

CLASSES OF THE LOST SPHERES: **Shadow Weaver**

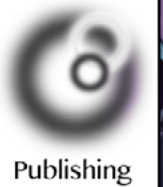


BY DAVID N. ROSS

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Publishing

CLASSES OF THE LOST SPHERES: SHADOW WEAVER

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INTRODUCTION

Welcome the class that wasn't and now is.

When we were approached about the idea of this class we were hesitant. The realm of the Shadow Plane and its empowerment have been explored by many designers, players and game companies. Some of those efforts are amazing.

Rogue Genius Games offers the [Shadow Warrior](#) and the [Shadow Assassin](#). Each approaches a relationship with the Shadow that make them peerless among their relative specialties. Masters of deadly martial darkness and shadow focuses so deadly that a simple shuriken could lay an enemy low.

Ascension Game's nightblade (from [Path of Shadows](#)) blends shadow magic trickery with manifestations of nightborn fear and paths of shadow mastery.

Drop Dead Games spherecasters brought us the fey adept and the [Sphere of Darkness](#) allowing various effects of shadow and the ebon reaches of the supernatural black.

So why the Shadow Weaver then? What does it bring to the vast array of options for the Pathfinder Roleplaying Game?

We are so glad you asked!

In worlds where psions are the undisputed masters of Astral quintessence and the energies of the mind, sorcerers are the scions of Elemental bloodlines ancient and powerful, and clerics draw forth the powers of the Outer worlds; what did the game present for the illusory deceptions and rippling half-reality of the Shadow Plane?

Nothing? No One?

Hints scattered through a dozen classes and spells allude to a greater truth, a master unseen but from the corner of the eye or the flicker of a shadow by an owner unmoving. Illusionists whisper of a power glimpsed in the edges of their trickery. The tilted perspective of one who knows the worlds half-formed and has the Will to drive them to fullness.

The shadow weaver is that one. A master of self-enforced realities and perspectives bent toward the end of design over the drudgeries of truth. As varied as the wills they command, witness a brief glimpse into the world of the masters of illusory writ and worlds imagined.

Welcome to the shadow weaver!

- Christen N. Sowards



SHADOW WEAVER

by David N. Ross

A shadow weaver learns through close contact with the shadowstuff of the Shadow Plane to shape and blend its mutable reality by a combination of deep understanding and sheer force of will. These mystics hone their senses to a supernatural degree and modify what they sense by willing themselves to believe what

they know would otherwise be untrue. As they develop their skills, they learn to control the dualities of light and darkness, life and death, energy and matter, and eventually even imagination and reality, all woven into a greater whole of their design.

Role: By the very nature of their craft, shadow weavers must have keen minds, tremendous willpower, and a willingness to use them. The utter flexibility of their magic allows shadow weavers to play many roles.

Table 1-1: Shadow Weaver

Level	Base Attack Bonus	Fort Bonus	Ref Save	Will Save	Special	Spells Per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Committed will, dark spell, incredible imitation, infinite variation, perspective, perspective realization, perspective spells, trifles	2								
2nd	+1	+0	+0	+3	Silhouette, weave reality (overwhelm disbelief, 1/day)	3								
3rd	+1	+1	+1	+3	Dark spell, weave reality (luminous duality)	3	2							
4th	+2	+1	+1	+4	Avid learner, piercing glimpse	4	3							
5th	+2	+1	+1	+4	Consistent illusions, dark spell, weave reality (2/day)	4	3	2						
6th	+3	+2	+2	+5	Perspective realization	4	4	3						
7th	+3	+2	+2	+5	Dark spell, silhouette	4	4	3	2					
8th	+4	+2	+2	+6	Avid learner, weave reality (vital duality)	4	4	4	3					
9th	+4	+3	+3	+6	Dark spell, piercing glimpse	4	4	4	3	2				
10th	+5	+3	+3	+7	Weave reality (3/day, energy duality)	4	4	4	4	3				
11th	+5	+3	+3	+7	Dark spell	4	4	4	4	3	2			
12th	+6/+1	+4	+4	+8	Avid learner, greater silhouette, silhouette	4	4	4	4	4	3			
13th	+6/+1	+4	+4	+8	Dark spell	4	4	4	4	4	3	2		
14th	+7/+2	+4	+4	+9	Greater piercing glimpse, piercing glimpse, walk through shadows	4	4	4	4	4	4	3		
15th	+7/+2	+5	+5	+9	Dark spell, weave reality (4/day)	4	4	4	4	4	4	3	2	
16th	+8/+3	+5	+5	+10	Avid learner, weave reality (duality of truth)	4	4	4	4	4	4	4	3	
17th	+8/+3	+5	+5	+10	Dark spell, silhouette	4	4	4	4	4	4	4	3	2
18th	+9/+4	+6	+6	+11	Weave reality (weave matter)	4	4	4	4	4	4	4	4	3
19th	+9/+4	+6	+6	+11	Dark spell, piercing glimpse	4	4	4	4	4	4	4	4	4
20th	+10/+5	+6	+6	+12	Avid learner, perspective actualization, weave reality (5/day)	4	4	4	4	4	4	4	4	4

Because close inspection can threaten the integrity of their illusions, shadow weavers usually either stick to carefully chosen attacks that maintain believability or assume an unobtrusive role protecting and empowering others with divinations and enchantments. Shadow weavers meticulously learn all they can about opponents to talk their way out of problems, to quickly destroy enemies with a perfectly-chosen shadow spell, or simply to divert enemies from ever reaching them.

Alignment: Any.

Hit Dice: d6.

CLASS SKILLS

The shadow weaver's class skills are Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Table 1-2: Shadow Weaver Spells Prepared

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

Note: “+1” represents the dark spell.

CLASS FEATURES

The following are the class features of the shadow weaver.

Weapon and Armor Proficiencies: A shadow weaver is proficient with all simple weapons and with light armor, but not with shields.

Spells: A shadow weaver casts umbral spells drawn from the shadow weaver spell list (page 17). A shadow weaver must prepare her spells ahead of time, but unlike a wizard, her spells are not expended when they’re cast. Instead, she can cast any spell that she has prepared repeatedly, consuming a spell slot of the appropriate level each time, assuming she hasn’t yet used up her spell slots per day for that level.

To learn, prepare, or cast a spell, the shadow weaver must have an Intelligence score equal to at least 10 + the spell’s level. The saving throw DC against a shadow weaver’s spell is 10 + the spell’s level + the shadow weaver’s Intelligence modifier.

A shadow weaver can only cast a certain number

of spells of each spell level per day. Her base daily spell allotment is given on Table 1-1. In addition, she receives bonus spells per day if she has a high Intelligence score (see the *Pathfinder RPG Core Rulebook*).

A shadow weaver may know any number of spells by storing them in her shadow, but the number she can prepare each day is limited. At 1st level, she can prepare three 0-level spells and two 1st-level spells each day. At each new shadow weaver level, the number of spells she can prepare each day increases, adding new spell levels as indicated on Table 1-2. Unlike the number of spells she can cast per day, the number of spells a shadow weaver can prepare each day is not affected by her Intelligence score. Feats and other effects that modify the number of spells known by a spellcaster instead affect the number of spells a shadow weaver can prepare.

A shadow weaver must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her shadow in an area of dim light. While studying, the shadow weaver decides what spells to prepare and refreshes her available spell slots for the day.

Like a sorcerer, a shadow weaver can choose to apply any metamagic feats she knows to a prepared spell as she casts it, with the same increase in casting time (see the *Pathfinder RPG Core Rulebook*). However, she may also prepare a spell with any metamagic feats she knows and cast it without increasing casting time like a wizard. She cannot combine these options—a spell prepared with metamagic feats cannot be further modified with another metamagic feat at the time of casting.

Spell-Storing Shadow: A shadow weaver must study subtle magical markings on her shadow each day to prepare her spells. She can't prepare any spell not recorded in her shadow. Because shadow weavers carry shadowstuff in their own shadows, they can use spells with the shadow^{UM} descriptor even in places cut off from the Shadow Plane.

A shadow weaver begins play with all 0-level shadow weaver spells plus two 1st-level spells of her choice stored in her shadow. The shadow weaver also selects a number of additional 1st-level spells equal to her Intelligence modifier to add to the shadow. (He also gains a spell from her dark spells ability.) At each new shadow weaver level, she gains one new spell of any spell level that she can cast (based on her new shadow weaver level) stored in her shadow. At any time, a shadow weaver can study the shadow of any spellcaster with spells on the shadow weaver spell list prepared or known to learn that spell as if the shadow were a wizard's spellbook containing the spell. She must scribe the new spell into her shadow with magical inks exactly like a wizard's spellbook.

Committed Will: Although the shadow weaver retains her normal ability to control her illusions and does not forget they are the works of her magic, the willpower she commits to mastering their nuances prevents her from seeing through her own illusions or avoiding or diminishing their effects on her through disbelief.

In addition, when a creature succeeds on a Will save to disbelieve the shadow weaver's illusion, the shadow weaver instinctively knows that the creature succeeded. Its disbelief infects her, costing her the ability to maintain it convincingly while that creature observes it. All observers automatically disbelieve that illusion (although it does not end unless it is a phantasm).

UMBRAL SPELLS

A shadow weaver's spells are umbral, not arcane, divine, psychic, or temporal. However, umbral spells have similar components to those of psychic spells (*Pathfinder RPG Occult Adventures*). Umbral spells have thought components instead of verbal components and emotion components instead of somatic components. A thought component requires only mental action and so is not spoiled by deafness or magical *silence*. However, when a spell with a thought component requires a concentration check, the DC of that check increased by 10 unless the shadow weaver spent a move action to center herself before beginning to cast the spell. An emotion component requires only mental action and so is not spoiled by grappling or helplessness. However, an umbral spell with an emotion component is more difficult to cast when under a non-harmless fear effect or emotion effect. Unlike a psychic spell, an umbral spell can be cast under such an effect, but in order for the shadow weaver to cast it, she must succeed at a concentration check against the effect's save DC + twice spell's level. For the purposes of liminal magic, an umbral spell has a mental source with a shadow origin. Certain umbral spells are noted in their descriptions as being available to undercast. When the shadow weaver prepares such a spell, she can cast all lower-level versions of the spell as if she had also prepared them.

Dark Spells: The shadow weaver gains an additional spell prepared of each spell level she can cast which must have the darkness or shadow^{UM} descriptor (indicated with "+1" on the table).

In addition, the shadow weaver stores one 1st-level spell with the darkness or shadow^{UM} descriptor in her

shadow in addition to the ones described in spell-storing shadow. At every odd-numbered level after 1st, the shadow weaver stores another darkness- or shadow^{UM}-descriptor spell of any level she can cast in her shadow.

Incredible Imitation (Ex): The shadow weaver can choose to make any spell she casts superficially resemble another spell very closely. An illusion can seem to be any sort of spell its effects resemble, but a spell of another school can only appear to be a spell of the same school. When identified with a skill check, the shadow weaver's spell is mistaken for the spell it resembles unless the viewer exceeds the DC by at least the shadow weaver's class level. Even viewers using spells like *detect magic* can be fooled this way, although spells like *greater arcane sight* and *analyze dweomer* (and spells of a similar or higher level that automatically identify spells) reveal the spell as it truly is. Observers still get a Will save to disbelieve the illusion if they learn its true school of magic and for any other appropriate reason. When the shadow weaver pretends to use components for a disguised spell (such as providing a wizard's material, verbal, and somatic components for a *fireball* spell when casting an illusion of a *fireball*), the spell makes those components seem to vanish or otherwise act as appropriate for the imitated spell.

Infinite Variation (Ex): The shadow weaver's illusions feature subtle variations that seem too idiosyncratic to all be fake. Disbelieving any of the shadow weaver's illusions does not in itself grant observers a Will save to disbelieve any of the shadow weaver's other illusions without interacting with them.

Perspective: Each shadow weaver focuses her will to manipulate reality in a particular way, such as carefully visualizing her desires or reliving her memories. This is called her perspective. Her chosen perspective determines what sorts of spells and effects her shadow illusions can bring into quasi-reality. The choice of perspective is made at 1st level; once made, it can't be changed. The shadow weaver's chosen perspective gives the shadow weaver a number of perspective realizations (at 1st and 6th levels). The DC of a saving throw against a perspective realization is $10 + \frac{1}{2}$ the shadow weaver's level + the shadow weaver's Wisdom modifier.

Perspective Spells: The shadow weaver's perspective defines a group of perspective spells. When the shadow weaver casts a shadow illusion that mimics an

DISBELIEF

Many of a shadow weaver's spells and abilities can be disbelieved with a successful Will saving throw. Proof that an illusion is unreal grants disbelief automatically without even the need for a saving throw. Identifying a spell as an illusion with the Spellcraft or Knowledge (arcana) skills provides reason to doubt an illusion. Without a reason for doubt, a saving throw is only allowed upon interaction with (or close inspection of) the illusion. A verbal warning from a trusted ally or other reason to doubt an illusion grants a saving throw with a +4 bonus, although the shadow weaver's committed will generally means a save is unnecessary. Although creatures who repeatedly disbelieve illusions from the same source generally have reason to doubt any further spells that they can tell came from that source, a shadow weaver's infinite variation ability prevents observers from getting saving throws for that reason.

other spell (such as *shadow conjuration* or *false abjuration I*), she chooses from her perspective spells of the appropriate school of magic and appropriate spell level rather than from the list noted in the shadow illusion.

The shadow weaver also gains a bonus equal to half her shadow weaver level on Use Magic Device checks to cast her perspective spells from spell completion and spell trigger items (scrolls, staves, and wands).

Trifles: Shadow weavers can prepare a number of trifles, or 0-level spells, each day as noted on the table above. These spells are cast like any other spell, but they do not use spell slots and may be used any number of times.

Silhouette (Su): At 2nd level, the shadow weaver can stitch an illusion into her own shadow to maintain its effects constantly. She must choose one of the following silhouettes. The Will save DC to disbelieve a silhouette (if any) is $10 + \frac{1}{2}$ shadow weaver level + shadow weaver's Intelligence modifier. If the shadow weaver creates a new silhouette effect when she al-

ready has one in effect, the previous one ends immediately. At 7th level and every five levels thereafter, the shadow weaver gains another silhouette chosen from this list. She can have one of each silhouette she knows active at one time. She can replace one previously chosen silhouette whenever she gains a shadow weaver level. Once an observer disbelieves a silhouette (if it can be disbelieved), that observer always disbelieves that silhouette from that shadow weaver for the next 24 hours.

False Unreality: The shadow weaver can lace her shadow into an illusion spell as a trap for those who disbelieve it. Whenever the shadow weaver casts an illusion spell, she can link it to this silhouette as a free action. Whenever a creature disbelieves the linked illusion, the shadow weaver automatically knows. The shadow weaver can then use an immediate action to unleash the false unreality dormant within the illusion at any range. If she does, the target experiences a phantasm of all creatures and objects becoming translucent and unreal, as if they were all illusions. The target must succeed at a new saving throw to disbelieve this silhouette or forgo all Will saves to disbelieve illusions for 1 hour per shadow weaver level and believe all perceived illusions during that time, even if those illusions were previously disbelieved. This is a mind-affecting effect.

Hollow Silhouette: The shadow weaver's silhouette can prolong the duration of a glamor or shadow illusion that targets only herself to 24 hours. The spell must have at least the minimum duration for its spell level in the table below in order to be prolonged by the hollow silhouette. The hollow silhouette can prolong only a single spell at a time. Replacing the spell is part of the action to cast the new spell. A replaced spell ends immediately, even if its normal duration would not have expired yet. Spells that last until discharged still end when discharged.

Table 1-3: Hollow Silhouette Minimum Duration	
Spell Level	Minimum Duration
Highest Level Castable	2 hours
Second Highest Castable	20 minutes
Third Highest or Lower	2 minutes

Illusion Anchor: The shadow weaver's silhouette allows her to concentrate on a figment or shadow illusion spell as a swift action as long as she is within 30 feet of the illusion. At 7th level, she can concentrate on any illusion spell this way and at any range the spell normally allows.

Imposing Figure: The shadow weaver maintains such a clear vision of accomplishment that she can perform impressively at almost any task. She gains a +1 morale bonus on attack rolls, saving throws, skill checks, and weapon damage rolls. At 7th level and every five levels thereafter, the bonus improves by 1.

Mask: The shadow weaver can change her head shape and facial features indefinitely. This is an illusion (glamer) effect with visual elements. At 4th level, she can alter her entire appearance within the limits of *disguise self*. At 7th level, she can alter her entire appearance within the limits of *veil*.

Silhouette Equipment: The shadow weaver can create quasi-real armor and weapons from shadow-stuff. She gains a +5 armor bonus to her AC and the weapon deals 1d8 points of damage (modified by the shadow weaver's Strength modifier if appropriate for the weapon's apparent shape). Changing the shape of her armor or weapon is a standard action. The weapon includes ammunition. The weapon has a +1 enhancement bonus but no other magical qualities. Any creature that attacks the shadow weaver or that she attacks, as well as any creature that interacts with her weapon or armor, is allowed a Will save to disbelieve her equipment. The AC bonus and weapon damage is reduced to 20% (minimum 1) against opponents who disbelieve. At 11th level and every four levels thereafter, the armor bonus increases by 2 and the weapon's enhancement bonus increases by 1. This is a shadow^{UM} effect. The shadow weaver must be at least 7th level to select this silhouette.

Silhouette Ally: The shadow weaver can draw forth a shadowy ally similar to a Tiny or smaller animal from her shadow as a standard action a number of times per day equal to her Wisdom bonus (minimum 1). The ally appears adjacent to the shadow weaver and is like an illusion created by *shadow conjuration* except that she can mentally control it as a swift action and it lasts for 1 hour per level. The shadow weaver can dismiss the illusion as a standard action. At 3rd level, the shadow weaver can choose any creature from the 1st-level

summon monster list. At every odd level thereafter, the shadow weaver can choose any creature from the next-higher-level *summon monster* list.

Weave Reality (Su): Starting at 2nd level, a shadow weaver learns to manipulate the boundaries between opposing aspects of reality with sheer force of will once per day. If a weave reality ability allows a saving throw, the DC is 10 + 1/2 shadow weaver level + shadow weaver's Wisdom modifier. At 5th level and every five levels thereafter, she can use this ability an additional time per day.

Overwhelm Disbelief: The shadow weaver can overwhelm another creature's willpower with her own belief in her shadow illusions. When a creature succeeds on a Will saving throw to disbelieve the shadow weaver's shadow illusion, the shadow weaver can make a Will saving throw as an immediate action if the shadow weaver is adjacent to the creature, if the creature is under an enchantment created by the shadow weaver, or if the creature is demoralized. If the shadow weaver's result is higher than the disbelieving creature's result, the shadow illusion has its full effect as if the creature had not disbelieved it. If multiple appropriate

creatures disbelieve an illusion at the same instant (for example, if all are caught in the same *false evocation* / *emulating burning hands*), the shadow weaver can apply her single Will saving throw result against all the disbelieving creatures' Will saves with one immediate action.

Luminous Duality: At 3rd level, the shadow weaver can manipulate the duality between light and darkness as a standard action. The shadow weaver targets two areas within 30 feet, each of up to one 10-foot cube per caster level. The areas can be shaped and each cannot extend across multiple illumination levels. If one area is at least two steps brighter or dimmer than the other, one area becomes one step dimmer and the other becomes one step brighter. This change lasts for 1 round per caster level. This ability cannot result in supernatural darkness unless the shadow weaver is at least 6th level. This is neither a light effect nor a darkness effect.

Vital Duality: At 8th level, a shadow weaver can manipulate the duality between positive and negative energy as a standard action. The shadow weaver targets two living or undead creatures within 30 feet. If both targets are alive or both targets are undead, one of the shadow weaver's choice suffers 1d6 points of damage per two shadow weaver levels and the other is healed of half that amount. Any that would be healed in excess of a creature's maximum hit points are instead gained as temporary hit points that last for 1 hour. If one target is alive and the other is undead, both suffer damage in the full amount. Both targets may attempt a Will saving throw. If one succeeds, the amount of damage dealt or healed for both is reduced by half. The manipulation is negated if both targets succeed.

Energy Duality: At 10th level, a shadow weaver can create an echo of energy opposing an energy that she has recently witnessed. Within 1 round of being within 30 feet of an acid, cold, electricity, fire, negative energy, or positive energy effect, the shadow weaver can produce a 30-foot cone of energy as a standard action. The cone deals 1d4 points of damage per shadow weaver level of the opposite type from the following pairs: acid opposes electricity; cold opposes fire; negative energy opposes positive energy. Creatures caught in the cone can halve the damage with a successful Reflex saving throw. Positive energy heals living creatures instead of damaging them and negative energy heals



undead creatures instead of damaging them. Constructs are unaffected by positive and negative energy.

Override Reality: At 16th level, a shadow weaver can infuse reality with shadowstuff that is fully subject to her will as a standard action. She can target one creature or one object of up to 10 feet per level in each dimension within 30 feet. That creature or object becomes quasi-real. A creature or magic item can resist with a Will saving throw. A creature whose disbelief the shadow weaver overwhelmed with her overwhelm disbelief ability within the previous round does not receive a saving throw. An affected subject becomes only 60% real, as if a creature produced by *greater shadow conjuration*, although it is not itself magical and cannot be dispelled and its hit points are not affected. If the shadow weaver has an ongoing shadow illusion, she can choose one such illusion to gain the stolen reality, effectively becoming 20% more real (to a maximum of 100%). Override reality lasts for 1 round per shadow weaver level or until the shadow spell ends, whichever is longer.

Weave Matter: At 18th level, a shadow weaver can draw upon conflicting matter to combine it into a new whole as a standard action. She can target one creature or objects with total volume no greater than one 10-foot cube per shadow weaver level to modify as described in *polymorph any object*. The resulting form must be of the same size category.

Avid Learner: At 4th level and every four levels thereafter (8th, 12th, and so on), a shadow weaver adds any one divination, enchantment, or illusion spell from the cleric, druid, psychic^{OA}, shaman^{ACG}, sorcerer/wizard, or witch^{APG} spell list to her class spell list and stores the spell in her shadow so she can prepare it.

Piercing Glimpse (Su): At 4th level, the shadow weaver gains a supernatural sense for the truth of reality to better alter, obscure, or copy it. The shadow weaver gains one of the following benefits constantly. At 9th level and every five levels thereafter, the shadow weaver can choose another piercing glimpse. She can only have one piercing glimpse active at any given time; changing from one to another is a standard action. If a piercing glimpse allows a saving throw, the DC is 10 + 1/2 shadow weaver level + shadow weaver's Wisdom modifier.

Aura Sight: The shadow weaver benefits constantly from *aura sight*^{ACG} at her caster level. The range is only 60 feet unless she is at least 9th level.

Darkvision: The shadow weaver gains darkvision with a range of 60 feet. If she already has darkvision, its range increases by 30 feet. At 9th level, the shadow weaver can see even in supernatural darkness such as that created by *deeper darkness*.

Eye for Advantage: Whenever the shadow weaver gains a circumstance bonus on attack rolls, on saving throws, or to AC against an attack due to positioning (such as from cover, high ground, lying prone, or flanking), she gains an additional +2 insight bonus on that attack roll, on that saving throw, or to her AC against that attack. At 9th level and every five levels thereafter, this bonus increases by 1.

Keen Insight: The shadow weaver gains an insight bonus equal to half her level on all Sense Motive checks.

Keen Senses: The shadow weaver gains an insight bonus equal to half her level on all Perception checks.

Low-Light Vision: The shadow weaver can see twice as far as a human in dim light. At 9th level, she can instead see four times as far as a human in dim light.

Magic Sense: The shadow weaver can constantly *detect magic* as the spell. She only learns the presence or absence of magic without concentrating. She must concentrate to learn the 2nd round's information and concentrate again the following round to learn the 3rd round's information. At 9th level, this ability instead functions as *arcane sight*.

Mental Sense: The shadow weaver can constantly *detect thoughts* as the spell. She only learns the presence or absence of minds without concentrating. She must concentrate to learn the 2nd round's information and concentrate again the following round to learn the 3rd round's information. The shadow weaver must be at least 9th level to select this piercing glimpse.

Read Instincts: The shadow weaver gains the wild empathy ability as a druid (see *Pathfinder Core Rulebook*) of her shadow weaver level.

Consistent Illusions (Su): At 5th level, whenever a creature fails a Will saving throw to disbelieve the shadow weaver's illusions, it and all observers suffer a -2 penalty on saving throws to disbelieve the shadow weaver's illusions for 1 day. It gets no new save to disbelieve that illusion until it interacts with that illusion in a different manner (repeated attacks do not allow repeated saves, but an attack followed by close visual scrutiny as a move action would allow two saves).



Greater Silhouette (Su): At 12th level, a shadow weaver can choose silhouettes from the following list.

Beshadowed Realm: The shadow weaver can spread her shadow over a large area to cast it in gloomy unreality by concentrating for 10 minutes. This effect is similar to *mirage arcana* except that the area never becomes brighter than dim illumination. Any changes to the terrain are 50% real as if the product of *false conjuration VI* provided any hazards have a CR no greater than the shadow weaver's level – 4 (multiple hazards positioned to be encountered together count as one hazard of their combined CR for this purpose). The shadow weaver must concentrate to maintain the effect as long as she is outside the area or it ends. All other creatures in the area suffer a –2 penalty on Will saving throws. This is a darkness effect.

Project Illusion: Whenever the shadow weaver casts an illusion, she can link it to this silhouette as a free action. If she does, she can use that illusion as a point of origin for another illusion spell of a lower spell level provided she has line of effect to either the linked illusion or the targets or area of the new illusion spell. It remains linked until it is beyond its original range from her or until she links a new illusion to this silhouette (whichever comes first).

Shadow Thief: The shadow weaver can steal a living corporeal creature's shadow with a successful melee touch attack as a standard action. In darkness and through non-visual senses, the creature's shadow has total concealment against this attack—even through darkvision. Only *true seeing* or similar effects can negate this total concealment. A creature that has its shadow stolen suffers 2 temporary negative levels that last until the shadow is returned. The victim casts no shadow nor any reflection until the shadow is returned. The shadow weaver gains a silhouette (not a greater silhouette) of her choice as long as she has the stolen shadow. She must meet the silhouette's prerequisites and treats her shadow weaver level as equal to the victim's Hit Dice if that is lower than her actual shadow weaver level. She casts the stolen shadow such that it overlaps with her own shadow while she possesses it. The shadow is returned after 1 day, when the shadow weaver dismisses it as a standard action, when she steals another shadow, when the target receives a successful *break enchantment*, or when the target and shadow weaver touch while the shadow weaver is helpless (whichever comes first).

Silhouette Double: The shadow weaver gains the shadow twin ability of the dread, treating her shadow weaver levels as dread levels. The shadow twin is quasi-real as if a creature created by *greater shadow conjuration*. The shadow twin does not gain the twin fear ability and always shares the shadow weaver's actions.

Silhouette Portal: The shadow weaver can turn her silhouette into a portal to or from the Shadow Plane as a standard action, allowing travel as the spell *shadow walk*.

Undead Shadow: The shadow weaver can summon an undead shadow. The shadow serves until dismissed or destroyed. The shadow weaver can summon the shadow adjacent to her as a standard action if she does not currently have it summoned. Its alignment matches the shadow weaver's and it lacks the create spawn ability. When the shadow is destroyed, it cannot be summoned again for 1 day. At 17th level, the shadow weaver can instead summon a greater shadow in this way.

Greater Piercing Glimpse (Su): At 14th level, a shadow weaver can choose from the following piercing glimpses.

Blindsense: The shadow weaver gains blindsense with a range of 60 feet.

Deceiver's Sense: The shadow weaver automatically sees through magical illusions of a spell level lower than half her shadow weaver level and recognizes when a creature is under a *glibness* spell or similar effect. The shadow weaver can concentrate as a standard action to read the aura of a creature within 30 feet; while she does so, she automatically recognizes intentional lies the creature tells unless it succeeds at a Will saving throw.

Greater Magic Sense: The shadow weaver constantly benefits from *greater arcane sight* at her caster level. She can concentrate on a magic item as a standard action to learn its abilities as with *analyze dweomer*. The shadow weaver must be at least 19th level to choose this piercing glimpse.

Thought Echoes: The shadow weaver can communicate telepathically with any creature within 30 feet that has an Intelligence score, whether or not it has a language. She can pinpoint those creatures as if with blindsight. At 19th level, the range increases to 60 feet.

True Seeing: The shadow weaver constantly benefits from *true seeing* at her caster level. The shadow weaver must be at least 19th level to choose this piercing glimpse.

Watchful Illusions: The shadow weaver can concentrate as a standard action to observe the immediate vicinity of any illusion she created as if with *greater scrying*. When used on a phantasm, you must target a creature under the phantasm. That creature is allowed a Will save as normal to negate the scrying; if you succeed, you perceive what the victim does, including the phantasm.

Walk through Shadows (Su): At 14th level, a shadow weaver can step through shadows as the spell *shadow step*^{UM} as a move action at her caster level. She can use this ability up to three times per day and no more than once per round.

PERSPECTIVES

The following are the most common perspectives for shadow weavers. Users of a given perspective might come upon it in different ways or might be trained by fellows of a shared tradition.

Curiosity

You use your curiosity and creativity to focus your will.

Perspective Spells: All spells on the cleric, sorcerer/

wizard, or witch^{APG} spell list with the chaotic descriptor; all spells from each of those lists that produce dice re-rolls, confusion, miss chances, or randomized effects drawn from a table (such as *prismatic spray*); and all wonders on the illuminatus wonder list. If you use a shadow illusion to cast a wonder, the maximum level of wonder you can choose is 1 higher than the maximum spell level normally permitted by the shadow illusion, to a maximum of the highest-level spell you can cast. A wonder's effect is unknown until you finish casting it, at which time you roll on the wonder table exactly as if you were casting the wonder as an illuminatus.

Perspective Realizations: Your realizations are listed below.

Duality of Probability (Su): You can store luck for later. A number of times per day equal to 1 + your Wisdom modifier (minimum 1), when you attempt an attack roll, saving throw, skill check, or caster level check, you can choose before rolling the die to roll twice and take the lower result. Doing so grants you 1 probability point that lasts for 1 round per shadow weaver level. As an immediate action, you can spend 1 probability point to gain good luck when you would next roll dice to determine the effect of a wonder, ability, or attack, including damage or the probability that a shadow illusion has full effect on a disbeliever. You roll twice and take the result of your choice. (You can never gain luck on attack rolls, saving throws, skill checks, ability checks, level checks, or the like in this manner.)

Shadow Attainment (Su): At 6th level, you gain an attainment as an illuminatus of your level. Its effects are quasi-real and can be disbelieved with a Will saving throw. Creatures that disbelieve and all objects have only a 5% chance of being affected per shadow weaver level. At 20th level, your shadow attainments cannot be disbelieved.

Actualization: At 20th level, you can remake reality in new and unexpected ways. Your shadow illusions are 100% real when they emulate wonders.

Desire

You use your greatest desires to focus your will. With practice, you can mold those desires to reach intermediate goals or to match the wishes of othis like a genie.

Perspective Spells: All spells on the sorcerer/wizard spell list or the witch^{APG} spell list.

Perspective Realizations: Your realizations are listed below.

Force of Personality: You can choose to use Charisma in place of Intelligence to determine your spellcasting abilities and the save DCs of your silhouettes. Once this choice is made, it cannot be changed.

Perspective Specialization (Su): Choose a witch patron, sorcerer bloodline, or school of magic. You can mimic one spell of each spell level from that list (chosen when you gain access to that spell level, if there is more than one option) with shadow illusions that mimic spells even if it is of the wrong school of magic (although other limits, such as spell level, still apply).

False Wish (Sp): At 6th level, once per day, you can grant a wish spoken aloud by a humanoid creature other than yourself within 30 feet. Granting the wish is a standard action that expends no spell slot and requires no components except for any material component of the spell costing at least 1 gp. The wish's effect can resemble any spell stored in your shadow of a level you can cast. If that spell is a shadow illusion that mimics other spells, the mimicked spell can be drawn from the cleric/oracle, druid, psychic^{OA}, shaman^{ACG}, sorcerer/wizard, or witch^{APG} spell list or be a unique effect of comparable potency to any appropriate spell (although it remains quasi-real and must follow any school of magic restrictions).

Actualization: At 20th level, you can make your desires reality more easily than ever. Your shadow versions of your perspective spells are 70% real (or more, if the spell is normally more real).

Dream

You use your unconscious perceptions of a greater reality to focus your will.

Perspective Spells: All spells from the psychic^{OA} spell list and psionic powers from the psion power list, including all psion discipline power lists. For this purpose, treat metacreativity powers as conjurations, psychokinesis powers as evocation, and psychometabolism as transmutation. A psionic power emulated by a shadow illusion has its normal displays. To augment a psionic power emulated by a shadow illusion, you can sacrifice one unused spell slot to effectively augment it by one power point per spell level of that spell slot; any power points that would bring the sum of this augmentation and the power's base power point cost above your caster level are wasted.

Perspective Realizations: Your realizations reveal fundamental underpinnings of magic that let you do otherwise impossible things with your spells.

Dream Logic (Su): You can choose to use Charisma in place of Intelligence to determine your spellcasting abilities and the save DCs of your silhouettes. If you don't, you add +1 to the save DC of your mind-affecting spells. Once this choice is made, it cannot be changed.

Dreams Come to Life (Su): Your illusions seem to take on a life of their own. You can concentrate on one figment, glamor, or phantasm as a part of the action to cast or concentrate on another illusion.

Spell Conversion (Su): At 6th level, you can cast a spell without using a spell slot of its spell level if you instead use up two spell slots of the next level lower or four spell slots two levels lower.

Actualization: At 20th level, you can remake reality as easily as your own dreams. Your shadow versions of your perspective spells are 70% real (or more, if the spell is normally more real).

Ideal

You use template your will based upon pure ideals.

Perspective Spells: All spells on the cleric, oracle, and shaman^{ACG} spell lists.

Perspective Realizations: Your realizations help you modulate the dualities of positive and negative energy as well as spiritual energy rippling at the edges of the Shadow Plane.

Rational Resolve (Ex): You gain a bonus on Will saving throws equal to half your Intelligence bonus.

Channel Duality (Su): At 1st level, you can channel positive or negative energy as a cleric of your shadow weaver level except as follows. You can channel energy a number of times per day equal to 1 + your Wisdom modifier (minimum 1) and require no holy symbol. If you are alive, you must channel positive energy. If you are undead, you must channel negative energy. Whenever you channel energy, you automatically damage yourself with the opposite energy for an equal amount (with a Will save for half damage as normal). You cannot choose to exclude yourself except with abilities like the Selective Channeling feat. If you have negative energy affinity, you channel negative energy but are unaffected by your own channeling. The save DC is Wisdom-based.

Spiritual Duality (Su): As a swift action at 6th level, you can focus an echo of conflicting alignment energy for up to 1 hour per shadow weaver level once per day. To create the aura, you must have observed a spell, item, effect, or creature with the opposite alignment descriptor or subtype (chaotic, good, evil, or lawful) from within 30 feet within the last 1 round. If the effect has both an ethical descriptor and a moral descriptor, you can create an aura opposing both or just one. An observer using an effect like *detect good* detects the false aura in place of your true aura unless the observer succeeds at a Will saving throw to disbelieve it. You gain a bonus equal to your Wisdom bonus (minimum +1) on attack rolls, caster level checks to overcome spell resistance, and damage rolls (apply the bonus only once per attack or spell, to a single target) against creatures of alignments opposing your false aura. When you create the aura, you can choose for it to be 25%, 50%, or 75% real. Effects that differ according to alignment (such as *holy smite*) have the chosen chance to treat you as the aura's alignment instead of your own. If you take an action that goes against the alignment's aura, the aura has the chosen chance of ending.



Actualization: At 20th level, you can mold reality with pure ideals. Your shadow illusions are 100% real when emulating spells with descriptors that match your apparent alignment.

Instinct

You use your deepest instincts to focus your will.

Perspective Spells: All spells on the druid and shaman^{ACG} spell lists; all spells granted by the Air, Animal, Earth, Fire, Plant, Water, and Weather cleric domains and their subdomains; and all spells granted by the flame, heavens, life, nature, waves, and wind shaman spirits.

Perspective Realizations: Your realizations are listed below.

Self-Knowledge (Ex): You can choose to use Wisdom in place of Intelligence to determine your spellcasting abilities and the save DCs of your silhouettes. If you don't, you add the witch^{ACG} spell list to your perspective spells. Once this choice is made, it cannot be changed.

Animus (Su): You create a quasi-real illusory animal that assists you. The animal functions as a druid's animal companion or shaman's spirit animal bound to any one spirit (your choice), but is quasi-real like creatures summoned by *shadow conjuration*. It is 5% real per shadow weaver level you have. You can dismiss your animus as a standard action. You can summon it adjacent to you as a standard action. If the animus is destroyed, you can't summon it for 1 day. You can change the form your animus takes once per week by meditating for 8 hours.

Primal Shape (Su): At 6th level, you can partially transform yourself into a monstrous shape suiting your primal instincts as a standard action once per day. This functions as *monstrous physique I*^{APG} except that you can choose for your superficial appearance to match an animal with similar features and of similar size to the physical form you took. For example, you might become a gargoyle but appear to be a dire bat. You can also choose to become an outsider native to the Plane of Shadow with this ability as if it were a monstrous humanoid. This transformation is 20% real, as if with the spell *false transmutation IV*. At 8th level, this ability functions as *monstrous physique II*^{APG} and you can appear to be an elemental of similar size. At 10th level, this ability functions as *monstrous physique III*^{APG} and

you can appear to be a plant creature of similar size. At 12th level, this ability functions as *monstrous physique* IV^{APG}.

Actualization: At 20th level, you can make the world as you instinctively know it should be. Your shadow versions of your perspective spells are 80% real (or more, if the spell is normally more real).

Memory

Your will is honed to perfection as a result of your carefully precise memory.

Perspective Spells: All spells on the cleric/oracle, druid, psychic^{OA}, shaman^{ACG}, sorcerer/wizard, or witch^{APG} spell list of a spell level you can cast. When using a shadow illusion that emulates a spell of your choice, you can't choose a spell of the maximum spell level allowed unless you have identified that spell with a successful Spellcraft check as it was cast by someone else within the previous 24 hours.

Perspective Realizations: Your realizations give you unparalleled understanding of magic you observe.

Mimic Spellcasting (Su): Once per day, you can cast a spell that was cast by another creature within 60 feet within the last 1 round. You must have identified the spell with Spellcraft before it took effect. The spell need not be on your class spell list, although you must be able to cast spells of that spell level. You cast the spell as if it were one you had prepared but it does not consume a spell slot. You need not provide any of the spell's components except material component costing at least 1 gp. The duplicate spell has all the same metamagic feats applied to it as the original, even if you don't know those feats; you cannot further modify it by metamagic feats.

Flexible Mimicry (Su): At 6th level, spells you observe also count as all lesser versions of those spells for the purpose of your memory perspective, potentially allowing you to mimic lesser versions of those spells with shadow illusions or your mimic spellcasting ability. A spell counts as a lesser version for this purpose as long as the text of either spell references the other (or if either references a spell that references the other) and the spell you cast is of a lower spell level for you than the observed spell would be for you. (For example, a 7th-level shadow weaver observes a wizard using *polymorph* and successfully identifies it with Spellcraft. She can then cast *false transmutation*

IV to mimic *beast shape II*. Normally, *beast shape II* is too high a level for her to mimic, but *polymorph* is a more potent version of *beast shape II* and she can cast spells of a high enough maximum spell level if she has observed them within the past 24 hours.)

Actualization: At 20th level, you can perfectly imitate magic you have seen. Whenever you cast a shadow illusion of a spell you observed cast by someone else within the past 24 hours, it is 100% real.

Perception

You clear your mind and see the world as it truly is to focus your will.

Perspective Spells: All spells with the temporal descriptor (see *Deep Magic*), all spells that make time pass faster or slower from any spell list, and all spells from the time warden spell list (see *Genius Guide to the Time Warden*). Treat 5th-level time warden spell as 6th-level spells and 6th-level time warden spells as 8th-level spells for this purpose.

Perspective Realizations: Your realizations are listed below.

Extraordinary Awareness (Ex): You can choose to use Wisdom in place of Intelligence to determine your spellcasting abilities and the save DCs of your silhouettes. If you don't, you gain uncanny dodge as a rogue of your shadow weaver level. Once this choice is made, it cannot be changed.

Perfect Recall (Ex): You gain an insight bonus equal to half your shadow weaver level on all Perception and Knowledge checks and you gain the piercing glimpse ability at 1st level in addition to the piercing glimpse gained at 4th level. At 4th level, you can have two piercing glimpses active at once.

Glimpse of Omniscience (Su): At 6th level, you can glimpse what another creature perceives by concentrating as a standard action, like the spell *witness*^{UM}. At 10th level, you can glimpse across time as if with *retrocognition*^{OA}. At 14th level, you can glimpse across unlimited distance, as if with *greater scrying*.

Actualization: At 20th level, your constant glimpses of parallel times and possible futures allow you to shape shadow illusions that are nearly impossible to disbelieve. Your shadow versions of your perspective spells are 90% real (or more, if the spell is normally more real).

SHADOW WEAVER SPELL LIST

Shadow weavers gain access to the following spells. While most of these spells are found in the *Pathfinder RPG Core Rulebook*, those marked with an asterisk (*) appear in this book, and those marked with superscripts appear in the following books: *Pathfinder RPG Advanced Player's Guide* (^{APG}), *Pathfinder RPG Ultimate Magic* (^{UM}), *Pathfinder RPG Ultimate Combat* (^{UC}), *Pathfinder RPG Ultimate Intrigue* (^{UI}), *Pathfinder RPG Occult Adventures* (^{OA}), *Pathfinder RPG Horror Adventures* (^{HA}), *Deep Magic* (^{DM}), *Pathfinder RPG Advanced Race Guide* (^{ARG}), *Pathfinder RPG Monster Codex* (^{MC}). Deep Magic is a trademark by Kobold Press and is used by permission. Spells from the latter two sources are available only to characters of the appropriate race and with GM permission.

0-Level Shadow Weaver Spells—*dancing lights, daze, deepen shadow^{DM}, douse^{DM}, duel^{DM}, detect magic, detect poison, detect psychic significance^{OA}, flare, ghost sound, grave words^{OA}, haunted fey aspect^{APG}, hide^{DM}, know direction, light, message, prestidigitation, read magic, resize shadow^{DM}, shadow bite^{DM}, shadow blindness^{DM}, shadow shape^{DM}, sift^{APG}, silent image, silhouette^{DM}, touch of fatigue.*

1st-Level Shadow Weaver Spells—*absurdity^{HA}, alter musical instrument^{ACG}, aphasia^{UI}, auditory hallucination^{UI}, blend^{ARG}, blurred movement^{ACG}, bungle^{UM}, burst of adrenaline^{OA}, burst of insight^{OA}, cause fear, charm person, chill heart^{DM}, color spray, comprehend languages, confusion (lesser), corpse rebellion^{DM}, cultural adaptation^{UI}, deathwatch, deceitful presence^{DM}, decrepit disguise^{OA}, delusional pride^{UM}, detect secret doors, detect undead, disguise self, disguise weapon^{ACG}, faerie fire, false belief^{UI}, false abjuration I*, false conjuration I*, false evocation I*, false necromancy I*, false transmutation I*, feral scent^{DM}, flare burst^{APG}, heightened awareness^{ACG}, hypnotism, I am a rock^{DM}, illusion of calm^{UC}, invisible hunter^{DM}, jitterbugs^{ARG}, locate water^{DM}, magic aura, mask dweomer^{APG}, memorize page^{ACG}, memory lapse^{APG}, mindlink^{OA}, minor image, misleading shadows^{DM}, moment of greatness^{UC}, negative reaction^{UC}, obscure poison^{UI}, open and shut^{UI}, peacock pose^{DM}, phantom blood^{ACG}, protective penumbra^{UM}, psychic reading^{OA}, quintessence^{OA}, ray of the eclipse^{DM}, remove fear, remove sickness^{UM}, shadow anchor^{ARG}, shadow weapon^{UM},*

shadow's blessing^{DM}, telepathic projection^{OA}, thought echo^{OA}, trapshadow^{DM}, unprepared combatant^{UM}, vanish^{APG}, veil companion^{DM}, ventriloquism, wrath^{APG}.

2nd-Level Shadow Weaver Spells—*acoustic dampening^{DM}, adoration^{UC}, aid, alarm, anticipate thoughts^{OA}, appearance of life^{HA}, blessing of luck and resolve^{ARG}, blur, build trust^{UI}, chill heart^{DM}, codespeak^{UI}, command undead, commune with birds^{ARG}, consume light^{DM}, continual flame, converse with drake^{DM}, darkblindness^{DM}, darkness, darkvision, dark whispers^{UI}, daze monster, death knell, deja vu^{OA}, delay pain^{UM}, detect anxieties^{UI}, detect desires^{UI}, detect magic (greater)^{UI}, detect mind-scape^{OA}, detect thoughts, disguise other^{UM}, dome of silence^{DM}, dust of twilight^{APG}, elemental speech^{APG}, enshroud thoughts^{OA}, enticing gleam^{DM}, false abjuration II*, false conjuration II*, false evocation II*, false life, false necromancy II*, false transmutation II*, find traps, flickering lights^{HA}, focused scrutiny^{ACG}, ghostly disguise^{UM}, glitterdust, haunting mists^{UM}, hideous laughter, hidden presence^{UI}, horrid revelations^{DM}, hypnotic pattern, hypercognition^{OA}, illusory script, inquisitor's bane^{DM}, intoxicating scent^{DM}, investigative mind^{ACG}, invisibility, invisibility alarm^{ACG}, isolate^{MC}, life pact^{ACG}, locate object, lock gaze^{UC}, mad hallucination^{UM}, major image, magic mouth, mask dweomer (communal)^{UC}, memory lapse^{APG}, message in a bottle^{DM}, mind thrust I^{OA}, mind's eye map^{DM},*

minor dream^{ARG}, mirror image, misdirection, muffle sound^{ACG}, obscure object, oneiric horror^{OA}, paranoia^{OA}, phantom trap, placebo effect^{OA}, qualm^{UC}, ray of enfeeblement, ray of sickening^{UM}, scare, seeing stones^{DM}, sense fear^{HA}, sense madness^{HA}, shadow jump^{DM}, shadow snare^{DM}, share language^{APG}, shifted steps^{UI}, silence, silent combat^{DM}, silent table^{ACG}, skittering vermin^{DM}, slither^{DM}, sow thought^{ARG}, spy my shadow^{DM}, symbol of mirroring^{UM}, tactical acumen^{UC}, twilight haze^{ACG}, uncanny utterance^{DM}, undetectable alignment, view the past^{DM}, whispering wind.

3rd-Level Shadow Weaver Spells—adjustable disguise^{ACG}, analyze aura^{OA}, anonymous interaction^{ACG}, arcane sight, audiovisual hallucination^{UI}, aura of the unremarkable^{UI}, aura sight^{APG}, bestial lure^{DM}, blind spot^{DM}, blindness/deafness, calm emotions, calm spirit^{OA}, campfire wall^{APG}, clairsight/clairvoyance, companion life link^{ACG}, contagious zeal^{OA}, darkvision (communal)^{UC}, daybreak arrow^{UC}, daylight, deeper darkness, deflect blame^{UI}, discovery torch^{UC}, displacement, disrupt silence^{UI}, doom of dancing blades^{DM}, eagle eye^{APG}, enthrall, false abjuration III*, false conjuration III*, false evocation III*, false necromancy III*, false transmutation III*, fearsome duplicate^{ARG}, fortified hoard^{DM}, ghoul touch, gloomblind bolts^{ARG}, guiding star^{APG}, hallucinatory terrain, heroism, hide campsite^{APG}, howling agony^{UM}, id insinuation I^{OA}, illusion of treachery^{UI}, illusory wall, inflict pain^{OA}, innocuous aspect^{DM}, instant fake^{UI}, invisibility sphere, loathsome veil^{UM}, locate weakness^{UC}, mantle of calm^{ACG}, matchmaker^{UI}, mental block^{OA}, mindscape door^{OA}, mind thrust II^{OA}, minor phantom object^{ARG}, nondetection, ocularum^{DM}, open book^{UI}, pain wave^{DM}, pack empathy^{UI}, patron's aspect^{DM}, phantasmal affliction^{UI}, phantom dragon^{DM}, pierce disguise^{ACG}, rage, scintillating lights^{DM}, seek thoughts^{APG}, shadow conjuration, shadow step^{UM}, share language (communal)^{UC}, share skins^{DM}, simulacrum (lesser)^{UM}, snap the leash^{DM}, speak with animals, speak with dead, steal power^{DM}, suggestion, synesthesia^{OA}, thought shield I^{OA}, tongues, touch of idiocy, unliving rage^{ACG}, wall of nausea^{ACG}, well of angry souls^{DM}, witness^{UM}.

4th-Level Shadow Weaver Spells—anger of many faces^{DM}, aura of doom^{UM}, aversion^{OA}, beguiling bauble^{DM}, charnel house^{HA}, complex hallucination^{UI}, confound senses^{DM}, create mindscape^{OA}, crushing despair, daze (mass)^{UM}, demanding message^{UI}, detect scrying,

devouring shadow^{DM}, dispel magic, dreadscape^{HA}, dream, echolocation^{UM}, ego whip I^{OA}, eyes of the void^{ACG}, false abjuration IV*, false conjuration IV*, false evocation IV*, false life (greater)^{UM}, false necromancy IV*, false transmutation IV*, false vision, fear, ghost brand^{UI}, glimpse of truth^{UI}, good hope, hollow heroism^{UI}, horrific doubles^{HA}, id insinuation II^{OA}, switchskin^{DM}, impossible angles^{HA}, intellect fortress I^{OA}, invisibility (greater), locate creature, mage's horrifying leech^{DM}, magic aura (greater)^{UI}, major phantom object^{ARG}, meticulous match^{UI}, mind probe^{OA}, mind thrust III^{OA}, mirage arcana, nightmare, nondetection (communal)^{UC}, oneiric horror (greater)^{OA}, persistent image, phantasmal asphyxiation^{HA}, phantasmal killer, quieting weapons^{UI}, rainbow pattern, ray of exhaustion, reckless infatuation^{UM}, scrying, selective alarm^{UI}, seeming, shadow attack^{DM}, shadow evocation, shadow plane adaptation^{DM}, shadow projection^{APG}, shadowy haven^{ARG}, shocking image^{UC}, speak with haunt^{OA}, speak with plants, summon star mote^{DM}, they know^{UI}, thought shield II^{OA}, triggered suggestion^{ACG}, unadulterated loathing^{UM}, unbearable brightness^{ACG}, undetectable trap^{UI}, vampiric touch, vicarious view^{UI}, village veil^{ARG}, wandering star motes^{APG}.

5th-Level Shadow Weaver Spells—arcana theft^{UM}, burning monkey swarm^{DM}, charm person (mass)^{UI}, con-



fusion, curse of disgust^{UM}, deceitful veneer^{UI}, diabolical temper^{DM}, ego whip II^{OA}, enemy within^{DM}, false abjuration V, false conjuration V*, false evocation V*, false future^{UI}, false necromancy V*, false transmutation V*, feast on fear^{ACG}, find treasure^{DM}, grasp of the tupilaq^{DM}, id insinuation III^{OA}, illusion of treachery (greater)^{UI}, intellect fortress II^{OA}, leeching lanthorn^{DM}, mad sultan's melody^{HA}, mage's private sanctum, maze (lesser)^{DM}, memory echo^{DM}, mind swap^{OA}, mind thrust IV^{OA}, mislead, moonstruck^{APG}, nova^{DM}, overwhelming grief^{UM}, permanency, permanent image, pessimism^{HA}, phantasmal web^{APG}, programmed image, psychic asylum^{OA}, red hand of the killer^{UI}, rumormonger^{UI}, scripted hallucination^{UI}, sending, shadow landscape*, shadow slaves^{DM}, shadow walk, shadowself^{DM}, smug narcissism^{UM}, spellsteal^{MC}, symbol of pain, symbol of striking^{UC}, telepathic bond, telepathy^{OA}, terrifying gaze^{DM}, thought shield III^{OA}, thoughtsense^{OA}, trace teleport^{UI}, true seeing, true-speak^{ARG}, veil, visage of madness^{DM}, wall of blindness/deafness^{ACG}, wall of darkness^{DM}, we are a rock^{DM}.*

6th-Level Shadow Weaver Spells—*analyze dweomer, battlemind link^{UM}, blazing rainbow^{ACG}, compelling rant^{HA}, contingency, create mindscape (greater)^{OA}, curse of the outcast^{UI}, dispel magic (greater), dream council^{OA}, dream scan^{OA}, ego whip III^{OA}, eyebite, false abjuration VI*, false conjuration VI*, false evocation VI*, false necromancy VI*, false transmutation VI*, false vision (greater)^{UI}, feeblemind, find the path, glyph of remembrance^{DM}, heroism (greater), id insinuation IV^{OA}, inspiring speech^{DM}, intellect fortress III^{OA}, legend lore, lunar veil^{UM}, mage's decree^{UI}, mind fog, mind thrust V^{OA}, modify memory, night terrors^{HA}, phantasmal putrefaction^{HA}, retrocognition^{OA}, sensory deprivation^{DM}, shrieking flock^{DM}, shroud of death^{DM}, simulacrum, symbol of fear, symbol of persuasion, thought shield IV^{OA}, tower of iron will I^{OA}, transformation, triggered hallucination^{UI}, utter contempt^{UM}, vampiric shadow shield^{ACG}, vengeful outrage^{UM}, waves of fatigue.*

7th-Level Shadow Weaver Spells—*arcane sight (greater), create demiplane (lesser)^{UM}, demanding message (mass)^{UI}, ego whip IV^{OA}, false abjuration VII*, false conjuration VII*, false evocation VII*, false necromancy VII*, false transmutation VII*, foe to friend^{APG}, foster hatred^{OA}, gnashing floor^{DM}, hollow heroism (greater)^{UI}, inflict pain (mass)^{OA}, invisibility (mass), limited wish, mind thrust VI^{OA}, permanent hallucination^{UI}, phantas-*

mal revenge^{APG}, phobia^{HA}, primal regression^{OA}, project image, psychic surgery^{OA}, repress memory^{OA}, scintillating pattern, screen, scrying (greater), sequester, shadow body^{OA}, shadow conjuration (greater), stone tell, sunbeam, synesthesia (mass)^{OA}, thought shield V^{OA}, tower of iron will II^{OA}, unshakable zeal^{OA}, vision, waves of ecstasy^{UM}.

8th-Level Shadow Weaver Spells—*charm monster (mass), create demiplane^{UM}, curse of night^{HA}, demand, ego whip V^{OA}, euphoric tranquility^{APG}, false abjuration VIII*, false conjuration VIII*, false evocation VIII*, false necromancy VIII*, false transmutation VIII*, insanity, maze, mind blank, moment of prescience, power word blind, reverse scry^{DM}, shadow evocation (greater), sunburst, symbol of stunning, tower of iron will III^{OA}, waves of exhaustion.*

9th-Level Shadow Weaver Spells—*antipathy, binding, create demiplane (greater)^{UM}, false abjuration IX*, false conjuration IX*, false evocation IX*, false necromancy IX*, false transmutation IX*, foresight, gaze of Veles^{DM}, heroic invocation^{UC}, maze (greater)^{DM}, maze of madness and suffering^{HA}, microcosm^{OA}, mind blank (communal)^{UC}, mind swap (major)^{OA}, one with the cosmos^{DM}, polar midnight^{UM}, power word stun, shades, symbol of insanity, sympathy, tower of iron will IV^{OA}, weird, wish.*



NEW SPELLS

False Abjuration I

School illusion (shadow) [shadow^{UM}]; **Level** bard 2, shadow weaver 1, sorcerer/wizard 2, spiritualist 2

Casting Time 1 standard action

Components V, S

Range see text

Effect see text

Duration see text

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard abjuration spell of 1st level or lower. Spells have normal effects unless an affected creature succeeds on a Will save to disbelieve it and they always allow spell resistance. If the spell grants a bonus or defense, any creature that interacts with the bonus or defense (such as making an attack the bonus applies against) is entitled to this Will save. If this is the creature's first interaction with that illusion, you must overcome the creature's

spell resistance or it automatically gets the benefits of disbelief (and any other benefits of spell resistance against the abjuration). Any bonus or numerical modifier the spell grants is reduced to 20% its usual benefit (minimum 1) against each creature who disbelieves it. Any damage that would not be dealt at all if not for the illusion (such as damage dealt by a ward against a creature it wards against) is reduced to 20% against disbelievers. Each disbelieving creature has only a 20% chance to be affected by other nondamaging effects of the spell. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *false abjuration I*'s level rather than the spell's normal level.

Objects automatically succeed on their Will saves against this spell. You cannot emulate a spell with a material component costing more than 1 gp unless you provide that component.

False Abjuration II

School illusion (shadow) [shadow^{UM}]; **Level** bard 3, shadow weaver 2, sorcerer/wizard 3, spiritualist 3

This spell functions as *false abjuration I* except that you can emulate an abjuration of up to 2nd level and it is 20% real.

False Abjuration III

School illusion (shadow) [shadow^{UM}]; **Level** bard 4, shadow weaver 3, sorcerer/wizard 4, spiritualist 4

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 3rd level and it is 20% real.

False Abjuration IV

School illusion (shadow) [shadow^{UM}]; **Level** bard 5, shadow weaver 4, sorcerer/wizard 5, spiritualist 5

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 4th level and it is 20% real.

False Abjuration V

School illusion (shadow) [shadow^{UM}]; **Level** bard 6, shadow weaver 5, sorcerer/wizard 6, spiritualist 6

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 5th level and it is 50% real.

False Abjuration VI

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 6, sorcerer/wizard 7

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 6th level and it is 50% real.

False Abjuration VII

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 7, sorcerer/wizard 8

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 7th level and it is 50% real.

False Abjuration VIII

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 8, sorcerer/wizard 9

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 8th level and it is 50% real.

False Abjuration IX

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 9

This spell functions as *false abjuration I* except that it can emulate an abjuration of up to 9th level and it is 50% real.

False Conjunction I

School illusion (shadow) [shadow^{UM}]; **Level** bard 2, shadow weaver 1, sorcerer/wizard 2, spiritualist 2

This spell functions as *shadow conjunction* except as noted here. You can emulate a conjunction of up to 1st level and it is 20% real. In addition to creation and summoning spells, you can emulate healing spells on the appropriate spell list. When you do so, the illusion heals only 20% the usual damage. The rest of those hit points are instead gained as temporary hit points that

last for 1 hour per caster level. Healed hit points that would have been wasted due to exceeding the target's hit point maximum are lost and do not become temporary hit points this way. You cannot emulate a spell with a material component costing more than 1 gp unless you provide that component.

False Conjunction II

School illusion (shadow) [shadow^{UM}]; **Level** bard 3, shadow weaver 2, sorcerer/wizard 3, spiritualist 3

This spell functions as *false conjunction I* except that it is 20% real and can emulate conjunctions of up to 2nd level.

False Conjunction III

School illusion (shadow) [shadow^{UM}]; **Level** bard 4, shadow weaver 3, sorcerer/wizard 4, spiritualist 4

This spell functions as *false conjunction I* except that it is 20% real and can emulate conjunctions of up to 3rd level.

False Conjunction IV

School illusion (shadow) [shadow^{UM}]; **Level** bard 5, shadow weaver 4, sorcerer/wizard 5, spiritualist 5

This spell functions as *false conjunction I* except that it is 20% real and can emulate conjunctions of up to 4th level.

False Conjunction V

School illusion (shadow) [shadow^{UM}]; **Level** bard 6, shadow weaver 5, sorcerer/wizard 6, spiritualist 6

This spell functions as *false conjunction I* except that it is 50% real and can emulate conjunctions of up to 5th level.

False Conjunction VI

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 6, sorcerer/wizard 7

This spell functions as *false conjunction I* except that it is 50% real and can emulate conjunctions of up to 6th level.

False Conjunction VII

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 7, sorcerer/wizard 8

This spell functions as *false conjunction I* except that it is 50% real and can emulate conjunctions of up to 7th level.

False Conjunction VIII

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 8, sorcerer/wizard 9

This spell functions as *false conjunction I* except that it is 50% real and can emulate conjunctions of up to 8th level.

False Conjunction IX

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 9

This spell functions as *false conjunction I* except that it is 50% real and can emulate conjunctions of up to 9th level.

False Evocation I

School illusion (shadow) [shadow^{UM}]; **Level** bard 2, shadow weaver 1, sorcerer/wizard 2, spiritualist 2

This spell functions as *shadow evocation* except that it is 20% real and can emulate evocations of up to 1st level. You cannot emulate a spell with a material component costing more than 1 gp unless you provide that component.

False Evocation II

School illusion (shadow) [shadow^{UM}]; **Level** bard 3, shadow weaver 2, sorcerer/wizard 3, spiritualist 3

This spell functions as *shadow evocation* except that it is 20% real and can emulate evocations of up to 2nd level.

False Evocation III

School illusion (shadow) [shadow^{UM}]; **Level** bard 4, shadow weaver 3, sorcerer/wizard 4, spiritualist 4

This spell functions as *shadow evocation* except that it is 20% real and can emulate evocations of up to 3rd level.

False Evocation IV

School illusion (shadow) [shadow^{UM}]; **Level** bard 5, shadow weaver 4, sorcerer/wizard 5, spiritualist 5

This spell functions as *shadow evocation* except that it is 20% real and can emulate evocations of up to 4th level.

False Evocation V

School illusion (shadow) [shadow^{UM}]; **Level** bard 6, shadow weaver 5, sorcerer/wizard 6, spiritualist 6

This spell functions as *shadow evocation* except that it is 50% real and can emulate evocations of up to 5th level.

False Evocation VI

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 6, sorcerer/wizard 7

This spell functions as *shadow evocation* except that it is 50% real and can emulate evocations of up to 6th level.

False Evocation VII

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 7, sorcerer/wizard 8

This spell functions as *shadow evocation* except that it is 50% real and can emulate evocations of up to 7th level.

False Evocation VIII

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 8, sorcerer/wizard 9

This spell functions as *shadow evocation* except that it is 50% real and can emulate evocations of up to 8th level.

False Evocation IX

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 9

This spell functions as *shadow evocation* except that it is 50% real and can emulate evocations of up to 9th level.

False Necromancy I

School illusion (shadow) [shadow^{UM}]; **Level** bard 2, shadow weaver 1, sorcerer/wizard 2, spiritualist 2

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard necromancy spell of 1st level or lower.

Shadow necromancies are only one-fifth (20%) as strong as the real things, though creatures who believe the shadow necromancies to be real are affected by them at full strength. Any creature that interacts with the spell can make a Will save to recognize its true nature.

Spells that deal damage have normal effects unless the affected creature succeeds on a Will save. Each disbelieving creature takes only one-fifth (20%) damage from the attack. If that spell would grant temporary hit points to a disbelieving creature, it instead she illusion grants only 20% as many temporary hit points. If the disbelieved spell has a special effect other than damage, that effect is only 20% likely to occur. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *false necromancy I*'s level (1st) rather than the spell's normal level. In addition, any effect created by *false necromancy I* allows spell resistance, even if the spell it is simulating does not.

A shadow creature has one-fifth the hit points of a normal creature of its kind (regardless of whether it's recognized as shadowy). It deals normal damage and has all normal abilities and weaknesses. Against a creature that recognizes it as a shadow creature, however, the shadow creature's damage is one-fifth (20%) normal, and all special abilities that do not deal lethal damage are only 20% likely to work. Furthermore, the shadow creature's AC bonuses are just one-fifth as large. If you fail to overcome an interacting creature's spell resistance when it first interacts with a shadow creature, the resisting creature gets the benefits of disbelief automatically and is immune to nondamaging abilities from the shadow creature.

A creature that succeeds on its save sees the shadow necromancies as transparent images superimposed on vague, shadowy forms. Objects automatically succeed on their Will saves against this spell. You cannot emulate a spell with a material component costing more than 1 gp unless you provide that component.

False Necromancy II

School illusion (shadow) [shadow^{UM}]; **Level** bard 3, shadow weaver 2, sorcerer/wizard 3, spiritualist 3

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 2nd level or lower and the illusion is 20% real.

False Necromancy III

School illusion (shadow) [shadow^{UM}]; **Level** bard 4, shadow weaver 3, sorcerer/wizard 4, spiritualist 4

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 3rd level or lower and the illusion is 20% real.

False Necromancy IV

School illusion (shadow) [shadow^{UM}]; **Level** bard 5, shadow weaver 4, sorcerer/wizard 5, spiritualist 5



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This spell functions as *false necromancy I* except it can emulate a necromancy spell of 4th level or lower and the illusion is 20% real.

False Necromancy V

School illusion (shadow) [shadow^{UM}]; **Level** bard 6, shadow weaver 5, sorcerer/wizard 6, spiritualist 6

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 5th level or lower and the illusion is 50% real.

False Necromancy VI

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 6, sorcerer/wizard 7

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 6th level or lower and the illusion is 50% real.

False Necromancy VII

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 7, sorcerer/wizard 8

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 7th level or lower and the illusion is 50% real.

False Necromancy VIII

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 8, sorcerer/wizard 9

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 8th level or lower and the illusion is 50% real.

False Necromancy IX

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 9

This spell functions as *false necromancy I* except it can emulate a necromancy spell of 9th level or lower and the illusion is 50% real.

False Transmutation I

School illusion (shadow) [shadow^{UM}]; **Level** bard 2, shadow weaver 1, sorcerer/wizard 2, spiritualist 2

Casting Time 1 standard action

Components V, S

Range see text

Effect see text

Duration see text

Saving Throw Will disbelief (if interacted with);

Spell Resistance yes

You tap energy from the Plane of Shadow to cast a quasi-real, illusory version of a sorcerer or wizard transmutation spell of 1st level or lower. Spells have normal effects unless an affected creature succeeds on a Will save to disbelieve it. If an affected creature succeeds on this Will save, it nonetheless has a 20% chance of being fully affected anyway. A transmuted creature gains no new senses from the illusion. Any creature that interacts with an aspect of the target or area modified by the illusion is entitled to this saving throw. If this is the creature's first interaction with that illusion, you must overcome the creature's spell resistance or it automatically gets the benefits of disbelief. Against any creature that succeeds on its Will save to disbelieve the illusion, any bonus the spell grants is reduced to 20% its usual benefit (minimum +1). Any damage that would not be dealt at all if not for the illusion (such as a natural weapon a transmuted creature doesn't normally possess) is reduced to 20% against disbelievers (minimum 1 point of nonlethal damage). Each disbelieving creature has only a 20% chance to be affected by other nondamaging effects of the spell. Regardless of the result of the save to disbelieve, an affected creature is also allowed any save that the spell being simulated allows, but the save DC is set according to *false transmutation I*'s level rather than the spell's normal level.

A creature that succeeds on its save sees the *shadow transmutation* as a transparent image superimposed on the original form of the target or area. Vague, shadowy filaments connect the false and real silhouettes. Objects automatically succeed on their Will saves against this spell. You cannot emulate a spell with a material component costing more than 1 gp unless you provide that component.

False Transmutation II

School illusion (shadow) [shadow^{UM}]; **Level** bard 3, shadow weaver 2, sorcerer/wizard 3, spiritualist 3

This spell functions as *false transmutation I* except that you can emulate a sorcerer/wizard transmutation of up to 2nd level.

False Transmutation III

School illusion (shadow) [shadow^{UM}]; **Level** bard 4, shadow weaver 3, sorcerer/wizard 4, spiritualist 4

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 3rd level and it is 20% real.

False Transmutation IV

School illusion (shadow) [shadow^{UM}]; **Level** bard 5, shadow weaver 4, sorcerer/wizard 5, spiritualist 5

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 4th level and it is 20% real.

False Transmutation V

School illusion (shadow) [shadow^{UM}]; **Level** bard 6, shadow weaver 5, sorcerer/wizard 6, spiritualist 6

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 5th level and it is 50% real.

False Transmutation VI

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 6, sorcerer/wizard 7

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 6th level and it is 50% real.

False Transmutation VII

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 7, sorcerer/wizard 8

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 7th level and it is 50% real.

False Transmutation VIII

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 8, sorcerer/wizard 9

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 8th level and it is 50% real.

False Transmutation IX

School illusion (shadow) [shadow^{UM}]; **Level** shadow weaver 9

This spell functions as *false transmutation I* except that it can emulate a transmutation of up to 9th level and it is 50% real.



NEW FEATS

Another Perspective

You can see the shadows of reality another way.

Prerequisite: Perspective spells ability.

Benefit: Choose a perspective and a school of magic. Treat perspective spells of that school from that perspective as if they were on your list of perspective spells except that they are 1 spell level higher for you.

Special: You can gain this feat more than once. You must choose a different combination of perspective and school each time.

Extra Piercing Glimpse

Your study of shadowstuff reveals more of the underlying secrets of reality.

Prerequisite: Piercing glimpse ability.

Benefit: You gain another piercing glimpse you qualify for.

Special: You can gain this feat more than once.

Extra Silhouette

Your shadow can maintain more illusions.

Prerequisite: Silhouette ability.

Benefit: You gain another silhouette you qualify for.

Special: You can gain this feat more than once.

Quick Glimpse

You can change your piercing glimpse on the fly.

Prerequisite: Two piercing glimpses.

Benefit: You can change the piercing glimpse you have active as a move action.

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