

Abandoned Arts Presents:

Spell Power

Shadow Conjunction



Feats and plot hooks for the *Shadow Conjunction* spell.

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SPELL POWER: SHADOW CONJURATION

Presented below are several feats and exciting plot hooks centered around a unifying theme: the shadow conjuration, greater shadow conjuration, and shades spells. These spells were first featured in the Pathfinder® Roleplaying Game: Core Rulebook and are referenced [here](#), [here](#), and [here](#) for your convenience.

SPELL POWER FEATS

Spell power feats interact with specific spells or groups of closely-related spells, modifying the way those spells function for characters that possess them. Spells modified by a spell power feat are harder to identify with the Spellcraft skill. The DC of such a check is increased by +1 for every spell power feat that modifies the spell. A successful check reveals the names and effects of each of the spell power feats modifying the identified spell.

SHADOW AUGMENTATION [SPELL POWER]

Your shadow summons are more robust and powerful.

Prerequisites: ability to cast *shadow conjuration*, *greater shadow conjuration*, or *shades*, Augment Summoning

Benefit: When a *shadow conjuration*, *greater shadow conjuration*, or *shades* spell that you cast mimics a conjuration (summoning) spell that summons one or more creatures, you may choose to apply the benefits of your Augment Summoning feat to the spell.

Special: If you also possess the Superior Summoning feat (the *Pathfinder® Roleplaying Game: Ultimate Magic* sourcebook), you may apply the benefits of that feat to creatures that you summon with *shadow conjuration* spells as well.

If you possess the Midnight Summons, Starlight Summons, or Skeleton Summoner feats (also feature in the *Pathfinder® Roleplaying Game: Ultimate Magic* sourcebook), you may apply those benefits in the same way, and may use the once-daily benefits of your Skeleton Summoner feat to affect *shadow conjuration* summonings.

SHADOW COLLABORATION [SPELL POWER]

You and the shadow creatures that you conjure are of a like mind.

Prerequisites: ability to cast *shadow conjuration*, *greater shadow conjuration*, or *shades*, any teamwork feat

Benefit: Choose one teamwork feat that you possess. At your option, any creatures summoned by a *shadow conjuration*, *greater shadow conjuration*, or *shades* spell that you cast which mimics a conjuration (summoning) spell also possess the selected teamwork feat.

Special: You can gain this feat multiple times. Its effects do not stack. Each time that you select this feat, it applies to another teamwork feat that you possess.

SHADOW PIERCING [SPELL POWER]

Your shadow conjurations more easily pierce through spell resistance.

Prerequisites: ability to cast *shadow conjuration* or *greater shadow conjuration*

Benefit: If a spell that you mimic with a *shadow conjuration*, *greater shadow conjuration*, or *shades* spell would not normally allow spell resistance, you gain a +4 bonus on caster level checks to penetrate spell resistance with a shadow-conjured version.

SHADOW STEALTH [SPELL POWER]

Your shadow summons can vanish into the darkness.

Prerequisites: ability to cast *shadow conjuration* or *greater shadow conjuration*

Benefit: Creatures that you summon with a *shadow conjuration* or *greater shadow conjuration* spell gain a +5 bonus on Stealth checks. Additionally, creatures summoned by a *shadow conjuration* or *greater shadow conjuration* spell that you cast gain the ability to use the Stealth skill to hide in plain sight while in dim light or total darkness, even while being observed by a creature capable of seeing in the dark. This ability otherwise functions like the hide in plain sight advanced rogue talent.

SHADOW WRACKING [SPELL POWER]

Your destructive shadow conjurations enervate your victims.

Prerequisites: ability to cast *shadow conjuration* or *greater shadow conjuration*

Benefit: When a *shadow conjuration* or *greater shadow conjuration* spell that you cast deals damage, you may choose to deal negative energy damage in place of the usual damage type, or types. If the spell deals damage to an area, or to more than one creature, you must choose to deal the same type of damage to all affected creatures. A *shadow conjuration* spell that benefits from this feat is harder to identify with Spellcraft; add +2 to the DC of checks to identify the spell.

An undead creature is unaffected by this sort of negative energy, and takes no damage.

SHADOW CONJURATION PLOT HOOKS

The following plot hooks and concepts are intended to inspire you with clever and memorable ways to implement the *shadow conjuration* spell into your campaign, or simply to bring to mind new and interesting ideas for adventures and quests.

- A clever illusionist takes advantage of shadow conjuration's quick casting time to produce instantaneous effects that would take minutes or hours to conjure conventionally – spells like *major creation*, *phantom steed*, and *sepia snake sigil*.
- A wealthy wizard tours a famed dwarven vault – under careful guard and supervision, of course – all the while using Silent Spell and Still Spell metamagics to stealthily call shadow-conjured summoned creatures into vault rooms protected by a *dimensional lock* – a spell which might block conventional summoning spells... but not *shadow conjuration*.
- An especially powerful shadow demon slays, and then impersonates, a world-renowned conjurer. Using shadow conjured magic, the demon can mimic even the dead caster's signature spells.
- A savvy sorcerer peppers his lair with real pit traps, and false ones conjured with *shadow conjuration* (mimicking spells like *create pit*). The evil mage and all of his henchmen know which pits are real, and which ones are false – knowledge that the villains use to great effect against intruding adventurers and explorers.

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