best use of your servant. For instance, touch attacks are of far greater value to you than others, since you have a powerful agent to deliver them. You might not want to bother with other summoning magic; your servant likely represents more than enough assistance.

## RESOURCES

You tend to view other masters with hostility, seeing them as rivals, although this attitude is not universal. You'll have to gather resources on your own or with the aid of

trusted companions. Try to acquire magic that enhances your touch attacks—you're unlikely to need many other forms of offensive magic—and otherwise focus primarily on defensive and statistic-boosting spells or mysteries.

## MASTERS OF SHADOW IN THE WORLD

"Keeping company with a master of shadow is rather akin to owning a trained snake. It might never turn on you—it probably won't turn on you—but you never want to take your eyes off it."

—Irrin Coradran, Lady of the Second House, Parliament of Shadows

The master of shadow is the perfect prestige class for players who enjoy summoners and similar characters. It allows for the same advantages and abilities, without losing the strange traits of shadow magic itself.

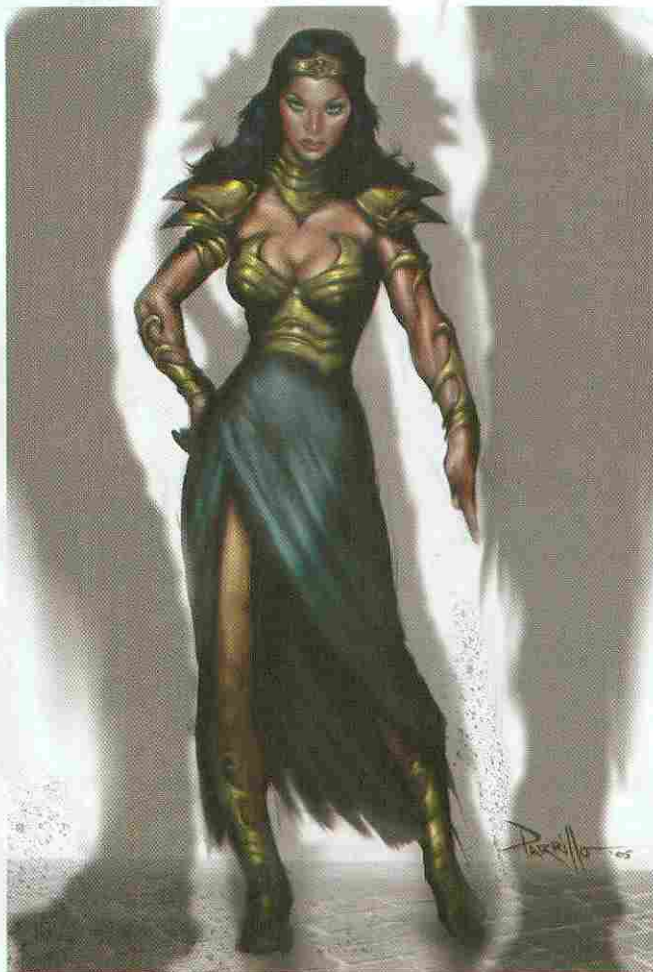
## DAILY LIFE

Most masters of shadow prefer a life of luxury. They aren't necessarily debauched, but they swiftly grow accustomed to having things done for them. Most live in finery-filled manses or keeps if they can afford to do so. These complexes tend to be somewhat distant from nearby people, due to the master's poor reception in most communities. When given the option, masters of shadow prefer to dwell near enough other communities to purchase what they need, but far enough for privacy.

When they manage to obtain political power, most masters of shadow tend to be demanding rulers. Already predisposed toward taking servants for granted, they are convinced of their right to rule. Although not necessarily cruel, they simply fail to consider the needs of their subjects (a shadow elemental needs little in the way of care).

## NOTABLES

The greatest known master of shadow is Lady Thanielle Tiergun, the Duchess of Ohr. She and her disciples—all lower-level masters of shadow—rule a small, independent



*Thanielle Tiergun, a human master of shadow*



province with an iron fist, using their shadow servants as spies and enforcers. Sanja Urudin hires herself out as a bodyguard for rich and noble clients, protecting them from a distance with sentinels of darkness. Finally, Phallon Rheese, an abnormally flamboyant master of shadow, is well on his way to becoming a one-man adventuring party.

## ORGANIZATION

The Tenebrous Cabal and other organizations treat masters of shadow like any other members—their activities on behalf of the organization and their mastery of shadow magic determine their place in the scheme of things. This circumstance often prevents masters of shadow from obtaining leadership roles, because their study of shadow magic slows down as they master their servants. Thus, a small but growing number of masters feel the Cabal is mistreating them.

Masters of shadow are often bitter rivals of children of night. The masters feel that the children practice an unholy or even perverse form of magic, seeking to become what they should instead rule. The children in turn believe that the masters seek to control them, along with all other beings of shadow.

## NPC REACTIONS

NPC reactions to masters of shadow depend on the community. In most cases, people are unfriendly or hostile when they see someone commanding beings of darkness. In a few instances, however, certain individuals—particularly in high-magic communities—instead treat masters of shadow in a friendly or helpful manner, seeing in them an ability to keep evil away from others. Most shadowcasters are indifferent to masters of shadow, respecting their abilities but somewhat distrustful of their motives. Children of night are usually unfriendly at best.

## MASTER OF SHADOW LORE

Characters with the bardic knowledge ability or with ranks in Knowledge (arcana) or Knowledge (the planes) can research masters of shadow to learn more about them. When a character makes a check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** Masters of shadow command a servant made of darkness itself.

**DC 15:** The masters are potent magic users, and they gain the ability to channel some of their magics through their shadow servants. The more powerful the master, the more powerful his servant.

**DC 20:** Most masters of shadow require some time to replace a servant that is lost, though they do not suffer as does a wizard losing her familiar.

## MASTERS OF SHADOW IN THE GAME

Masters of shadow are manipulators, preferring to remain behind the scenes. It's entirely possible that the PCs have heard of or even encountered individuals who are masters of shadow, but who hid that fact from them. Alternatively, the prestige

class might be new in your campaign, the result of a shadowcaster attempting to empower a shadow companion.

Anyone who enjoys commanding another combatant in a fight, or using a servant to scout, should enjoy the master of shadow class. While it's reasonable to assume that some individuals have taken precautions against these abilities, and that a shadow servant might not be at its best in all fights, the class should prove worthwhile so long as you do not go out of your way to reduce its effectiveness.

## ADAPTATION

The master of shadow works well with an elemental theme. Simply replace the shadow servant with an elemental of comparable CR, and the servant and master's bidding abilities with those suited to elemental creatures of the proper subtype. For instance, an earth elemental creature would gain Constitution instead of Dexterity, have good Fortitude but poor Reflex saves, and perhaps gain resistance to acid instead of cold.

## SAMPLE ENCOUNTER

Encounters with masters of shadow should take full advantage of their servant. Perhaps the PCs believe they have cornered their enemy alone, only to learn that she is never without assistance.

**EL 16:** Thanielle Tiergun is a truly oppressive tyrant. PCs might come into conflict with her if they seek to free Ohr from her dominion, or even if they are simply passing through.

### THANIELLE TIERGUN

**CR 16**

Female human shadowcaster 6/master of shadow 10  
NE Medium humanoid  
**Init** +4; **Senses** darkvision 30 ft.; **Listen** +6, **Spot** +15  
**Languages** Common, Dwarven, Elven, Infernal, Undercommon

**AC** 16, **touch** 14, **flat-footed** 12

**hp** 114 (16 HD)

**Immune** cold

**Resist** evasion

**Fort** +15, **Ref** +9, **Will** +14

**Speed** 30 ft. (6 squares)

**Melee** +2 *dagger* +10/+5 (1d4+2/19–20)

**Base Atk** +8; **Grp** +8

**Special Actions** master's bidding, Empower Mystery (2), Extend Mystery, Maximize Mystery (2), Quicken Mystery (2)

**Combat Gear** *gem of night*, *ring of nullification*, *potion of cure serious wounds*, *potion of neutralize poison*, *potion of resist energy (fire)* 30, *wand of thoughts of shadow*

**Mysteries Known** (CL 15th):

Master paths

8th—*soul puppet* (spell, 1/day, DC 24)

7th—*dark soul* (spell, 1/day, DC 23), *summon umbral servant* (spell, 1/day)

Initiate paths

6th—*flood of shadow* (spell-like, 2/day), *greater shadow evocation* (spell-like, 2/day, DC 24, CL 17th)

5th—*echo spell* (spell-like, 2/day), *feign life* (spell-like, 2/day)



4th—*shadow evocation* (spell-like, 2/day, DC 22, CL 17th), *warp spell* (spell-like, 2/day, DC 20)

#### Apprentice paths

3rd—flicker (supernatural, 3/day), sharp shadows (supernatural, 3/day)

2nd—congress of shadows (supernatural, 3/day), sight eclipsed (supernatural, 3/day)

1st—steel shadows (supernatural, 3/day), voice of shadow (supernatural, 3/day)

#### Fundamentals

0—arrow of dusk (supernatural, at will, +12 ranged touch), caul of shadow (supernatural, at will), mystic reflections (supernatural, at will), sight obscured (supernatural, at will), umbral hand (supernatural, at will), widened eyes (supernatural, at will)

**Abilities** Str 10, Dex 18, Con 16, Int 19, Wis 15, Cha 23

**SQ** rapid shadow, shadow servant, sustaining shadow (eat 1 meal/week)

**Feats** Empower Mystery (2), Extend Mystery, Greater Path Focus (Dark Reflections), Maximize Mystery (2), Path Focus (Dark Reflections), Quicken Mystery (2), Shadow Familiar

**Skills** Bluff +11, Concentration +15, Diplomacy +14, Disguise +6 (+8 acting), Hide +11, Intimidate +26, Knowledge (arcana) +16, Knowledge (local) +6, Knowledge (nobility and royalty) +6, Knowledge (the planes) +17, Knowledge (religion) +8, Listen +6, Move Silently +10, Spellcraft +18, Spot +15, Survival +2 (+4 on other planes)

**Possessions** combat gear plus +2 dagger, amulet of natural armor +2, cloak of Charisma +4, gloves of Dexterity +4, ring of evasion, dust of tracelessness

#### SHADOW SERVANT

CR —

NE Large elemental (extraplanar, incorporeal)

**Init** +8; **Senses** blindsight 60 ft.; **Listen** +10, **Spot** +10

**Languages** none

**AC** 14, touch 14, flat-footed 10

**hp** 84 (13 HD)

**Immune** cold

**Fort** +6, **Ref** +14, **Will** +4

**Speed** fly 40 ft. (8 squares) (perfect)

**Melee** incorporeal touch +13/+8 (1d6 plus 1d6 cold)

**Base Atk** +9; **Grp** +13

**Special Actions** deliver touch spells, dusk and dawn

**Abilities** Str —, Dex 18, Con 14, Int 4, Wis 11, Cha 11

**SQ** incorporeal traits, shadow mastery

**Feats** Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Focus (incorporeal touch)

**Skills** Listen +10, Spot +10

**Dusk and Dawn (Su)** Three times per day, a shadow elemental can use dusk and dawn, as the mystery. It has a caster level equal to one-half its HD.

**Shadow Mastery (Ex)** A shadow elemental gains a +1 bonus on attack rolls and damage rolls if both it and its foe are in an area of darkness or shadowy illumination. While in an area of bright light (such as sunlight or that caused by a *daylight* spell), shadow elementals take a –4 penalty on attack rolls and damage rolls.

## NOCTUMANCER

“Consider the power offered by magic, by the ability to manipulate reality. Imagine how much greater, then, the power available to he who can manipulate magic itself.”

—Eveneth Stillwater, Lord of the Third House, Parliament of Shadows

Noctumancers bridge the gap between shadow and arcane magic. Those who succeed in becoming one of these elite not only gain a boost to their mystery user and arcane caster abilities, but are able to manipulate the mysteries and spells of others as no others can.

## BECOMING A NOCTUMANCER

Given the requirements of the class, multiclass shadowcaster/sorcerers and shadowcaster/wizards make up almost the entirety of noctumancers. The rare shadowcaster/bard might be found, but virtually no other combination offers the proper abilities, and given the steep requirements of the prestige class, any additional multiclassing drastically slows (or even prevents) its acquisition.

### ENTRY REQUIREMENTS

**Skills:** Knowledge (arcana) 6 ranks, Spellcraft 6 ranks

**Shadowcasting:** Able to cast 2nd-level mysteries

**Spellcasting:** Able to cast 2nd-level arcane spells

## CLASS FEATURES

As a noctumancer, you excel at controlling all magics in the area around you.

**Mysteries/Spellcasting:** At each level, you gain new mysteries or spells per day and an increase in caster level (and mysteries or spells known, if applicable) as if you had also gained a level in both your mystery-using class and your arcane spellcasting class. You do not, however, gain any other benefits a character of these classes would have gained. If you had more than one mystery-using or arcane spellcasting class before becoming a noctumancer, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

**Capture Magic's Shadow (Su):** At 1st level, when you successfully dispel a mystery or spell (such as with the mysteries *shadows fade* or *unravel dweomer*, or the spells *dispel magic* or *break enchantment*), you can absorb its energy. You add one-half the level (round down, minimum 1) of the mystery or spell you dispelled to the caster level of any mystery or spell you cast in the next round. For instance, if you dispel a 4th-level spell, you add +2 to the caster level of the spell you cast in the next round. You cannot draw power from dispelling your own mysteries or spells.

**Innate Counterspell (Su):** Starting at 2nd level, you can attempt to counter a mystery or spell without using a readied action. Once per day, you can counter a spell as an immediate action, by expending a mystery use per day, a spell slot (if you prepare spells), or a spell use (if you are a spontaneous caster) as long as the mystery or spell expended is of the same level or higher as the mystery or spell to be countered.



At 7th level, when you successfully counter a mystery or spell using this ability, you retain some of the magical essence of the countered dweomer. You can choose to either gain one additional use of a mystery, regain an expended spell slot (if you prepare spells), or gain the use of an additional spell (if you are a spontaneous caster). The level of the mystery or spell you gain is equal to one-half the level of the mystery or spell you countered (rounded down, minimum 1).

You can use innate counterspell once per day at 2nd level, two times at 5th, and three times at 8th.

**Eldritch Disruption (Su):** At 6th level, you can use a standard action to disrupt the magical energies of a single target within 60 feet. That target must make a Will saving throw (DC 10 + your noctumancer level + your Cha modifier) or take a –4 penalty to its caster level for any mysteries or spells it casts for 1 minute. You can use eldritch disruption three times per day.

**Eldritch Vortex (Su):** At 10th level, you can emit mystic energies in a 20-foot-radius burst around yourself. Any creature other than you within that area takes a –4 penalty to caster level for any mysteries, spells, or spell-like abilities it casts or uses. The vortex lasts 1 minute and can be used once per day.

**Shadow's Persistence (Su):** At 10th level, you gain temporary immunity to any mystery or spell captured or countered by means of your capture magic's shadow or innate counterspell ability. For 1 minute, you cannot be affected by any casting of that mystery or spell.

## PLAYING A NOCTUMANCER

You are a rising master of two forms of magic, able to shape substance, shadow, and sorcery at your whim. You are most likely studious and knowledgeable, although some noctu-

mancers come by their abilities more instinctively. While you might never reach the same heights of magical ability as your single-classed contemporaries, your mastery of magic as a whole makes you at least their equal, if not their better.

Every major shadow-based organization has a place for noctumancers. The Tenebrous Cabal and Nightshade Covenant treat you much like standard shadowcasters, determining your position by your overall mystical aptitude. The Votaries of Vecna venerate you, for you combine shadow powers with the arts practiced by Acererak and (before his divinity) Vecna himself. Also, despite the common distrust of shadow magic in arcane organizations, some such guilds might welcome you, fascinated by your ability to manipulate others' magic.

## COMBAT

At lower levels, your combat techniques do not greatly differ from those of other arcane casters. You should normally stay out of immediate physical danger, using your spells to influence the flow of battle.

As you progress, however, your options grow wider. Your ability to absorb magic even as you dispel it makes it even more worthwhile than normal to strip your foes of their mystical protections or to remove ongoing baneful effects from your allies. Your innate counterspell ability gives you a powerful defense against enemy casters, and your tactical options grow as you gain the ability to shape your spells and mysteries around your allies.

At your highest level, you might wish to focus most of your efforts in combating enemy casters or magic-using creatures, for you now have the ability to render at least some of their efforts useless. This frees your companions from having to defend against them, allowing them to go on the offensive.

TABLE 2–5: THE NOCTUMANCER

HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Mysteries/Spellcasting
1st	+0	+2	+0	+2	Capture magic's shadow	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
2nd	+1	+3	+0	+3	Innate counterspell 1/day	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
3rd	+1	+3	+1	+3		+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
4th	+2	+4	+1	+4		+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
5th	+2	+4	+1	+4	Innate counterspell 2/day	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
6th	+3	+5	+2	+5	Eldritch disruption	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
7th	+3	+5	+2	+5	Innate counterspell (retain power)	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
8th	+4	+6	+2	+6	Innate counterspell 3/day	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
9th	+4	+6	+3	+6		+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class
10th	+5	+7	+3	+7	Eldritch vortex, shadow's persistence	+1 level of existing mystery-using class/+1 level of existing arcane spellcasting class

**Class Skills (2 + Int modifier per level):** Concentration, Craft, Knowledge (arcana), Knowledge (the planes), Profession, Spellcraft.



## ADVANCEMENT

Your arts are at least partially learned ones, even for the most spontaneous sorcerer. You are likely a member of a shadow-related organization, approached and trained by noctumancers who saw potential in your combination of abilities. Alternatively, you might have sought out instructors, having heard of noctumancy. Although such individuals are rare, you might have been a multiclass shadowcaster/arcane caster, discovered the secrets of the noctumancer in ancient tomes, and managed to train yourself.

Continued advancement requires substantial practice and study, equal to if not greater than that required of a shadowcaster or wizard. While you need not (and in fact cannot) learn the most difficult spells or mysteries, you possess techniques for combining these very different forms of magic.

Once you become a noctumancer, you face the same choices as high-level mystery users and spellcasters, only even more of them. Pay careful attention to the synergy between your spells and mysteries, so that you do not wind up with redundant abilities. Consider mastering the path of Black Magic, because its mysteries complement your class abilities. Raising both Intelligence and Charisma is clearly a wise idea, and feats and items to raise your caster level also prove valuable.

## RESOURCES

Unless another noctumancer belongs to a rival organization, you tend to view him as a kindred soul in an elite society. You frequently trade spells and minor items (potions, scrolls, wands). You'll likely want staves, defensive items, and items to boost Intelligence and Charisma—much like any other caster.

## NOCTUMANCERS IN THE WORLD

*"My magic is everything I have, everything I am. If someone else can wrest control of my magic from me, what does that make me?"*

—Hennet, sorcerer and adventurer

A noctumancer is the logical extension of abjuration magic, the path of Black Magic, and even the existence of arcane magic in general. It seems only natural that some would devote their efforts to mastering not the use of magic, but the literal control of it. It should appeal to players who enjoy the notion of manipulating the forces that many others take for granted.



Shadow Magic

Illus. by J. Zhang

*Eveneth Stillwater, an elf noctumancer*



## DAILY LIFE

A noctumancer's time is largely devoted to the study and research required to master new mysteries, new spells, and the interactions between them. Noctumancers usually devote their remaining time either to advancing the goals of their organization, or adventuring to obtain both new magic and expertise with their abilities.

Noctumancers rarely have the time for governing, but those who do take full advantage of their abilities, either to protect or dominate their subjects. Even the most well-meaning noctumancer rulers often grow arrogant, as they become convinced of their mastery of eldritch forces.

## NOTABLES

Noctumancers are exceptionally rare, but a few have still managed to obtain notoriety. Eveneth Stillwater, Lord of the Third House, is the most recent addition to the Parliament of Shadows, and one of only a half-dozen noctumancers in the Cabal's ruling body. The shadow lich known only as Intempestus leads a cadre of Nightshaders who lair in a shadowstuff castle on the Plane of Shadow, near a permanent portal to the Material Plane.

## ORGANIZATION

Noctumancers function more or less as other mystery users and spellcasters in their respective organizations. The Votaries of Vecna might honor their abilities, but they don't actually bestow any true authority that the noctumancers haven't otherwise earned. Similarly, the Nightshade Covenant and the Tenebrous Cabal respect the noctumancer's knowledge, and often put such individuals in charge of mystical research and interactions with other arcane factions, but they are treated just like any other members when it comes to advancement.

## NPC REACTIONS

The vast majority of people react to noctumancers exactly as they would to an arcane caster or shadowcaster, whichever the noctumancer most resembles. Only a very select few—mostly casters themselves—recognize the noctumancer as something different. In general, shadowcasters are indifferent or friendly (if they are of the same organization) to noctumancers. Many arcane casters are hostile toward noctumancers, for they fear their ability to manipulate others' spells.

## NOCTUMANCER LORE

Characters with ranks in Knowledge (arcana) can research noctumancers to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** The noctumancer is a spellcaster who combines arcane magic and shadow magic.

**DC 15:** Noctumancers have the ability to use spells and the powers of shadow, and can also hinder the magic of others. They can counter spells with an act of will.

**DC 20:** The noctumancer's abilities, such as spells and mysteries, are limited by the number of times they can use them. You can sometimes overpower a noctumancer through simple attrition.

A bardic knowledge check or a Gather Information check can reveal the same information as these Knowledge checks, but in each case the DC is 5 higher than the given value.

## NOCTUMANCERS IN THE GAME

Noctumancy is not only a difficult art, it requires a relatively high level before one can enter the prestige class. Thus, it's unlikely that characters in a low-level or even mid-level game will encounter noctumancers, allowing DMs to introduce one or more as the campaign progresses, without having to explain their prior absence.

Players should think that their characters' levels in noctumancer are worthwhile so long as they have semifrequent encounters with magic users or ongoing spell effects. The prestige class allows them to progress in both classes, so they will not be particularly weak in any case, but it is against other casters that the noctumancer truly comes into his own.

## ADAPTATION

A noctumancer can exist in settings that do not make use of shadow magic, although it requires some alteration. The prestige class might instead represent a branch of arcane magic focused on controlling the magic of others. Remove the shadowcaster-related prerequisites.

## SAMPLE ENCOUNTER

Encounters with noctumancers should focus heavily on their strange mystical abilities. While a noctumancer can certainly prove a hefty challenge simply by hurling both mysteries and spells, they are most fearsome when used to counter the casters in the opposing party.

**EL 15:** Eveneth Stillwater, newly appointed Lord of the Third House in the Parliament of Shadows, spends much time "in the field" for the organization. He is still adapting to his new position, and sometimes proves a bit overzealous in his efforts to prove himself to the Cabal.

### EVENETH STILLWATER

**CR 15**

Male elf shadowcaster 5/sorcerer 6/noctumancer 4

LN Medium humanoid

**Init** +4; **Senses** darkvision 30 ft., low-light vision; **Listen** +2, **Spot** +2

**Languages** Common, Elven, Undercommon

**AC** 17, touch 14, flat-footed 13

**hp** 44 (15 HD)

**Resist** +2 on saves against enchantments

**Immune** sleep

**Fort** +10, **Ref** +8, **Will** +13

**Speed** 30 ft. (6 squares)

**Melee** +1 frost heavy mace +7/+2 (1d8 plus 1d6 cold)

**Base Atk** +7; **Grp** +6

**Special Actions** Empower Mystery, Empower Spell, Enlarge Mystery

**Combat Gear** wand of mirror image

**Mysteries Known** (CL 9th):

Apprentice paths

3rd—*clinging darkness* (spell-like, 2/day, DC 19, CL 11th), *flicker* (spell-like, 2/day), *sharp shadows* (spell-like, 2/day)



2nd—*congress of shadows* (spell-like, 2/day), *black fire* (spell-like, 2/day, DC 18, CL 11th), *sight eclipsed* (spell-like, 2/day)

1st—*carpet of shadows* (spell-like, 2/day), *steel shadows* (spell-like, 2/day), *voice of shadow* (spell-like, 2/day)

#### Fundamentals

0—arrow of dusk (supernatural, 3/day, +11 ranged touch), caul of shadow (supernatural, 3/day), mystic reflections (supernatural, 3/day), shadow hood (supernatural, 3/day, DC 14), sight obscured (supernatural, 3/day)

#### Sorcerer Spells Known (CL 10th):

5th (3/day)—*cone of cold* (DC 20)

4th (6/day)—*fire shield*, *ice storm*

3rd (7/day)—*fireball* (DC 18), *fly*, *lightning bolt* (DC 18)

2nd (7/day)—*eagle's splendor*, *bear's endurance*, *blur*, *scorching ray* (+11 ranged touch)

1st (7/day)—*grease*, *magic missile*, *mage armor*, *ray of enfeeblement*, *shield*

0 (6/day)—*arcane mark*, *daze* (DC 14), *detect magic*, *flare* (DC 15), *light*, *mending*, *mage hand*, *ray of frost* (+11 ranged touch), *read magic*

**Abilities** Str 8, Dex 18, Con 10, Int 13, Wis 10, Cha 19

**SQ** able to notice secret or concealed doors, sustaining shadow (eat 1 meal/week)

**Feats** Combat Casting, Empower Mystery, Empower Spell, Enlarge Mystery, Greater Path Focus (Dark Terrain), Path Focus (Dark Terrain), Spell Focus (evocation)

**Skills** Concentration +14, Knowledge (arcana) +15, Knowledge (the planes) +13, Listen +2, Search +2, Spellcraft +17, Spot +2, Survival +0 (+2 on other planes)

**Possessions** combat gear plus +1 frost heavy mace, amulet of natural armor +3, cloak of Charisma +4, gloves of Dexterity +2

## SHADOWBLADE

"Don't be afraid of the dark. Be afraid of what's in the dark."

—Niko Drendol, captain of the Black Dawn

Shadowblades are martial combatants with an innate link to shadow. While some deliberately study the arts of shadow, most develop their abilities instinctively, making them more akin to shadowdancers than shadowcasters. Those who master the arts of the unseen weapon become warriors with few equals. Their ability to manipulate darkness and shadow enhances their martial skills, allowing them to target weak points, land blows that should not strike true, and even attack foes who are paces away.

## BECOMING A SHADOWBLADE

Multiclass fighter/rogues are the most common shadowblades, because they possess both the martial ability and the skills necessary. Single-classed fighters or rogues can enter the class, but it takes longer. A rare few paladins and rangers take this path, enhancing their own abilities with a mastery of shadow. Few mystery users or spellcasters become shadowblades, and barbarians tend to prefer brute force and distrust a shadowblade's powers.

## ENTRY REQUIREMENTS

**Base Attack Bonus:** +5

**Skills:** Bluff 5 ranks, Hide 5 ranks, Move Silently 5 ranks

**Feats:** Blind-Fight

**Special:** Must have been exposed to shadow at some point prior to taking this class, either through travel on the Plane of Shadow, being subject to a mystery or a spell with the darkness descriptor, or through physical contact with a shadow or dark creature (such as a shadow mastiff or a dark lion)

TABLE 2-6: THE SHADOWBLADE

HIT DIE: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Unseen weapon (unerring strike)
2nd	+1	+3	+0	+0	Shadow and stealth, sudden strike +1d6
3rd	+2	+3	+1	+1	Shadow vision, unseen weapon (unexpected strike)
4th	+3	+4	+1	+1	Sudden strike +2d6
5th	+3	+4	+1	+1	Unseen weapon (ephemeral weapon)
6th	+4	+5	+2	+2	Sudden strike +3d6
7th	+5	+5	+2	+2	See in darkness, unseen weapon (shadowy strike)
8th	+6	+6	+2	+2	Sudden strike +4d6
9th	+6	+6	+3	+3	Unseen weapon (far shadow)
10th	+7	+7	+3	+3	Sudden strike +5d6, unseen weapon (free action)

**Class Skills (2 + Int modifier per level):** Bluff, Climb, Craft, Handle Animal, Hide, Intimidate, Jump, Move Silently, Profession, Ride, Swim.

## CLASS FEATURES

Shadowblades manipulate shadow to strike swiftly and fatally, becoming the ultimate combination of skilled soldier and brutal slayer.

**Unseen Weapon (Su):** As a standard action, you can wrap any melee weapon you wield in a layer of shifting shadows. This causes the weapon to darken, become less distinct, and leave a trail of shadow behind it as it moves. Your weapon must be in hand and ready to use for you to draw upon this power. You can dismiss the effect with a free action; dropping or sheathing the weapon also ends the effect.

Once per day per shadowblade level, you can activate one of the powers of your unseen weapon as a swift action. At 1st level, you have the power to make an unerring strike (see below). As you gain levels in the class, you acquire additional choices when activating your unseen weapon, as indicated on Table 2-6. When you activate your unseen weapon, choose one of the available abilities. Multiple uses of the same ability do not stack on a single attack.

**Unerring Strike:** Your next melee attack ignores any miss chance because of concealment or total concealment. You gain this choice at 1st level.



**Unexpected Strike:** Your opponent is denied its Dexterity bonus against your next melee attack. You gain this ability at 3rd level.

**Ephemeral Weapon:** Your next melee attack deals an extra 2d6 points of damage, as extraplanar darkness momentarily replaces portions of your opponent's body. You gain this choice at 5th level.

**Shadowy Strike:** Your next melee attack is resolved as a melee touch attack, ignoring armor and natural armor. You gain this ability at 7th level.

**Far Shadow:** Your melee reach is increased by 10 feet for 1 round. You gain this choice at 9th level.

At 10th level, you can use your unseen weapon abilities as a free action, though you are still limited to one use per day per class level.

**Shadow and Stealth (Su):** Beginning at 2nd level, the shadows that engulf your unseen weapon cover you as well, granting you a circumstance bonus equal to half your class level (round down) on Hide and Move Silently checks.

**Sudden Strike (Ex):** Beginning at 2nd level, if you can catch an opponent when she is unable to defend herself effectively from your attack, you can strike a vital spot for extra damage. Whenever your target is denied a dexterity bonus to Armor Class (whether the target actually has a Dexterity bonus or not), you deal an extra 1d6 points of damage with your attack. This extra damage increases by 1d6 for every two levels thereafter. You can't use sudden strike when flanking an opponent unless that opponent is denied its Dexterity bonus to AC. Ranged attacks can count as sudden strike attacks only if the target is within 30 feet.

Sudden strike functions identically to sneak attack in all other respects. The extra damage from sudden strike stacks with the extra damage from sneak attack whenever both would apply to the same target. It also stacks with the ephemeral weapon ability of the unseen weapon class feature.

**Shadow Vision (Su):** Beginning at 3rd level, you are able to see clearly in shadowy illumination. Thus, you can see up to 40 feet clearly in the illumination provided by a torch (which gives off bright illumination in a 20-foot radius and shadowy illumination for 40 feet beyond that), or twice that if you have low-light vision.

**See in Darkness (Su):** At 7th level, you can see perfectly in darkness of any kind, even that created by a deeper darkness spell.

## PLAYING A SHADOWBLADE

You are a soldier who has learned the benefits of stealth and the power of darkness. You are not necessarily evil, but you are certainly violent and skilled in combat and killing. Your attitude toward mystery users might vary. If you deliberately set out to learn your skills, you likely belong to one of their organizations, but if you developed them instinctively, it's an even bet whether you consider them comrades or harbor a deep mistrust.

Although shadowblades exist in most shadow-related organizations, they are not specifically associated with such groups. Many are independent operatives, mercenaries, or

adventurers. In fact, many are hired specifically to combat shadowcasters, because the abilities of the class help shadowblades overcome a shadowcaster's typical defenses.

## COMBAT

You employ almost equal amounts of stealth and brute force. You can work primarily as a front-line fighter, but your prowess in sneaking and surprise make you a better guerrilla and finesse fighter. As your abilities of stealth improve, you become a viable scout, although your need to keep your weapon unsheathed might occasionally interfere with remaining unnoticed.

At higher levels, you can deliver surprise attacks from a short distance away, and even cut through the defenses of heavily armed foes. Combined with your ever-increasing stealth, this enables you to fill in for either the rogue or the fighter, and even to make surgical strikes against foes that might be too tough for the rogue or other scout to handle.

## ADVANCEMENT

You might have actively joined a shadow-related organization to learn your abilities. You might have been approached by an experienced shadowblade or shadowcaster attracted by your skills and prowess, or by those that would use you as a tool against other shadow-based groups. Most likely, however, you developed your abilities on your own, discovering an ability to manipulate shadow after exposure to it.

Continued training is not unlike that of other soldiers. You drill in weapons and techniques of stealth, supplementing them with meditative techniques and, in some cases, occasional forays to the Plane of Shadow.

As you advance, you'll need to decide how much weight to give your martial abilities, and how much your stealth abilities and your Bluff modifier. Are you a fighter who makes use of sneaky tactics, or a silent killer who can hold his own in battle?

## RESOURCES

If you're part of an organization, the group might supply you with some basic equipment, but rarely much in the way of magic items; you'll need to acquire those on your own. Items that enhance Strength and Dexterity are important, as are those that improve your ability to sneak, and thus deliver your special attacks. Items that enhance Listen and Spot, or that warn you of oncoming danger, are helpful because your stealth abilities do not aid you in detecting others with similar capabilities.

## SHADOWBLADES IN THE WORLD

*"When the baron heard a shadowblade was coming for him, he tripled the number of guardsmen on duty that night. You know what it accomplished? Three times as many guardsmen died tired."*

—Gimble, gnome bard and traveling storyteller

The shadowblade class allows the DM to introduce shadow magic into the campaign without excluding the heavy fighters and to grant even the armor-clad warriors in the PC group some capability at stealth.



## DAILY LIFE

Shadowblades live much like other professional warriors. They practice and train, pursuing their own interests in the few free hours they have. They meditate on their abilities, making them appear more like ascetic or religious warriors (such as paladins) than standard soldiers, although none of their abilities are inherently religious. They fill many of the same niches as other fighters: guards, soldiers, mercenaries, hired killers, and, of course, adventurers. Shadowblades tend to be nocturnal, due to their growing connection with shadow, and many find themselves shunned in communities that do not understand their abilities.

## NOTABLES

Only a few shadowblades have attained any notoriety, including Niko Drendol, leader of the merciless pirates of the *Black Dawn*; Jassra Orun, who adventures with multiple companies in her quest to learn more of the Material Plane; and Murrin Khaleed, a death knight in service to the Votaries of Vecna.

## ORGANIZATION

As mentioned above, shadowblades are not associated with any specific organization. When they do belong to such, they rarely advance far in the hierarchy, since they lack the mystical abilities that most of these organizations revere.

## NPC REACTIONS

Most common folk think of the shadowblades as a martial order, mistaking them for a united faction or a religious institution. On an individual basis, most people react to shadowblades with the same attitudes they would direct toward any professional soldier. Should a shadowblade make substantial and open use of his shadow-related abilities, this attitude might worsen, as people begin to think of him as a sneak-thief, assassin, or soldier of darkness. They try not to draw the shadowblade's ire, but instead do their best to hurry him about his business so that he might depart all the sooner. Mystery users and spellcasters recognize shadowblades for what they are. The attitude of such a character depends entirely on whether the shadowblade in question is a member of a friendly, neutral, or rival faction to the caster's own.

## SHADOWBLADE LORE

Characters with the bardic knowledge ability or ranks in Knowledge (arcana) can research shadowblades to learn more about them. When a character makes a check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** Shadowblades are warriors who incorporate shadow and stealth into their combat techniques.

**DC 15:** Shadowblades are capable of masking their weapons and themselves in shadow, granting them supernatural powers, such as the ability to strike protected targets or to attack from a distance.

**DC 20:** Many of the shadowblades' abilities are not functional against nonliving foes, such as undead or constructs. If you can cause them to drop or change their weapons, it



*Niko Drendol, a human shadowblade*

takes a moment for them to reactivate their powers, offering a brief window of opportunity.

## SHADOWBLADES IN THE GAME

Shadowblades are scattered throughout many organizations, guilds, and adventuring parties. When introducing them to an ongoing campaign, it's reasonable to simply assume that the PCs have never before encountered one. Alternatively, perhaps one of the PCs is the first person in the region to develop these abilities.

This prestige class makes a good choice for anyone who wants to play a warrior with a stealthy or mystical bent. So long as the DM does not restrict encounters to creatures immune to his abilities, and gives him the occasional chance to scout ahead, to take out an enemy leader, or otherwise to make use of his less direct forms of confrontation, the player should feel his efforts worthwhile.

## ADAPTATION

Shadowblades do not have to be associated with shadow. Perhaps they are an order of killers for hire, who cloak themselves and their weapons in illusion and invisibility. Then again, they might truly be members of a religious order, their power obtained through faith in a deity of darkness or deception.



## SAMPLE ENCOUNTER

While shadowblades can stand toe to toe with other warriors, encounters with them should take advantage of their other abilities. Let the PCs wonder how the large man in full plate snuck into their camp, or how to defeat a soldier who seems constantly able to distract them and then strike where they're weakest.

**EL 11:** Niko Drendol is the leader of the pirates of the *Black Dawn*, a ship that is said to be able to breach the boundaries of the planes to sail swiftly across black seas on the Plane of Shadow. Drendol often travels with a quarter of human rogue/fighters who serve as her messengers and personal guard. A foe of the PCs might hire Drendol, she might be after the same goal they are, or she might develop a rivalry with them while fighting on the same side in a conflict.

### NIKO DRENDOL

CR 11

Female human fighter 3/rogue 4/shadowblade 4  
CN Medium humanoid

**Init** +3; **Senses** sees clearly in shadowy illumination; Listen +2, Spot +7

**Languages** Common, Halfling

**AC** 18, touch 13, flat-footed 18; uncanny dodge

**hp** 58 (11 HD)

**Resist** evasion

**Fort** +9, **Ref** +9, **Will** +3

**Speed** 30 ft. (6 squares)

**Melee** +1 short sword +14/+9 (1d6+2/19–20)

**Base Atk** +9; **Grp** +10

**Atk Options** Combat Expertise, sneak attack +2d6, sudden strike +2d6, unseen weapon (4/day; unerring strike, unexpected strike)

**Special Actions** Improved Disarm, Improved Feint

**Combat Gear** brooch of shielding

**Abilities** Str 13, Dex 16, Con 12, Int 13, Wis 10, Cha 16

**SQ** shadow and stealth, trap sense +1, trapfinding

**Feats** Blind-fight, Combat Expertise, Improved Disarm, Improved Feint, Stealthy, Weapon Finesse, Weapon Focus (short sword)

**Skills** Balance +10, Bluff +9, Climb +7, Diplomacy +6, Disguise +3 (+5 acting), Hide +17, Intimidate +11, Jump +10, Listen +2, Move Silently +17, Profession (ship captain) +2, Sense Motive +7, Spot +7, Swim +6, Tumble +13

**Possessions** combat gear plus +1 short sword, +2 leather armor, amulet of health +2, gloves of Dexterity +2, masterwork light steel shield, dagger

### BLACK DAWN PIRATE

CR 4

Male or female human rogue 2/fighter 2  
N Medium humanoid

**Init** +2; **Senses** Listen +0, Spot +0

**Languages** Common, Halfling

**AC** 16, touch 12, flat-footed 14

**hp** 26 (4 HD)

**Resist** evasion

**Fort** +6, **Ref** +6, **Will** +1

**Speed** 30 ft. (6 squares)

**Melee** mwk trident +5 (1d8+2) and  
mwk short sword +5 (1d6+1/19–20)

**Ranged** mwk trident +7 (1d8+2)

**Base Atk** +3; **Grp** +5

**Atk Options** sneak attack +1d6

**Combat Gear** potion of barkskin (+3), potion of cure moderate wounds

**Abilities** Str 14, Dex 15, Con 14, Int 12, Wis 10, Cha 8

**SQ** trapfinding

**Feats** Athletic, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Focus (trident)

**Skills** Balance +10, Climb +12, Hide +7, Intimidate +7, Jump +10, Move Silently +7, Profession (sailor) +7, Swim +12, Tumble +9

**Possessions** combat gear plus masterwork short sword, masterwork trident, +1 studded leather, cloak of resistance +1

## SHADOWSMITH

"You think me unarmed. You think me helpless. So long as there is night and day, I am neither."

—Hrogar Ilgenon, shadowsmith and  
First Mate of the *Fourth Dragon*

Shadowcasters draw power from darkness, and masters of shadow command it, but no one truly manipulates the darkness as does the shadowsmith. Combining martial and mystical skills, and possessed of a driving will, the shadowsmith forms his tools and weapons from shadowstuff itself, drawing forth matter from empty night.

### ENTRY REQUIREMENTS

**Base Attack Bonus:** +5

**Skills:** Craft (armorsmithing, blacksmithing, or weaponsmithing) 5 ranks, Knowledge (arcana) 3 ranks, Knowledge (the planes) 3 ranks

**Special:** Must have been exposed to shadow at some point prior to taking this class, either through travel on the Plane of Shadow, being subject to a mystery or a spell with the darkness descriptor, or physical contact with a shadow or dark creature (such as a shadow mastiff or a dark lion)

TABLE 2–7: THE SHADOWSMITH

HIT DIE: d8

Level	Base				Special	Mysteries Known
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+0	+2	+0	Touch of shadow	1
2nd	+2	+0	+3	+0	Shroud of shadow	1
3rd	+3	+1	+3	+1	Shadow craft (basic)	1
4th	+4	+1	+4	+1	Armor of shadow +2	1
5th	+5	+1	+4	+1	Widen shroud	2
6th	+6	+2	+5	+2	Shadow craft (enchanted)	2
7th	+7	+2	+5	+2	Armor of shadow +4	2
8th	+8	+2	+6	+2	Shadow craft (armor)	2
9th	+9	+3	+6	+3	Shadow craft (quicken)	3
10th	+10	+3	+7	+3	Shadow craft (shadow striking), armor of shadow (quicken)	3

**Class Skills (6 + Int modifier per level):** Climb, Concentration, Craft, Hide, Jump, Knowledge (arcana), Knowledge (the planes), Move Silently, Profession.



## BECOMING A SHADOWSMITH

Almost anyone can become a shadowsmith under the proper circumstances. Rangers, paladins, and clerics are most likely to meet the requirements first, though some rogues follow this path as well. Although they could have the proper skills, few mystery users or spellcasters pursue this class, since its casting progression is far slower than their own.

## CLASS FEATURES

Your abilities allow you to create tools and weapons out of darkness itself.

**Weapon and Armor Proficiency:** You are proficient with simple and martial weapons, with light armor, and with shields (except tower shields).

**Mysteries Known:** You have the ability to cast a small number of mysteries. To cast a mystery, you must have an Intelligence score of at least 10 + the mystery level, so if you have an Intelligence of 10 or lower, you cannot cast mysteries. High ability scores do not provide bonus mysteries. Saving throws against your mysteries have a DC of 10 + mystery level + your Int modifier.

Your selection of mysteries is extremely limited. You begin in this class knowing only a single 1st-level mystery. Every four levels thereafter (at 5th and 9th), you gain an additional mystery known. As with the shadowcaster class, you may not skip ahead in a given path. Your mysteries must all be drawn from an apprentice path, and you cast them all as arcane spells. You can use each mystery you know once per day. You do not gain fundamentals.

**Touch of Shadow (Su):** At 1st level, your ability to manipulate shadow is undeveloped. You cannot yet create actual items, but you can surround your hands and feet in a layer of shadow. This ability grants you a bonus on Climb checks equal to your class level. Further, it distributes your weight more evenly, so you cannot be tracked. Touch of shadow lasts for 1 minute per class level and is usable a number of times per day equal to your class level.

**Shroud of Shadow (Su):** Starting at 2nd level, you can surround your body in a thin layer of shadow. You gain a bonus on Hide checks and Move Silently checks equal to your class level. Shroud of shadow lasts for 1 minute per class level and is usable a number of times per day equal to your class level.

**Shadow Craft (Su):** As of 3rd level, you can create small items, such as tools or weapons, from shadow. You need merely place your hands into any shadow and draw forth the desired item. It cannot possess moving or flexible parts, so you could not create a crossbow, a rope, a flail, or a cabinet. You can create nearly any other weapon, simple tool, or small item, however.

You can create one item weighing a number of pounds up to twice your class level, or two items whose combined weight does not exceed that limit. Using shadow craft is a standard action. If the item leaves your possession, it fades away in 1d4 rounds. Otherwise, it lasts for 1 hour per class level. Shadow craft is usable a number of times per day equal to one-half your class level. Items created by shadow craft cannot be employed as material components or foci in spellcasting. If you want to create an item that mimics a specific item you

have seen, you must succeed on a DC 20 Craft check of the appropriate sort (weaponsmithing, for instance).

At 6th level, you can enhance your creations. You can imbue a shadow-crafted weapon or shield with an enhancement bonus equal to your class level minus 5. For instance, if you are an 8th-level shadowsmith, you can create a +3 battleaxe. If you create two enhanced items at one time (which becomes possible when you attain 7th level), you must divide the total enhancement bonus between those items. (For instance, at 8th level, you could create a +1 battleaxe and a +2 large shield.)

To succeed at this enhanced crafting, you must make an appropriate Craft check for each item (usually weaponsmithing or armorsmithing) against a DC of 20 + the desired enhancement bonus. If you fail, the item is nonmagical. You can only have one enhanced shadow-crafted item (or two, if they were created in the same round) at a time. If you create new enhanced items, the old ones immediately become nonmagical. Attempting to create an enhanced item (or two, if so desired) with shadow craft is a full-round action.

At 8th level, you can use shadow craft to create light armor for yourself (which you can give an enhancement bonus to). The armor you craft automatically has the improved shadow special ability (DMG 219).

At 9th level, you can quicken your shadow crafting. You need only a standard action to create enhanced items and only a swift action to create nonmagical ones.

At 10th level, you can apply the shadow striking ability (see page 155) to any magic weapon you create through shadow craft. (If you create two weapons at once, only one can be shadow striking.) Further, you do not need to craft the item on the Plane of Shadow as is normally the case with shadow striking weapons.

**Armor of Shadow (Su):** Starting at 4th level, you can take a standard action to surround yourself in hardened shadow. This ability grants you a +2 deflection bonus to AC. Armor of shadow lasts for 10 minutes per class level, and is usable a number of times per day equal to one-half your class level.

At 7th level, the deflection bonus increases to +4.

At 10th level, you quicken your armor of shadow, activating it as a swift action.

**Widen Shroud (Su):** Starting at 5th level, you can widen your touch of shadow ability to include a number of companions equal to one-half your class level. If they move more than 10 feet from you, the effect ends for them; coming closer to you again does not restore it. Widen shroud lasts for 1 minute per class level; each use counts as a daily use of your touch of shadow ability.

## PLAYING A SHADOWSMITH

You are self-reliant and skillful, a master of craft and combat. You do not necessarily devote your life to shadow, instead seeing it as a tool and a weapon. While you must be at least somewhat learned to have developed your abilities, you are more interested in actions than words.

While the various shadow-based organizations all welcome shadowsmiths, finding their abilities useful and fascinating, none permit their kind to advance far in the ranks. Shadow-



smiths lack the mystical abilities required for advancement in the Tenebrous Cabal, and they rarely have sufficient power to force their way into the upper echelons of the Votaries or the Nightshade Covenant. Like the shadowblades, they often occupy guard and support positions, although some have made names as field operatives and even assassins for the various factions.

## COMBAT

Shadowsmiths do not have a universal fighting style. Rather, you are likely to stick with whatever tactics served you best in your prior class—front-line battle for fighters, sneak attacks for rogues, and so on—supplemented by your new abilities. The stealth boost provided by your low-level abilities is particularly useful for rogues and mobile fighters, while your ability to create almost any equipment you need means you can arm yourself as appropriate for whatever's coming.

## ADVANCEMENT

Most shadowsmiths learn from other shadowsmiths, either having sought out, or been approached by, a potential mentor. Some teach themselves, having researched the secrets of the art. A rare few develop their abilities spontaneously.

Training in the shadowsmith's art is a strange combination of lessons and endeavors. While meditative techniques and mental exercises are essential to the continued evolution of your mystical abilities and mysteries, you must also study to become an expert artisan in your field. While you spend far less time poring over old tomes than shadowcasters, preferring to occupy forges and workshops, you spend no less time in long, arduous practice.

Advancing shadowsmiths should focus on Strength or Dexterity—whichever most benefits your preferred combat style—but also on Intelligence. Your skills, particularly Craft, affect how well you can take advantage of your various abilities. You only know a few mysteries, and can use each only once per day, so select those that best complement your other abilities.

## RESOURCES

You rarely obtain anything from other shadowsmiths except training. Organizations to which you belong might offer raw materials for your standard crafting skills, but will expect you to create items for them in exchange.

## SHADOWSMITHS IN THE WORLD

*"Dabblers! They borrow power they do not understand and treat it like a simple tool to make even simpler tools. Yet we dare not dismiss*

*them, for they are true experts at what they do, and physically manipulate shadow in ways even the best of us cannot."*

—Eddas Coradran, Lord of the First House,  
Parliament of Shadows

Along with the shadowblade, the shadowsmith allows even players uninterested in portraying casters to take advantage of the material presented in this chapter. While the shadowblade is a heavy fighter, however, the shadowsmith is the perfect choice for lighter warriors, rangers, and rogues. Their shadow craft ability makes shadowsmiths exceptionally self-sufficient, and their capacity for stealth is almost unequaled.

## DAILY LIFE

Most shadowsmiths are either warriors for hire, adventurers, or actual craftsmen with a mystical bent. While their abilities clearly mark them as something other than their compatriots, they do not stand out to the same degree that other mystery users do. Thus, although shadowsmiths spend more time in study and practice, their lives differ only marginally from those members of the classes from which they come.

Few shadowsmiths aspire to positions of authority; as a group, they are more focused on their crafting. Those who do manage to obtain power tend to be community or military leaders, and rarely rule more than small villages or provinces in the name of a greater lord.



*Lozruet, a drow shadowsmith*

## NOTABLES

Few shadowsmiths have become famous. Those who have include Hrogar Ilgenon, famed warrior and lieutenant on the coastal raiding vessel *Fourth Dragon*, and Lozruet, a drow who uses her abilities to hunt famous adventurers.

## ORGANIZATION

While shadowsmiths rarely rise high in the larger shadow-focused organizations, they have formed a few of their own. Some of these—such as the Guild of Nocturnal Efforts, the largest known—hold a reasonable degree of political sway in the cities that house them. In these organizations, shadowsmiths make up the entirety of the power structure, if not the whole of the faction itself. Even the guild, however, is far smaller and less influential than the organizations presented herein.

## NPC REACTIONS

Most people respond to a shadowsmith as they would to any member of her apparent class. If they happen to learn of the shadowsmith's abilities, their reactions change based on their view of magic in general. People might be a bit more suspicious of a shadowsmith (attitude one category worse) if



they are of a particularly religious bent, or if they interpret her manipulation of shadow as a sign of evil. In most cases, however, the shadowsmith's abilities pass as just another form of magic, since they aren't as overtly strange as those of other shadow magicians. The exception to this general rule is the shadowsmith who uses her mysteries, as opposed to her other abilities, regularly and in full view of common folk. The alien nature of shadow magic makes these shadowsmiths stand out more than their more subtle counterparts.

## SHADOWSMITH LORE

Characters with ranks in Knowledge (arcana) can research shadowsmiths to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

**DC 10:** Shadowsmiths can create items out of nothingness.

**DC 15:** As they advance, shadowsmiths can create more potent items and armor, and can cloak themselves in shadow to hide. They also have access to a few mysteries.

**DC 20:** The items created by a shadowsmith have a limited life span, although some last many hours. If you can wait one out and strike at the right time, she might be vulnerable.

A bardic knowledge check or a Gather Information check (in a community that has a shadowsmith guild) can reveal the same information as these skill checks, but in each case the DC is 5 higher than the given value.

## SHADOWSMITHS IN THE GAME

Because a shadowsmith's combat style and general behavior doesn't change from her prior class, it's easy to mistake her for a fighter, a rogue, a ranger, or the like. Only when she casts a mystery or creates a shadow-crafted item does her true nature become apparent; thus, PCs might have encountered shadowsmiths without realizing it. Alternatively, only a particular race or community in a given campaign might have discovered these abilities.

Given the adaptable nature of the prestige class, players who were largely happy with their characters' previous classes, but wanted an unusual twist, should be happy with the shadowsmith. Its abilities can enhance both martial and stealth-related characters, augmenting them without altering them so greatly that their inherent nature changes.

## ADAPTATION

The DM can easily change the shadowsmith into a class that manipulates essences or substances other than darkness. Champions of Pelor, for instance, might form items out of light, and apply the ghost touch or disruption special abilities rather than shadow striking. A character might form tools from smoke, or fire, or even force.

## SAMPLE ENCOUNTER

The most effective means of introducing the PCs to a shadowsmith is to make them think they're facing an ordinary member of a standard adventuring class. Only after seeing her in action do they realize they're up against something more esoteric.

**EL 14:** During a battle with invaders of her city, Lozruet was magically transported to the Plane of Shadow. There she met and made an alliance with members of the Nightshade Covenant, learning the ways of the shadowsmith from them. Lozruet acts as an assassin for the Nightshade Covenant and for her own benefit. The PCs might come into conflict with her as she completes a mission on the Material Plane, or she might seek them out if they make enemies among the Nightshaders.

## LOZRUET

**CR 14**

Female drow fighter 6/shadowsmith 7

NE Medium humanoid (elf)

**Init** +6; **Senses** darkvision 120 ft.; Listen +2, Spot +5

**Languages** Abyssal, Common, Drow Sign Language, Elven, Undercommon

**AC** 25, touch 16, flat-footed 19

**hp** 77 (13 HD)

**Immune** sleep

**Resist** +2 on saves against enchantments; **SR** 24

**Fort** +9, **Ref** +14, **Will** +5 (+7 against spells and spell-like abilities)

**Weakness** light blindness

**Speed** 30 ft. (6 squares)

**Melee** +1 *frost rapier* +21/+16/+11 (1d6+4/15–20 plus 1d6 cold)

**Ranged** +2 *composite longbow* (shadow-crafted) +21/+16/+11 (1d8+4/x3)

**Base Atk** +13; **Grp** +15

**Atk Options** Combat Expertise, poison, Spring Attack, Whirlwind Attack

**Special Actions** armor of shadow (3/day, +4 deflection bonus for 70 minutes), shadow craft (3/day, +2 weapon for 7 hours with DC 22 Craft (weaponsmithing) check), shroud of shadow (7/day, +7 on Hide and Move silently checks for 7 minutes), touch of shadow (7/day, +7 on Climb checks and can't be tracked for 7 minutes)

**Combat Gear** 2 doses of drow knockout poison (Fort DC 13, unconsciousness/unconsciousness for 2d4 hours), *potion of barkskin* (+3)

**Mysteries Known** (CL 7th, 15% arcane spell failure chance): Apprentice path

1st—*carpet of shadow* (spell, 1/day), *dusk and dawn* (spell, 1/day)

**Spell-Like Abilities** (CL 13th):

1/day—*dancing lights*, *darkness*, *faerie fire*

**Abilities** Str 15, Dex 22, Con 12, Int 14, Wis 10, Cha 10

**SQ** widen shroud (use counts as use of shroud of shadow; grant shroud of shadow benefit to up to 3 others within 10 feet for 7 minutes)

**Feats** Combat Expertise, Dodge, Improved Critical (rapier), Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier), Whirlwind Attack

**Skills** Appraise +2 (+4 weapons), Climb +14, Concentration +12, Craft (weaponsmithing) +15, Hide +22, Jump +8, Knowledge (arcana) +5, Knowledge (the planes) +5, Listen +2, Move Silently +22, Search +4, Spot +5

**Possessions** combat gear plus +1 *frost rapier*, +2 *composite longbow* (+2 Str bonus, crafted as needed) with 20 arrows, +2 *mithral shirt*, +2 *small light shield*, *gloves of Dexterity* +4, *cloak of resistance* +1



## SHADOW MAGIC FEATS

Mystery users have developed numerous feats, building on their dark powers. While some of these feats are useful only to mystery users, others are appropriate for other classes as well.

### EMPOWER MYSTERY [METASHADOW]

You can cast mysteries to greater effect.

**Prerequisites:** Any metashadow feat.

**Benefit:** Once per day, you can apply the effect of the Empower Spell feat to any mystery you cast. All variable, numeric effects of an empowered mystery increase by one-half.

Casting an empowered mystery is a full-round action.

**Special:** You can take this feat multiple times.

### ENLARGE MYSTERY [METASHADOW]

You can cast mysteries farther than normal.

**Benefit:** Once per day, you can alter a mystery with a range of close, medium, or long to increase its range by 100%. This functions in most respects as the Enlarge Spell feat.

**Special:** You can take this feat multiple times.

### EXTEND MYSTERY [METASHADOW]

You can cast mysteries that last longer than normal.

**Benefit:** Once per day, you can apply the effect of the Extend Mystery feat to any mystery you cast. An extended mystery lasts twice as long as normal.

Casting an extended mystery is a full-round action.

**Special:** You can take this feat multiple times.

### FAVORED MYSTERY

The mystery you choose becomes easier to cast.

**Prerequisite:** Ability to cast mysteries.

**Benefit:** Choose a mystery you know. You cast that mystery as a supernatural ability instead of a spell-like ability, or as a spell-like ability instead of as a spell. If you choose a mystery that you cast as a supernatural ability, or if you later gain the ability to cast that mystery as a supernatural ability, you

gain an extra use of that mystery per day. This feat does not otherwise increase the number of times per day that you can cast the chosen mystery.

**Special:** You can take this feat multiple times. When you take the feat again, you can choose to affect the same mystery or a different one.

### GREATER PATH FOCUS

Choose a path of shadow magic to which you have already applied the Path Focus feat. Your mysteries of that path are now even more potent.

**Prerequisite:** Path Focus.

**Benefit:** You function at +1 caster level when casting mysteries of the path you select. Additionally, add +1 to the Difficulty Class of all saving throws against mysteries from that path. These bonuses stack with those granted by Path Focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new path to which you have applied the Path Focus feat.

### LINE OF SHADOW [METASHADOW]

You can cast a mystery without line of sight or line of effect to the target.

**Prerequisite:** Any two metashadow feats.

**Benefit:** Once per day, you can apply this feat to a mystery which enables it to affect a target even if you do not currently have line of sight or line of effect. The target must still be within the spell's maximum range, and you must have had line of sight and line of effect within a number of rounds equal to your Intelligence modifier. The target gains a bonus on his save, if any, equal to the number of rounds since you had line of sight or effect. You cannot apply this feat to any mystery that requires a touch or ranged touch.

Casting a mystery with Line of Shadow is a full-round action.

**Normal:** You must have line of effect or line of sight to target a creature or object with a mystery or spell.

**Special:** You can take this feat up to four times. To take it a second time, you must have five metashadow feats. To take it a third time, you must have eight metashadow feats. To take it a fourth time, you must have eleven metashadow feats.

### MAXIMIZE MYSTERY [METASHADOW]

You can cast mysteries to maximum effect.

**Prerequisite:** Any two metashadow feats.

**Benefit:** Once per day, all variable, numeric effects of a mystery modified by this feat are maximized. This functions in most respects as the Maximize Spell feat.

Casting a maximized mystery is a full-round action.

**Special:** You can take this feat up to four times. To take it a second time, you must have five metashadow feats. To take it a third time, you must have eight metashadow feats. To take it a fourth time, you must have eleven metashadow feats.

## METASHADOW FEATS

Just as other casters enhance their spells through metamagic, so mystery users can manipulate their castings with metashadow feats. While metamagic feats increase the casting time of a spell to a full round when attached to spontaneously cast spells, this is not always the case with metashadow feats. Metashadow feats function identically to metamagic feats in all ways not specifically contradicted herein.

A metashadow feat improves a mystery regardless of whether it is cast as a spell, activated as a spell-like ability, or used as a supernatural ability. The exception to this rule is Still Mystery, which only affects a mystery cast as a spell.



TABLE 2-8: SHADOW MAGIC FEATS

General Feats	Prerequisites	Benefit
Favored Mystery <sup>1,3</sup>	Ability to cast mysteries	Chosen mystery becomes easier to cast
Nocturnal Caster <sup>1,2</sup>	Ability to cast mysteries or a spell with the darkness descriptor	You gain extra power at night
Path Focus <sup>1,2</sup>	—	+1 bonus to CL and save DCs for a specific path or school
Greater Path Focus <sup>1,2</sup>	Path Focus	Additional +1 bonus to caster level and save DC
Shadow Cast	Concentration 5 ranks, shadowcaster level 1st	Avoid many attacks of opportunity
Shadow Familiar	Shadowcaster level 3rd	Gain a familiar with the dark creature template
Shadow Reflection	Shadowcaster level 3rd, ability to cast dusk and dawn or ephemeral image	Attacks of opportunity against you have a 50% miss chance
Shadow Vision <sup>1</sup>	Wis 15, ability to cast bend perspective or truth revealed	Sense creatures within 20 feet that are in shadowy illumination or darkness
Unseen Arrow	Unseen weapon class feature	Use unseen weapon ability with ranged weapons
Metashadow Feats	Prerequisites	Benefit
Empower Mystery <sup>1</sup>	Any other metashadow feat	Increase mystery's variable, numeric effects by 50%
Enlarge Mystery <sup>1</sup>	—	Double mystery's range
Extend Mystery <sup>1</sup>	—	Double mystery's duration
Line of Shadow <sup>1</sup>	Any two metashadow feats	Cast a mystery without line of sight or effect, in certain conditions
Maximize Mystery <sup>1</sup>	Any two metashadow feats	Maximize mystery's variable, numeric effects
Quicken Mystery <sup>1</sup>	Any three metashadow feats	Cast mystery as swift action
Reach Mystery <sup>1</sup>	Any metashadow feats	Touch mystery becomes a ray with 30 ft. range
Still Mystery <sup>1</sup>	—	Cast mystery without somatic components

1 A shadowcaster can select this feat as one of his path-based bonus feats.

2 You can gain this feat multiple times, but its effects do not stack. Each time you take the feat, apply it to a new path.

3 You can gain this feat multiple times. Its effects stack.

## NOCTURNAL CASTER

You are empowered by darkness, making your abilities stronger at night.

**Prerequisite:** Ability to cast mysteries or a spell with the darkness descriptor.

**Benefit:** Choose one path of mysteries or school of magic to which you have access. At night, the save DC of all associated mysteries or spells increases by +1. This bonus stacks with similar bonuses, such those from the Path Focus or Spell Focus feats.

The ambient light is irrelevant, nor does it matter if you can see the sky. Only the actual time of day matters.

**Special:** You can gain this feat multiple times, but its effects do not stack. Each time you take the feat, it applies to a new school or path.

## PATH FOCUS

Choose a path of shadow magic, such as Touch of Twilight. Your mysteries of that path are more potent than normal.

**Benefit:** You function at +1 caster level when casting mysteries of this path. Additionally, add +1 to the DC of all saving throws against mysteries from this path.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new path.

## QUICKEN MYSTERY [METASHADOW]

You can cast a mystery with a moment's thought.

**Prerequisite:** Any three metashadow feats.

**Benefit:** Once per day, you can cast a mystery as a swift action. This feat functions in most respects as the Quicken Spell feat.

**Special:** You can take this feat up to three times. To take it a second time, you must have seven metashadow feats. To take it a third time, you must have eleven metashadow feats.

## REACH MYSTERY [METASHADOW]

You can cast touch-range mysteries without touching the target.

**Prerequisite:** Any metashadow feat.

**Benefit:** Once per day, you can cast a mystery that normally has a range of touch at any target within 30 feet. The mystery effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the mystery upon the recipient.

**Special:** You can take this feat multiple times.

## SHADOW CAST

Your shadow shimmers as you cast a spell and you seem to cast your mysteries from elsewhere.

**Prerequisite:** Concentration 5 ranks, shadowcaster level 1st.

**Benefit:** Designate a square adjacent to you. If no one threatens that square, you do not provoke an attack of opportunity when you cast a spell or use a spell-like ability.



## SHADOW FAMILIAR

Noctumancers developed this feat in order to gain a mystical companion.

**Prerequisite:** Shadowcaster level 3rd.

**Benefit:** You can obtain a familiar in the same manner as a sorcerer or wizard, but it possesses the dark template. As with a sorcerer or wizard, obtaining a familiar takes 24 hours and uses up magic materials worth 100 gp.

For the purpose of determining familiar abilities that depend on your arcane caster level, your levels in all classes that allow you to cast mysteries or arcane spells stack.

**Special:** If you gain access to an alternative familiar, such as through the Improved Familiar feat, it also gains the dark template.

## SHADOW REFLECTION

Your shadow flickers and moves in an aggressive, independent manner, enabling you to avoid some attacks of opportunity.

**Prerequisites:** Shadowcaster level 3rd, ability to cast the dancing shadows or the clinging darkness mystery.

**Benefit:** A foe that makes an attack of opportunity against you has a 50% miss chance.

**Special:** Opponents that do not rely on sight ignore the miss chance.

## SHADOW VISION

Your senses grow so attuned with shadow that you gain a limited ability to see in natural and magical darkness.

**Prerequisites:** Wis 15, ability to cast the bend perspective or truth revealed mystery.

**Benefit:** As long as you are in shadowy illumination or darkness, you can take a move action to sense the number of creatures within 20 feet that are also within shadowy illumination or darkness and the direction to each one. You cannot pinpoint the location of any creature with this feat.

## STILL MYSTERY [METASHADOW]

You can cast mysteries without gestures.

**Benefit:** A stilled mystery can be cast with no somatic components. This also prevents your shadow from making gestures that differ from your own during casting. Because mysteries activated as spell-like and supernatural abilities have no somatic components, this feat is useful only with mysteries cast as arcane spells.

## UNSEEN ARROW

Developed by shadowblades, this feat allows a member of that class to apply his unseen weapon abilities to thrown or projectile weapons.

**Prerequisite:** Unseen weapon class feature.

**Benefit:** You can apply the unseen weapon class feature, and all its abilities, to a thrown or missile weapon. If you use the far shadow ability (see page 130) with a ranged weapon, it adds 30 feet to the distance the weapon can travel before you take the first range increment penalty.

## MYSTERIES AND PATHS

Mysteries are formed out of power drawn from the Plane of Shadow and channeled through a caster's body and soul.

All mysteries have a level, which is used to determine save DCs. Mysteries are divided into areas of study called paths. Paths come in three categories: apprentice, initiate, and master, and each path has three steps of increasing power. Thus, the nine levels of mysteries divide equally into the paths: 1st-, 2nd-, and 3rd-level mysteries form the apprentice paths, 4th-, 5th-, and 6th-level mysteries the initiate paths, and 7th-, 8th-, and 9th-level mysteries the master paths.

Mysteries function as spells, spell-like abilities, or supernatural abilities, depending on the category of the path and the knowledge of the mystery user. All mysteries have the following characteristics, unless otherwise noted in a specific description.

- Can be cast once per day if functioning as an arcane spell, two times per day if functioning as a spell-like ability, and three times per day if functioning as a supernatural ability.
- Can be dismissed at will by the mystery user if it has a duration longer than instantaneous.
- Functions in darkness or any sort of ambient light, even if the mystery describes the mystery user manipulating his or the subject's shadow. The mystery user's connection to the Plane of Shadow is so strong that he can manipulate a subject's "spiritual shadow" even where shadows cannot normally exist.
- Requires a standard action to cast.
- Requires somatic components if cast as an arcane spell.
- Is subject to the same stacking rules as spells.
- Does not easily interact with spells. Any attempt to use a mystery (such as *shadows fade*) to dispel a spell, or to use a spell (such as *dispel magic*) to dispel a mystery, takes a -4 penalty.
- Can be identified with a Spellcraft check, but requires a different understanding of that skill. A mystery user with no levels in a spellcasting class takes a -4 penalty on Spellcraft checks made to identify spells. A spellcaster with no levels in a mystery-using class takes a -4 penalty on Spellcraft checks made to identify mysteries.
- Cannot benefit from feats that enhance spells, such as metamagic feats, Ability Focus, or Empower Spell-Like Ability. Instead, mysteries benefit from metashadow feats.

## DETECTING MYSTERIES

Shadow magic, though subtle, is an alien thing, and people who are learned in the occult can often detect its use. When a mystery user casts a mystery as an arcane spell, his shadow makes gestures different from the ones he performs. Any observer can notice this bit of oddness with a successful DC 15 Spot check.

Similarly, any image, item, or creature created or conjured through mysteries is touched by shadow. Some are darker than normal, as if half-obsured by shade; others, particularly living creatures, might be pallid or unusually gaunt.



Minor details strike viewers as wrong. Colors seem dull and appearance more average, muting extremes of either beauty or ugliness. Dangerous aspects of creatures or items appear enhanced—a normally innocuous animal has a feral air and more vicious claws and teeth, a rose bush is darker in hue, slightly shriveled, and has excessive thorns.

Once an observer has either seen a character's shadow moving independently, or has observed the touch of shadow in an image or item, she can attempt a DC 15 Knowledge (arcana) or Knowledge (the planes) check, or a DC 25 bardic knowledge or Knowledge (religion) check. Success identifies the mystery user for what he is or the item or creature as something tainted by the Plane of Shadow.

Although it is difficult, mysteries might be revealed as magic by spells such as *detect magic*. Mysteries register as belonging to the school of magic whose effects they most closely resemble.

## MYSTERY DESCRIPTIONS

Mysteries descriptions include many of the elements of spell descriptions (discussed in Chapter 10 of the *Player's Handbook*). Other parts of the standard mystery format are new or altered, and are covered below.

### PATH CATEGORY, PATH NAME

On the line below the mystery's name, the mystery's path category (apprentice, initiate, or master) and path name are presented. If a mystery is a fundamental, only the word "Fundamental" appears on this line.

### LEVEL/SCHOOL

This line gives the mystery's level, school, subschool, or descriptor. Creatures that have immunities, vulnerabilities, or special bonuses against a particular school, subschool, or descriptor of a spell have the same characteristics against a mystery of that school, subschool, or descriptor.

## DESCRIPTIVE PASSAGES

This part of the description provides hints about what the mystery looks, sounds, or feels like when it is cast or activated. The text here describes the mystery from the caster's or user's view. These descriptive passages are not binding rules. A grand gesture mentioned in a mystery's descriptive passage (representing the somatic component) is unnecessary if a mystery user activates the mystery as a supernatural or spell-like ability. Even though a descriptive passage speaks of casting a mystery on another creature, it might be possible to cast the mystery in another manner (such as on the mystery user herself), depending on the mystery's target entry and the rules for spellcasting in the *Player's Handbook*.

## SPELL RESISTANCE

Apprentice mysteries cast as supernatural abilities are not subject to spell resistance, regardless of what might appear on the spell resistance line of a mystery description.

## FUNDAMENTAL MYSTERIES

**Arrow of Dusk:** Ray deals 2d4 nonlethal, ×3 crit.

**Black Candle:** As the spell *darkness* or *light*.

**Caul of Shadow:** Shadows grant deflection bonus to AC.

**Liquid Night:** Create ink by manifesting surrounding shadows.

**Mystic Reflections:** As the spell *detect magic*.

**Shadow Hood:** Subject takes -1 penalty on attack rolls and Dexterity-based checks.

**Sight Obscured:** +5 bonus on Hide, Sleight of Hand, or other checks to conceal your movements, actions, or presence.

**Umbral Hand:** As the spell *mage hand*, but can affect heavier objects and magic items.

**Widened Eyes:** Gain low-light vision.

## MYSTERIES: SPELLS, SPELL-LIKE, AND SUPERNATURAL ABILITIES

Shadowcasters begin weaving their mysteries as spells, then develop them into spell-like abilities, and finally master them as supernatural abilities. These different kinds of effects have some, but not all, characteristics in common.

**Spell-Like Abilities:** Spell-like abilities are magical and work just like spells (although they are not spells and so have no verbal, somatic, material, focus, or XP components). They do not function in an *antimagic field* and are subject to spell resistance if the spell the ability resembles or duplicates would be subject to spell resistance.

Using a spell-like ability is a standard action unless otherwise noted, and doing so while threatened provokes attacks of opportunity. It is possible to make a Concentration check to use a spell-like ability defensively and avoid provoking an attack of opportunity, just as when casting a spell. A spell-like ability can be disrupted just as a spell can be. Spell-like abilities cannot be used to counterspell, nor can they be counterspelled.

**Supernatural:** Supernatural abilities are magical and do not function in an *antimagic field* but are not subject to spell resistance. Supernatural abilities cannot be dispelled or counterspelled, or used to counterspell. Using a supernatural ability is a standard action unless otherwise noted. Supernatural abilities might have a use limit or be usable at will, just like spell-like abilities. However, supernatural abilities do not provoke attacks of opportunity and never require Concentration checks.

The table below expands upon and supersedes Table 8–1 on page 290 of the *Dungeon Master's Guide*. Column A refers to spells, column B to spell-like abilities, and column C to supernatural abilities.

	A	B	C
Can be dispelled	Yes	Yes	No
Affected by <i>antimagic field</i>	Yes	Yes	Yes
Use provokes attacks of opportunity	Yes	Yes	No
Can be counterspelled	Yes	No	No
Requires somatic components	Yes	No	No
Subject to spell resistance	Yes	Yes	No



## APPRENTICE PATH MYSTERIES

### CLOAK OF SHADOWS

- 1 **Steel Shadows:** Gain +3 armor bonus and +3 shield bonus to AC.
- 2 **Sight Eclipsed:** Hide even when observed.
- 3 **Sharp Shadows:** Foes striking you take piercing damage.

### DARK TERRAIN

- 1 **Carpet of Shadow:** Transform the ground into shadow-stuff, impeding movement.
- 2 **Black Fire:** Create fire in several squares that deals cold damage.
- 3 **Clinging Darkness:** Root foes in place.

### EBON WHISPERS

- 1 **Voice of Shadow:** As the spell *command*, but also affecting intelligent undead and constructs.
- 2 **Congress of Shadows:** Hold two-way conversation at a distance.
- 3 **Flicker:** Flash through several locations via conduits of shadow.

### EYES OF DARKNESS

- 1 **Bend Perspective:** Change point of view, as though you were standing elsewhere.
- 2 **Piercing Sight:** Gain darkvision 60 ft. and see invisible creatures.
- 3 **Killing Shadows:** Gaze attack that deals damage.

### SHUTTERS AND CLOUDS

- 1 **Dusk and Dawn:** Create an area of shadowy illumination.
- 2 **Shadow Skin:** Thicken your flesh with the power of shadow.
- 3 **Dancing Shadows:** Make subjects harder to hit.

### TOUCH OF TWILIGHT

- 1 **Life Fades:** Deal nonlethal damage and cause fatigue.
- 2 **Flesh Fails:** Deal minor ability damage.
- 3 **Umbral Touch:** Deal damage and *slow* with a touch.

## NEW CONDITION: IMMOBILIZED

Several mysteries impose a condition not described in the *Player's Handbook* or the *Dungeon Master's Guide*: immobilized. An immobilized creature can attack and cast spells normally, but it cannot move from the square or squares that it is in. This condition does not prevent a creature from defending itself, nor does it cause a creature to lose its Dexterity bonus to Armor Class. Flying creatures that become immobilized in mid-flight can control their descent so that they do not take falling damage, but they are incapable of moving from their current square as long as the effect ends and automatically descend at a rate of 20 feet per round. Flying creatures with the ability to hover can maintain their initial altitude if they choose.

## UMBRAL MIND

- 1 **Mesmerizing Shade:** Daze subject for 1 round or cause -1 penalty on attack rolls, checks, saves.
- 2 **Thoughts of Shadow:** Briefly enhance mental abilities.
- 3 **Afraid of the Dark:** Create a shadowy reflection of the subject that deals ability damage.

## INITIATE PATH MYSTERIES

### BLACK MAGIC

- 4 **Warp Spell:** Steal the energy of another caster's mystery or spell.
- 5 **Echo Spell:** Repeat a mystery or spell cast in the previous round.
- 6 **Flood of Shadow:** Casting in area is difficult; shadow mysteries and spells are empowered.

### BODY AND SOUL

- 4 **Bolster:** Grant subject temporary hit points.
- 5 **Languor:** Shadows weigh subjects down.
- 6 **Shadow Investiture:** Grant subject cold resistance 15, evasion, and ability to see in darkness.

### DARK REFLECTIONS

- 4 **Shadow Evocation:** Mimic evocation below 5th level, but only 20% real.
- 5 **Feign Life:** Animate objects and give them concealment.
- 6 **Shadow Evocation, Greater:** Mimic evocation below 7th level, but only 60% real.

### EBON ROADS

- 4 **Step into Shadow:** Short-range travel through shadow.
- 5 **Pass into Shadow:** As the spell *plane shift*, but must involve the Plane of Shadow.
- 6 **Voyage into Shadow:** As the spell *shadow walk*, but faster.

### ELEMENTAL SHADOWS

- 4 **Aura of Shade:** Subject is protected from cold and deals cold damage with attacks.
- 5 **Dark Air or Water:** As the spell *control winds* or *control water*.
- 6 **Shadow Storm:** Arcs of cold and electricity strike multiple targets.

### UNBINDING SHADE

- 4 **Shadows Fade:** As the spell *dispel magic*.
- 5 **Unravel Dweomer:** As the spell *break enchantment*.
- 6 **Shadows Fade, Greater:** As the spell *greater dispel magic*.

### VEIL OF SHADOWS

- 4 **Shadow Vision:** Subject takes penalties on most actions and has 50% miss chance.
- 5 **Curtain of Shadows:** Block line of sight and deal cold damage.
- 6 **Unveil:** Remove many adverse conditions.



## MASTER PATHS

### BREATH OF TWILIGHT

- 7 **Life Fades, Greater:** As the mystery *life fades*, but more potent and affecting more subjects.
- 8 **Flesh Fails, Greater:** As the mystery *flesh fails*, but more potent and affecting more subjects.
- 9 **Ephemeral Storm:** Targets must save or die, success results in 5d6 damage.

### DARK METAMORPHOSIS

- 7 **Ephemeral Image:** Create a shadow duplicate through which you can cast your magic.
- 8 **Umbral Body:** Transform into an incorporeal being of shadow.
- 9 **Shadow Time:** Act freely for 3 rounds.

### EBON WALLS

- 7 **Prison of Night:** Entrap subject in a shadow prison.
- 8 **Tomb of Night:** Prison of shadow drains levels from subject inside.
- 9 **Consume Essence:** Slay creature and instantly reanimate it as a dark creature under your control.

### EYES OF THE NIGHT SKY

- 7 **Truth Revealed:** As the spell *true seeing*, with additional, but possibly misleading, information.
- 8 **Far Sight:** As the spell *greater scrying*, in conjunction with the *mystery truth revealed*.
- 9 **Reflections of Things to Come:** Gain limited insight into the future.

### HEART AND SOUL

- 7 **Dark Soul:** Compel a subject to attack a target of your choice.
- 8 **Soul Puppet:** As the spell *dominate monster*.
- 9 **Shadow Surge:** As the spell *dominate monster*, but affects multiple targets for 1 round.

### SHADOW CALLING

- 7 **Summon Umbral Servant:** Summon shadow elementals to serve you.
- 8 **Shadow Plague:** A cloud of shadow energy deals 4d6 cold damage/round.
- 9 **Army of Shadow:** Summon shadow elementals to serve you.

### AFRAID OF THE DARK

Apprentice, Umbral Mind  
Level/School: 3rd/Illusion (Mind-Affecting, Shadow)

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

*A shadowy image of your foe appears before him and reaches out to clutch him before vanishing.*

You draw forth a twisted reflection of your foe from the Plane of Shadow. The image unerringly touches the subject, causing Wisdom damage equal to 1d6 points +1 point per four caster levels (maximum +5). A Will saving throw halves the Wisdom damage.

## ARMY OF SHADOW

Master, Shadow Calling

Level/School: 9th/Conjuration  
(Summoning)

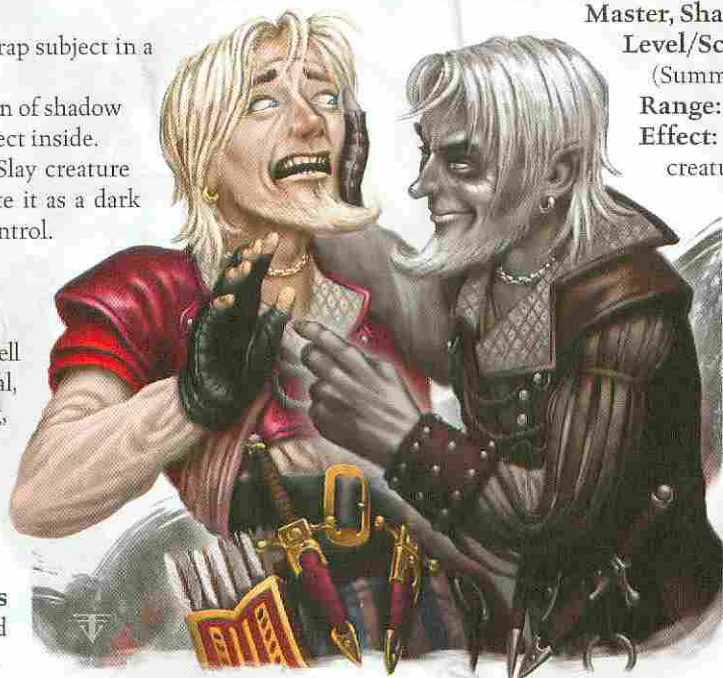
Range: Close (25 ft. + 5 ft./2 levels)

Effect: One or more summoned creatures, no two of which are more than 30 ft. apart  
Duration: 1 minute/level (D)

Saving Throw: None  
Spell Resistance: No

*Reality seems to tear open, revealing a dark rift. From the blackness, a shadow elemental emerges. The first of many, it is ready to serve.*

This mystery functions like the spell *summon monster I*, except as noted here. You can summon one elder, two greater, four Huge, or eight Large shadow elementals.



*Afraid of the dark brings forth a shadowy duplicate that attacks your enemy's will*

## ARROW OF DUSK

Fundamental

Level/School: 1st/Evocation

Range: Medium (100 ft. + 10 ft./level)

Effect: Ray

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

*A bolt of shadow springs from your hand, draining vitality where it strikes.*

You must succeed on a ranged touch attack to deal 2d4 points of nonlethal damage to the target. If you score a critical hit, triple the damage.



## AURA OF SHADE

Initiate, Elemental Shadows

Level/School: 4th/Abjuration [Cold]

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

*The environment grows immediately more comfortable as you surround yourself with an aura of protective shadow.*

You protect the subject from low temperatures and cold energy with a thin layer of that energy's shadowy reflection. This grants the subject immunity to normal extremes of temperature and absorbs cold damage from attacks and effects. When an *aura of shade* absorbs a total of 12 points of cold damage per caster level (maximum 120), it expires.

For as long as the *aura* is active, the subject's weapon or natural weapon melee attacks deal an extra 1d6 points of cold damage.

## BEND PERSPECTIVE

Apprentice, Eyes of Darkness

Level/School: 1st/Divination (Scrying)

Range: Personal

Target: You

Duration: 1 minute/level (D)

*You send your vision through shadows and into planar reflections, altering your point of view.*

You view the world as though you were standing in a different spot, up to a maximum distance of 25 feet plus 5 feet per two caster levels. You cannot see through solid objects. You can, however, look around corners or over barriers, obtain a bird's-eye view of your area, and the like. Essentially, you shift your perspective as though you were located at any spot in range to which you have line of effect.

You can switch back and forth between your own eyes and your alternate viewpoint as a swift action. You can move your alternate perspective, as in the spell *arcane eye*. Its speed is only 10 feet per round, however, and every round of such movement decreases the mystery's duration by 1 minute (if you move the perspective in the last minute of the duration, you gain a few seconds of vision at the new position before the effect expires).

## BLACK CANDLE

Fundamental

Level/School: 1st/Evocation [Light or Darkness]

Range: Touch

Target: Object touched

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: No

*You draw on extraplanar shadow or banish existing shadows to let in the light.*

This mystery functions like the spell *light* or the spell *darkness*. Only one of these two effects is possible per use, and you must decide which effect is desired when casting.

## BLACK FIRE

Apprentice, Dark Terrain

Level/School: 2nd/Evocation [Cold]

Range: Close (25 ft. + 5 ft./2 levels)

Area: One 5-ft. square/level (S)

Duration: 1 round/level (D)

Saving Throw: Reflex negates; see text

Spell Resistance: Yes

*You open a conduit to the Plane of Shadow, drawing its elements into the world and igniting a black fire on the ground.*

You create a shapeable shadowy curtain of black flame that covers the affected squares. The fire deals 1d6 points of cold damage per two caster levels to any creature standing in an affected square at the beginning of each of your turns until the effect ends. In addition, the flame deals damage to any creature entering or passing through an affected square. *Black fire* burns only a few feet tall, so a creature can avoid the effect of the mystery by jumping or flying over the area.

## BOLSTER

Initiate, Body and Soul

Level/School: 4th/Transmutation

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

*By linking the creature touched and the Plane of Shadow, you temporarily trade some of its traits for more potent ones belonging to creatures of that shady realm.*

You grant the subject 5 temporary hit points for each of its Hit Dice (maximum 75). For the duration of the effect, the subject's shadow grows larger than normal, and its movements are very slightly uncoordinated with those of the subject. An observer can notice this characteristic by making a DC 20 Spot check.

## CARPET OF SHADOW

Apprentice, Dark Terrain

Level/School: 1st/Conjuration (Creation)

Range: Close (25 ft. + 5 ft./2 levels)

Area: One 5-ft. square/level (S)

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: No



*The ground becomes rough and hazardous, the real floor superimposed with irregular terrain of the Plane of Shadow.*

You cloak the ground with an uneven and hard to traverse surface. The terrain becomes difficult, meaning that each 5-foot square within the area costs double to move into. For instance, each light undergrowth square (normally costing 2 squares of movement to move into) now costs 4 squares of movement to move into. If you cast this mystery a second time on the same area (or a portion of the same area) while the first casting is still active, the second casting does not worsen the terrain further (although it would extend the duration of the effect on that area).

## CAUL OF SHADOW

**Fundamental**

**Level/School:** 1st/Abjuration

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D)

*A shifting, whirling field of semisolid shadows and tiny rifts in the air rises around you.*

Caul of shadow faintly darkens your form, but does not provide any bonuses on Hide checks or similar efforts. You gain a +1 deflection bonus to AC, with an additional +1 for every six caster levels (maximum bonus +4).

## CLINGING DARKNESS

**Apprentice, Dark Terrain**

**Level/School:** 3rd/Conjuration (Creation)

**Range:** Close (25 ft. + 5 ft./2 levels)

**Area:** 20-ft.-radius emanation (D)

**Duration:** 1 minute/level

**Saving Throw:** Reflex negates; see text

**Spell Resistance:** Yes

*Shadow oozes out of the floors, the walls, even the air, filling the area with wisps of writhing blackness. Creatures within the area become coated in these clinging shadows.*

Any creature within the area affected by this mystery, or that enters the area on its turn, must make a Reflex save or become immobilized (see page 140).

Each round on its turn, an immobilized subject can attempt a new saving throw to end the condition. Because of the subject's condition, this save is a full-round action (but does not provoke attacks of opportunity). If an immobilized subject succeeds on its save, it still needs to save again at the start of its next turn in order to avoid succumbing to the darkness again.

## CONGRESS OF SHADOWS

**Apprentice, Ebon Whispers**

**Level/School:** 2nd/Divination [Mind-Affecting]

**Range:** 1 mile/level

**Target:** One living creature whose exact location is known to you, or one living creature you know well whose approximate location (within 100 ft.) is known to you

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

*You look toward your shadow and speak a few words knowing that some distance away, a subject hears them and might reply.*

You speak, and your words appear in the mind of a distant creature. The message can consist of up to five words, plus one additional word per caster level. It cannot deliver command words for magic items, or in any other respect function as anything but normal speech. If the subject is where you believe it to be, the message is delivered. The subject recognizes the identity of the sender of the message if it knows you. The creature can then reply, using the same number of words that you used. The message cannot cross planar boundaries.

## CONSUME ESSENCE

**Master, Ebon Walls**

**Level/School:** 9th/Necromancy [Death]

**Range:** Touch

**Target:** One living creature

**Duration:** Instantaneous, then 1 round/level (D); see text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*You reach out and peel the subject's shadow away, then wrap it inside your own.*

The target of this horrid mystery must succeed on a Will saving throw or die. If the creature succumbs to the mystery and dies, it immediately returns to life, gains the dark creature template, and is under your control. The creature remains in this state for 1 round per level, and then dies again.

## CURTAIN OF SHADOWS

**Initiate, Veil of Shadows**

**Level/School:** 5th/Transmutation

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** Shadowy wall whose area is up to one 10-ft. square/level (S)

**Duration:** 1 minute/level (D)

**Saving Throw:** None

**Spell Resistance:** No

*You create a wall of frigid shadow that blocks vision and wracks all who pass through it with cold.*

You create a wall of shadow that completely blocks line of sight. Any creature passing through the wall takes 1d6 points of cold damage per caster level (maximum 15d6).





*By casting consume essence, Thanielle sucks the life out of her foe*

## DANCING SHADOWS

Apprentice, Shutters and Clouds  
**Level/School:** 3rd/Illusion (Glamer)  
**Range:** Touch  
**Target:** One creature/5 levels  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

*You draw the shadows around yourself or other subjects, where they waver and shift, partially obscuring form.*

You grant subjects concealment. If you cast this mystery on a single subject, the shadows are thicker, and the subject gains total concealment. The spell *see invisibility* and the mystery *piercing sight* do not negate these miss chances, but the spell *true seeing* and the mystery *truth revealed* do.

## DARK AIR OR WATER

Initiate, Elemental Shadows  
**Level/School:** 5th/Transmutation [Air or Water]

*Reaching out with your mind to the darkness attached to your soul, you infuse nature with shadow and compel it to do your will.*

This mystery functions like the spell *control water* or *control winds*. You decide which version to use at the time of casting.

## DARK SOUL

Master, Heart and Soul  
**Level/School:** 7th/Enchantment (Compulsion) [Mind-Affecting]  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level  
**Saving Throw:** Will negates; see text  
**Spell Resistance:** Yes; see text

*You open the subject's mind to the Plane of Shadow, altering its personality.*

You turn the dark energies from the Plane of Shadow upon another creature, compelling it to act in ways that it normally would not. While this effect is active, you can use a standard action to focus the shadow energies on one living creature within 30 feet that you select. The creature must succeed on a Will saving throw (DC 17 + your Cha modifier) or immediately make a melee attack against one target within its reach.

## DUSK AND DAWN

Apprentice, Shutters and Clouds  
**Level/School:** 1st/Evocation  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Area:** 20-ft.-radius emanation centered on a point in space  
**Duration:** 10 minutes/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No



By drawing shade from the Plane of Shadow, or banishing the shadows back to it, you control the level of illumination in the area.

You make a dark area lighter or a light area darker, blanketing the affected area in shadowy illumination. Creatures with darkvision can see through this area normally.

## ECHO SPELL

**Initiate, Black Magic**  
**Level/School:** 5th/Universal  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** Repeat a previously cast spell or mystery  
**Duration:** See text  
**Saving Throw:** See text  
**Spell Resistance:** See text

Even as you recoil from your enemy's spell, you reach into the Plane of Shadow and draw forth the spiritual reflection of that spell. With a grin, you manifest it in the physical world and hurl it back at him.

You can "echo" a mystery or spell cast by anyone other than yourself, causing it to remanifest under your control. Both the caster and the effect must have been within *echo spell's* range, and the entire casting must have occurred in the previous round. You choose the mystery or spell's target, and make any other choices involved in casting it. You cast the mystery or spell using your mystery user level (use your Cha modifier to determine the mystery or spell's DC; its duration, saves, and the like are as normal for that spell). You cannot echo a mystery or spell of a higher level than the highest-level mystery you can cast, and you can never echo a mystery or a spell of higher than 4th level.

## EPHEMERAL IMAGE

**Master, Dark Metamorphosis**  
**Level/School:** 7th/Illusion (Shadow)  
**Effect:** One shadow duplicate  
**Duration:** 1 minute/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No

You detach your own shadow and animate it with extraplanar energies, creating a dark-hued, hazy duplicate of yourself.

This mystery functions like the spell *project image*, except as noted above. In addition, the image that you project has concealment unless it is in direct sunlight or within the area of a daylight spell.

## EPHEMERAL STORM

**Master, Breath of Twilight**  
**Level/School:** 9th/Evocation  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One living creature/2 levels, no two of which are more than 20 ft. apart  
**Duration:** Instantaneous

**Saving Throw:** Fortitude partial  
**Spell Resistance:** Yes

*The air explodes with shadowy tendrils that slice like blades.*

Targets of *ephemeral storm* must make a Fortitude save or die. Those who succeed take 5d6 points of damage.

## FAR SIGHT

**Master, Eyes of the Night Sky**  
**Level/School:** 8th/Divination (Scrying)  
**Range:** See text  
**Effect:** Magical sensor  
**Duration:** 1 minute/level (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

*You alter your perceptions to see through any shadow, anywhere.*

*Far sight* is similar to the spell *greater scrying*, with the modifications described here. This mystery allows you to see the subject's true essence, as with the *truth revealed* mystery.

## FEIGN LIFE

**Initiate, Dark Reflections**  
**Level/School:** 5th/Transmutation  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One Small object per caster level; see text  
**Duration:** 1 round/level (D)  
**Saving Throw:** None  
**Spell Resistance:** No

*You infuse one or more small objects with shadowstuff, causing them to animate at your command.*

This mystery functions like the spell *animate objects*, but the items grow dark and warped, becoming more sharp-edged and appearing slightly worn or decayed for the duration of the effect. In addition, objects animated by this mystery benefit from concealment.

## FLESH FAILS

**Apprentice, Touch of Twilight**  
**Level/School:** 2nd/Necromancy  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** Yes

*You open your enemy to the darkness, trading his physical attributes for weaker abilities belonging to creatures of shadow.*

You deal either 4 points of Strength damage, 4 points of Dexterity damage, or 2 points of Constitution damage to the subject; you choose which kind of ability damage when you cast the mystery.



## FLESH FAILS, GREATER

Master, Breath of Twilight

Level/School: 8th/Necromancy

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level in a 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

*Your foes suddenly find their bodies infused with shadowstuff, weakening them greatly.*

This mystery functions like the mystery *flesh fails*, except that you can affect multiple subjects, and you deal either 6 points of Strength damage, 6 points of Dexterity damage, or 4 points of Constitution damage. You must deal the same kind of ability damage to all subjects.

## FLICKER

Apprentice, Ebon Whispers

Level/School: 3rd/Conjuration (Teleportation)

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

*You flash through the conduits and pathways of the Plane of Shadow, manifesting in multiple locations in the real world.*

Once per round, as an immediate action, you can instantly transfer yourself from your current location to any other spot within a distance of 5 feet per two caster levels. You always arrive at exactly the spot desired—just as with the spell *dimension door*. If you cast *flicker* in response to an attack against you, the strike has a 50% miss chance.

## FLOOD OF SHADOW

Initiate, Black Magic

Level/School: 6th/Abjuration

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius spread

Duration: 10 minutes/level (D)

Saving Throw: None

Spell Resistance: See text

*You inundate the area with strange energies from the Plane of Shadow, warping the effects of magic.*

A flood of mystical shadow-power renders casting more difficult. To cast most spells while in, or into, an area affected by *flood of shadow*, the caster must succeed on a Spellcraft check (DC 15 + spell level), or the spell is lost with no effect.

Mysteries or any spells of the shadow subschool can be cast within or into the affected area without making the Spellcraft check. In addition, if a mystery or a spell of the shadow subschool originates in an area affected by

*flood of shadow*, its variable numerical effect is increased by 50% (as if it was empowered), although its level does not increase.

## KILLING SHADOWS

Apprentice, Eyes of Darkness

Level/School: 3rd/Transmutation

Range: 30 ft.

Effect: Cone

Duration: Instantaneous

Saving Throw: Will half

Spell Resistance: Yes

*Your eyes turn black and shoot forth a shadowy cone of punishment.*

Creatures within a cone of *killing shadows* take 1d8 points of damage per caster level (maximum 10d8), or half that amount on a successful Will save.

## LANGUOR

Initiate, Body and Soul

Level/School: 5th/Enchantment (Compulsion)

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature or one creature/level, no two of which are more than 30 ft. apart; see text

Duration: 1 round/2 levels (D)

Saving Throw: Will negates

Spell Resistance: Yes

*You channel shadowstuff into the subject's shadow, literally weighing him down under its weight.*

*Languor* functions like either the spell *slow* or the spell *hold monster*. You choose which version you want before the effect begins. If you choose *hold monster*, the mystery can affect only one subject.

## LIFE FADES

Apprentice, Touch of Twilight

Level/School: 1st/Necromancy

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

*A wave of darkness washes over the subject, sapping his energy into the Plane of Shadow.*

Your touch deals 1d6 points of nonlethal damage per caster level (maximum 5d6) and causes the subject to become fatigued for 1 round per caster level (a Fortitude save negates the fatigue). This mystery does not stack with itself, so a creature fatigued by one casting does not become exhausted by a second casting.



## LIFE FADES, GREATER

Master, Breath of Twilight

Level/School: 7th/Necromancy

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature/level in a 20-ft.-radius spread

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

*Draining shadows erupt around your foes, funneling their essence and energy into the Plane of Shadow.*

Your touch deals 1d6 points of nonlethal damage per caster level (maximum 20d6) and causes the subject to become exhausted for 1 round per caster level (a Fortitude save reduces the damage by half and decreases the exhaustion to fatigue). This mystery does not stack with itself, so a creature fatigued by saving against one casting does not become exhausted by saving against a second casting.

## LIQUID NIGHT

Fundamental

Level/School: 1st/Conjuration (Creation)

Range: Touch

Effect: A small quantity of ink

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

*The shadows around your hand seem to weep, leaving a small puddle of dark tears.*

You create a quantity of ink great enough for you to write approximately one page of text. It is not of sufficient quality to scribe spells. In darkness or shadowy illumination, the ink glows with red or yellow light that has the brightness of a candle. Water splashed on the ink causes it to wash away and cease glowing, but otherwise the ink continues to glow indefinitely.

## MESMERIZING SHADE

Apprentice, Umbral Mind

Level/School: 1st/Enchantment (Compulsion) [Mind-Affecting]

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Will partial

Spell Resistance: Yes

*Shadows flicker before the eyes and in the mind of the subject creature, which suddenly seems to be disoriented.*

Shadow flickers around the subject, distracting and dazing him. The subject can avoid the daze effect with a successful Will saving throw, but still takes a -1 penalty on attack rolls, checks, and saves.

## MYSTIC REFLECTIONS

Fundamental

Level/School: 0/Divination

Range: Personal

Target: You

Duration: 1 round/level (D)

*You peer slightly into the Plane of Shadow and can see the distortion in an object's shadow-self caused by the presence of magic.*

This mystery functions like the spell *detect magic*, except as noted above. You can detect magic up to 30 feet away.

## PASS INTO SHADOW

Initiate, Ebon Roads

Level/School: 5th/Conjuration (Teleportation)

Range: Touch

Effect: Creature touched, or up to eight willing creatures joining hands

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

*You break down the boundaries between worlds, opening a path into the Plane of Shadow.*

This mystery functions like the spell *plane shift*, except that your destination or origination must be the Plane of Shadow.

## PIERCING SIGHT

Apprentice, Eyes of Darkness

Level/School: 2nd/Divination

Range: Personal

Target: You

Duration: 1 minute/level (D)

*You view the shadow reflection of the world around you, allowing you to penetrate darkness and mystical obstructions.*

You can see invisible and ethereal creatures and objects as with the *see invisibility* spell. In addition, you gain darkvision out to 60 feet.

## PRISON OF NIGHT

Master, Ebon Walls

Level/School: 7th/Conjuration (Creation)

Range: Close (25 ft. + 5 ft./2 levels)

Target: One Huge or smaller creature

Duration: 1 round/level (D)

Saving Throw: Fortitude negates; see text

Spell Resistance: Yes

*You solidify extraplanar shadow, creating a solid prison of darkness.*

This mystery immobilizes the subject in a prison of shadowstuff. This prison blocks both line of effect and line of sight to the creature inside it, and is impenetrable from the



outside. The creature inside the prison takes 1d6 points of cold damage at the beginning of each round that it remains inside the prison.

Once each round as a standard action, a creature caught in the prison can attempt a Fortitude saving throw against the spell's original DC to break out of the prison. Success means that the creature can move out of the prison, and it fades to nothingness. Failure means that the creature takes 1d4 points of Constitution damage and remains trapped.

## REFLECTIONS OF THINGS TO COME

**Master, Eyes of the Night Sky**

**Level/School:** 9th/Divination

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level or until discharged

*Using the greatest of magic, you peer through the Plane of Shadow back into the Material Plane, and view shadows and reflections of events that have not yet happened.*

This mystery grants you knowledge of what will occur (or at least what is likely to occur), granting you several benefits. You gain the uncanny dodge ability, a +10 insight bonus on initiative checks (you always get to act in a surprise round), and a +4 insight bonus to Armor Class.

In addition, you can discharge the energy of this mystery as an immediate action to cause an attack to miss you that would otherwise have been successful. You can declare that you are using this ability after the result of the attack roll is known, but you must do so before damage is determined. Using this ability discharges and ends the mystery.

You can also discharge the energy of this mystery as an immediate action to immediately reroll one failed saving throw. Using this ability discharges and ends the mystery.

## SHADOW EVOCATION

**Initiate, Dark Reflections**

**Level/School:** 4th/Illusion (Shadow)

This mystery functions like the spell *shadow evocation*, except as noted above. In addition, this mystery can mimic an evocation spell of lower than 5th level (rather than 6th).

## SHADOW EVOCATION, GREATER

**Initiate, Dark Reflections**

**Level/School:** 6th/Illusion (Shadow)

This mystery functions like the spell *greater shadow evocation*, except as noted above. In addition, this mystery can mimic an evocation spell of lower than 7th level (rather than 8th).

## SHADOW HOOD

**Fundamental**

**Level/School:** 0/Evocation

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** No

*Swirling shadows manifest around your foe's head.*

Swirling tendrils and bursts of mystic shadow distract the subject. It takes a -1 penalty on attack rolls and Dexterity-based checks.

## SHADOW INVESTITURE

**Initiate, Body and Soul**

**Level/School:** 6th/Transmutation

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 round/level (D)

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

*You draw the subject's shadow to you and sculpt it into a new shape. The subject warps even as its shadow does.*

You infuse the subject with the power contained in its own shadow. This grants the creature resistance to cold 15, the evasion ability, and the ability to see in darkness (even magical darkness such as that created by the spell *deeper darkness*).

## SHADOW PLAGUE

**Master, Shadow Calling**

**Level/School:** 8th/Conjuration (Creation) [Cold]

This mystery functions like the spell *incendiary cloud*, except that it deals cold damage rather than fire damage.

## SHADOW SKIN

**Apprentice, Shutters and Clouds**

**Level/School:** 2nd/Abjuration

**Range:** Personal

**Target:** You

**Duration:** 1 round or less; see text

*Semisolid shadows rise up and serve as protectors, flickering around you and absorbing some of the damage you might otherwise have taken.*

You can cast this mystery as an immediate action. You gain damage reduction according to your caster level (see table below). This DR lasts until the beginning of your next turn.

Caster Level	DR
Up to 4th	5/magic
5th–9th	10/magic
10th–14th	10/silver
15th–19th	15/silver
20th	15/—



## SHADOW STORM

Initiate, Elemental Shadows

Level/School: 6th/Evocation [Electricity, Cold]

Range: Medium (100 ft. + 10 ft./level)

Targets: One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

*From a sudden rift into the Plane of Shadow, a cold wind begins to blow. Torrents of shadow arc out, draining the life from nearby creatures.*

This mystery creates a blast of electricity and cold energy, much like some of the most fearsome weather found on the Plane of Shadow. The storm strikes one target initially, then arcs to other targets.

The storm deals 1d6 points of damage per caster level (maximum 20d6). Half of this damage is electricity damage, and the other half is cold damage. After it strikes, the storm arcs (like the spell *chain lightning*) to a number of secondary targets equal to your caster level (maximum twenty). The secondary arcs each strike one target and deal half as much damage as the primary one did (round down).

## SHADOW SURGE

Master, Heart and Soul

Level/School: 9th/Enchantment (Compulsion) [Mind-Affecting]

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one living creature/level, no two of which are more than 30 ft. apart

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

*You send the nearby souls plummeting into darkness, leaving their bodies empty vessels that follow your will.*

This mystery functions like the spell *dominate monster*, except as noted above.

## SHADOW TIME

Master, Dark Metamorphosis

Level/School: 9th/Transmutation

Duration: 1d4+4 rounds (apparent time); see text for time stop

This mystery functions like the spell *time stop*, except as noted above.

## SHADOW VISION

Initiate, Veil of Shadows

Level/School: 4th/Transmutation

Range: Medium (100 ft. + 10 ft./level)

Target: One creature with an Intelligence of 3 or higher

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

*The subject's vision overlaps the Plane of Shadow, causing him to see flickering images, areas of darkness, and other visual discrepancies with the material world.*



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You impede the subject's vision and its ability to determine what's happening around it. The subject takes a -4 penalty on attack rolls, saves, ability checks, and skill checks. In addition, you have total concealment with respect to the subject (miss chance applies during each round of the duration).

## SHADOWS FADE

**Initiate, Unbinding Shade**  
**Level/School:** 4th/Abjuration  
**Range:** Medium (100 ft. + 10 ft./level)  
**Target:** One creature or object; or 20-ft.-radius burst  
**Duration:** Instantaneous  
**Saving Throw:** None  
**Spell Resistance:** No

*You reach into shadow and draw forth the reflection of active magic, merging it with that magic and causing them to cancel each other.*

This mystery functions like the spell *dispel magic*.

## SHADOWS FADE, GREATER

**Initiate, Unbinding Shade**  
**Level/School:** 6th/Abjuration

This more potent version of the mystery *shadows fade* functions like the spell *greater dispel magic*.

## SHARP SHADOWS

**Apprentice, Cloak of Shadows**  
**Level/School:** 3rd/Abjuration  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level (D)

*You cloak yourself in sharp spikes of darkness. Although they are weightless and do nothing to impede you, your foes soon discover that they're not so lucky.*

A creature striking you with its body or a handheld weapon takes 1d6 points of damage +1 point per caster level (maximum +15). A creature wielding a reach weapon, such as a long spear, is not subject to this damage if it attacks you. If the attacker has spell resistance, it applies to this effect (unless you used the mystery as a supernatural ability). Damage from *sharp shadows* is not considered magical for the purpose of overcoming damage reduction, and the effect is not considered a weapon for the purpose of spells such as *align weapon* or *magic weapon*.

## SIGHT ECLIPSED

**Apprentice, Cloak of Shadows**  
**Level/School:** 2nd/Illusion (Glamer)  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level (D)

*You cloak yourself in shadow and shift the light that would reveal you into the Plane of Shadow.*

While this mystery is in effect, you can attempt Hide checks even while being observed, just as if you had cover or concealment for the purpose of this determination.

## SIGHT OBSCURED

**Fundamental**  
**Level/School:** 0/Illusion (Glamer)  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

*You cloak the subject and her movements in subtly shifting shadow.*

This mystery grants a +5 circumstance bonus on Hide checks, Sleight of Hand checks, and any other checks that involve concealing the subject's actions or gestures.

## SOUL PUPPET

**Master, Heart and Soul**  
**Level/School:** 8th/Enchantment (Compulsion) [Mind-Affecting]  
**Range:** Touch  
**Target:** One living creature touched  
**Duration:** 1 day/level (D)  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

*Tendrils of shadow creep from your fingers, through the Plane of Shadow, and into the soul of the subject by way of its own shadow. You now control the creature's actions as if it were a puppet.*

The control granted by *soul puppet* follows the same mechanics as the spell *dominate monster*. Anyone observing the subject with the spell *true seeing*, the mystery *truth revealed*, or a similar ability sees tendrils of darkness extending a few feet from the subject before fading into nothingness. Similarly, anyone observing you while using similar abilities notices tendrils extending from your fingers, also fading into nothing.

## STEEL SHADOWS

**Apprentice, Cloak of Shadows**  
**Level/School:** 1st/Abjuration  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level (D)

*Darkness coalesces about your body, forming a shadow-shape of armor and another that looks like a shield. Although they are as weightless as the air, you know they'll protect you as well as if they were made of steel.*



*Steel shadows* grants you a +3 armor bonus and a +3 shield bonus to AC, but without weight, armor check penalty, arcane spell failure chance, or speed reduction. The effect is not a force effect, and attacks from incorporeal creatures ignore it.

## STEP INTO SHADOW

**Initiate, Ebon Roads**

**Level/School:** 4th/Conjuration (Teleportation)

**Range:** Long (400 ft. + 40 ft./level)

**Target:** You and touched objects or other touched willing creatures

**Duration:** Instantaneous

**Saving Throw:** None and Will negates (object)

**Spell Resistance:** No and Yes (object)

You transport yourself through the Plane of Shadow to any spot within range. Your shadow stretches out from you until it reaches your chosen destination, passing through solid objects and moving independently of the ambient light. You appear to fall into your shadow at one end, and rise from it at the other.

This mystery functions like the spell *dimension door*.

## SUMMON UMBRAL SERVANT

**Master, Shadow Calling**

**Level/School:** 7th/Conjuration (Summoning)

**Range:** Close (25 ft. + 5 ft./2 levels)

**Effect:** One summoned creature

**Duration:** 1 round/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You summon a creature of shadow to serve you, calling it through the barriers between worlds.

This mystery functions like the spell *summon monster I*, except as noted here. You can summon one Huge, two Large, or four Medium or smaller shadow elementals.

## THOUGHTS OF SHADOW

**Apprentice, Umbral Mind**

**Level/School:** 2nd/Transmutation

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 minute/level (D)

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

You open the subject's mind to shadow, and the new perceptions it offers.

You grant the subject a +4 enhancement bonus to Intelligence, Wisdom, or Charisma. You decide which ability you are enhancing when you cast the mystery, and you may not later alter your choice.

## TOMB OF NIGHT

**Master, Ebon Walls**

**Level/School:** 8th/Conjuration (Creation)

You temporarily banish your foe to the depths of shadow.

This mystery functions like the mystery *prison of night*, except that instead of taking Constitution damage upon failing a Fortitude saving throw to escape the prison, the creature gains one negative level. In addition, *tomb of night* deals 3d6 points of cold damage per round.

## TRUTH REVEALED

**Master, Eyes of the Night Sky**

**Level/School:** 7th/Divination

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level (D); see text

By focusing on the spiritual shadow of the world, you can see hidden truths.

At its most basic, this mystery functions like the spell *true seeing*. You can also, by concentrating on a particular creature or object for 1 minute or more, gain additional information on that subject. However, because of the distortion between worlds and the twisting effect of shadows, any additional information gained in this manner might be false or misleading.

Effect	Rounds Studied
Detect chaos	1
Detect evil	1
Detect good	1
Detect law	1
Detect magic	1
Detect thoughts	1
Determine subject's recent actions <sup>1</sup>	3
Discern lies	1
Learn subject's greatest fear	2
Learn subject's greatest love	2
Learn subject's name	2

<sup>1</sup> See what the subject did a number of minutes into the past equal to your caster level.

The table below indicates what other mystical effects can be duplicated with *truth revealed*. Concentrating on a specific target requires a substantial amount of time, during which you can only take move actions, and cannot focus on any other target. At the end of this period, the target makes a saving throw against the DC of *truth revealed* to resist the detection effect. Spell resistance applies to this further detection effect as well. You may not attempt any one effect on the same target more than once per use of *truth revealed*. Remember that these effects are in addition to the basic knowledge granted by *true seeing*, which occurs instantly and reliably.



## UMBRAL BODY

**Master, Dark Metamorphosis**  
**Level/School:** 8th/Transmutation  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level (D)

*You become a being of shadow, rather than one of substance.*

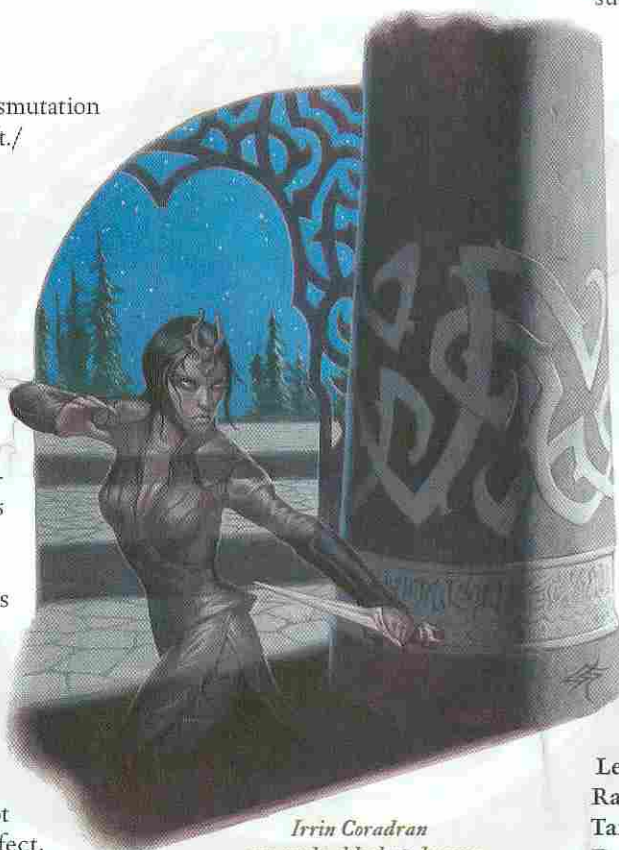
You gain the incorporeal subtype (see page 164) and all advantages and traits associated with it.

## UMBRAL HAND

**Fundamental**  
**Level/School:** 1st/Transmutation  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One unattended object weighing up to 5 lb./level  
**Duration:** 1 round/level (D)  
**Saving Throw:** Will negates (object)  
**Spell Resistance:** No

*You point your finger at a distant object, and the shadows seem to grasp and tug at it.*

This mystery functions like the spell *mage hand*, except you can manipulate heavier objects and magic items. Magic items are allowed a saving throw to negate the effect. You need not concentrate on the effect, but you must direct it with your thoughts once each round (a free action), or the effect ends.



*Irrin Coradran uses umbral body to become incorporeal before attacking*

## UMBRAL TOUCH

**Apprentice, Touch of Twilight**  
**Level/School:** 3rd/Conjuration  
**Range:** Touch  
**Target:** Creature or creatures touched  
**Duration:** 1 minute/level (D); see text  
**Saving Throw:** Fortitude partial; see text  
**Spell Resistance:** Yes

*Darkness surrounds your hand, turning it into a deadly weapon.*

*Umrbral touch* infuses one of your hands with dark, shadowy energy, allowing you to make debilitating melee touch attacks. A successful strike deals 5d6 points of damage to a

target, which must succeed on a Fortitude saving throw or also be *slowed*. While this mystery is active, you threaten an area as if you were armed and can make attacks of opportunity with your *umbral touch*.

This mystery completely occupies one of your hands, as if you were holding an object in that hand. If you have another open hand, you can cast other mysteries or spells normally, even those with a range of touch, but you cannot deliver another touch mystery or touch spell and make an attack with *umbral touch* in the same round.

This effect normally lasts for 1 minute per level, but each successful touch attack shortens the duration by 1 minute (allowing you to make one successful attack per level before the effect is discharged).

## UNRAVEL DWEOMER

**Initiate, Unbinding Shade**  
**Level/School:** 4th/Abjuration  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** Up to one creature/level, all within 30 ft. of each other  
**Duration:** Instantaneous  
**Saving Throw:** See text  
**Spell Resistance:** No

*You open a conduit to the Plane of Shadow, leaching out the energy maintaining an ongoing magical effect.*

This mystery functions like the spell *break enchantment*.

## UNVEIL

**Initiate, Veil of Shadows**  
**Level/School:** 6th/Divination  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

*Reaching into the shadow of the creature, you grasp the shadows of the deleterious things that affect it and tear them away.*

This mystery immediately ends any of the following adverse conditions: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, immobilized, insanity, nauseated, sickened, stunned, and poisoned. In addition, it negates the effects of the mysteries *mesmerizing shade*, *shadow hood*, and *shadow between*, and cancels curses as the spell *remove curse*.

## VOICE OF SHADOW

**Apprentice, Ebon Whispers**  
**Level/School:** 1st/Enchantment (Compulsion) [Language-Dependent, Mind-Affecting] or Necromancy; see text



**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** 1 round

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*By speaking via a conduit through the Plane of Shadow, you deliver a commanding message.*

This mystery functions like the spell *command*.

A second function is a necromancy effect. Undead and constructs that fail their saving throws against this effect are dazed for 1 round.

You can only use one version of this mystery in a single casting.

## VOYAGE INTO SHADOW

**Initiate, Ebon Roads**

**Level/School:** 6th/Illusion (Shadow)

**Range:** Touch

**Targets:** Up to one touched creature/level

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*You and other creatures you touch enter the Plane of Shadow for a brief span, using it as a means of crossing great distances on the Material Plane.*

This mystery functions like the spell *shadow walk*, except as noted here. Your movement rate on the Plane of Shadow is double that described by the spell. Further, upon reaching your destination, you can attempt a DC 30 Knowledge (the planes) check; success indicates that you appear exactly where you wish, rather than being shunted to a nearby space as per the spell. You need not leave the Plane of Shadow once you enter it, and this mystery can be used on the Plane of Shadow to travel rapidly.

## WARP SPELL

**Initiate, Black Magic**

**Level/School:** 4th/  
Abjuration

**Range:** Close (25 ft. +  
5 ft./2 levels)

**Target:** A spell or mystery cast by someone else

**Duration:** Instantaneous

**Saving Throw:** Will negates; see text

**Spell Resistance:** No

*You reach out with shadowy energies, banishing your foe's spell or mystery into the Plane of Shadow while replacing it with its dark reflection.*

You can cast this mystery as an immediate action to warp another caster's spell or mystery. In this case, *warp spell* must be used at the moment of the other caster's casting. To

be successful, you must beat the other caster on an opposed caster level check (1d20 + caster level). If you do not, you have failed to take control of his spell or mystery, and it manifests normally.

If you succeed on the opposed check, the other caster's mystery or spell is countered, as if you had used the *counterspell* action successfully, and you gain one additional use of an apprentice-path mystery that you know. You can keep this additional use until a later turn (requiring a standard action to activate), but it must be used within 1 hour or it is lost. You can also combine the activation of the additional spell or mystery with the immediate action required for the *warp spell* mystery itself, allowing you to cast the apprentice-path mystery out of turn.

## WIDENED EYES

**Fundamental**

**Level/School:** 1st/Divination

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level (D)

*You cover your eyes with a filter of shadow that channels and enhances incoming light.*

You gain low-light vision, enabling you to see twice as far as a human in starlight, moonlight, torchlight, shadowy illumination, and similar conditions of poor illumination. If you already have low-light vision, these effects stack, enabling you to see four times as far as a human in poor illumination.



*Umbral touch turns Eveneth's hand into a deadly weapon*