Rite Publishing Presents

101 Shadow and Darkness Spells









Presents:

101 Shadow and Darkness Spells

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Introduciton

Many of the spells in this collection generally are more powerful when cast in areas of shadow, twilight, or conditions of dim or darker lighting. Some of the spells are suited to particular lighting conditions; some only work in very narrow lighting conditions.

Tight and Darkness

The range of lighting conditions is generally from bright to dark with normal and dim in between. Because some creatures can see in supernaturally dark conditions, it's entirely reasonable to think of something like utter darkness as a step darker than dark. It's also reasonable to consider a condition of brightness that is brighter than bright. Spells and effects that cause the dazzled condition or blindness from extreme brightness could fall into this category. But, just like utter darkness might be a natural state of extreme darkness, utter brightness might be a natural state of extreme brightness. Beyond utter darkness would be the kind of darkness that even most magical light could not penetrate, and beyond utter brightness would be the kind of brightness that even most magical darkness could not diminish. Artifacts or high-level spells might have the power to create very long-lasting conditions of these sorts. While this product generally adheres to the four normal conditions of lighting, it's entirely fitting to consider a broader spectrum such as this.

Lighting Conditions	Description / Exam- ple
Supernatural Brightness	Vision is impossible with- out magical aid
Utter Brightness	Dazzling sunlight pours into a room of mirrors and glass, it is too bright to see
Bright	Outside, not under shade, on a brilliantly sunny day
Normal	Indoors with windows and doors open on a moderately cloudy day
Dim	In the woods in summer immediately after sunset while the sky is still barely lit
Darkness	In a tunnel underground, a torch is far enough away you almost can't see your hands
Utter Darkness	Deep underground, no light sources; no one can see anything
Supernatural Darkness	Vision is impossible with- out magical aid



Shade and Shadow

There are some potential pitfalls to plan for in using this product. A spell might grant a greater effect if the target is in shadows. In some cases, this will be immediately obvious (the target is against a wall in a dungeon hallway, there are torches in a nearby room, and objects in that room are between the target and the torches in a way that shadows of those objects are cast into the hall and onto that wall). In some cases, this will not be immediately obvious (it's a bright day, the caster and target are 20 feet apart, the target is under the shade of a massive tree but the caster, who isn't under the shade of the tree, can see the target clearly – maybe only someone with an ability like hide in plain sight could avoid being noticed... is that target "in shadows"?). GM adjudication will prevail in such cases. Some spells in this product produce or manipulate light in ways that are designed to allow a caster to create or manipulate shadows. A flashlight, battle map and miniatures might actually be helpful in some such cases. At the end of the day, the game should be fun. If a spell slows down play or is too hard to interpret, don't allow it.

Also, in many instances, the use of "shadow" in this product refers not to the kind of shadow that is caused by an object blocking light, but to the material found in the Shadow Plane. And, sometimes, a spell intentionally blurs the distinction between these two. There might be spells that allow for a shadow (in the normal sense of blocked light) when one normally wouldn't be allowed thanks to the magical power of the Shadow Plane. Every effort has been made to clearly identify which sense is meant whenever it might have been ambiguous.

Spell Tists

Alchemist Formulae

1st-Jevel Alchemist Formulae

Brightvision: Improved ability to see in normal and bright light, +2 on saves versus blindness and light effect which cause damage.

Twilight Invisibility: You are invisible for 1 min./level while you are in shadowy or dim lighting conditions.

2nd-Jevel Alchemist Formulae

Form of the Darkmantle: You assume the form of a darkmantle.

Shimmering in Shadows: Subject benefits from *displacement* while in shadows.

Track Shadows: You gain a bonus to Survival checks for tracking.

3rd-Jevel Alchemist Formulae

Duergar Disguise: You assume the form of a duergar, gaining darkvision, +2 Con, and + 1 saves against spells, spell-like abilities, paralysis and poison.

Escape into Shadow: As an immediate action, you step into the Shadow Plane.

Fetchling Form: You transform into a fetchling, gaining +2 Dexterity, cold and electricity resistance 5, darkvision 60 ft. and low-light vision.

Piercing Vision: Creature touched has supernaturally keen sight.

Protection from Darkness and Shadow: Gain protections against effects associated with spells with the darkness descriptor or the shadow subschool.

4th-Jevel Alchemist Formulae

Breath of the Umbral Dragon: Breath weapon causes blindness and Strength damage.

Touched by Darkness: Touched creature explodes when it dies.

5th-Jevel Alchemist Formulae

Fetchling's Flight: You gain temporary use of either *shadow walk* or a limited form of *plane shift*.

6th-Jevel Alchemist Formulae

Shadow Form: You become a shadowy, harder-to-damage version of yourself.

Antipaladin Spells

1st-Jevel Antipaladin Spells

Alert to the Unnatural: Gain a sixth sense alerting you to the presence of unnatural dangers. Blinding Battering: Your attacks dazzle and then blind an opponent who repeatedly fails Fortitude saves.

2nd-Jevel Antipaladin Spells

Cavelight Touch: Touch causes the subject to glow as a candle and causes 1d6 Strength damage.

Dark Pursuit: Your speed increases by +20 feet and you gain limited *dimension door* abilities though only in darkness.

3rd-Jevel Antipaladin Spells

Darkness Powerlessness: Target becomes afraid of the dark, and is staggered and cannot attack when in darkness.

Dispel Shadow Magic: Cancels one shadow magical spell or effect.

Enervated Weapon: Your weapon deals 1 negative level per hit in addition to its usual damage.

Sunset Aura: A 30-ft. radius aura of darkness impedes those with normal vision, temporarily counters light effects, and can be made to burst into utter darkness causing 1d6 damage/2 caster levels.

4th-Jevel Antipaladin Spells

Shadow Form: You become a shadowy, harder-to-damage version of yourself.

Bard Spells

o-Jevel Bard Spells

Glamered Shadow: Change the appearance of your shadow.

Shady: Create a 5-ft.-radius area of shade.

1st-Jevel Bard Spells

Contrast Orb: A small orb glows with dim light. **Control Shadow:** You cause your shadow to widen or lengthen.

Detect Shadow: Reveals creatures, spells, or objects associated with the Shadow Plane.

Sticky Shadows: Shadows in a 30-ft.-radius spread become sticky and can entangle those in the shadows.

Twilight Invisibility: You are invisible for 1 min./level while you are in shadowy or dim lighting conditions. **Whispering Shadows:** Send thoughts as whispers to

others via shadows.

2nd-Tevel Bard Spells

Blinding Battering: Your attacks dazzle and then blind an opponent who repeatedly fails Fortitude saves.

Half-Awake: Subjects remain half awake and still gain full effects of sleep.

Shadow Armor: Gives subject +4 armor bonus, +2 Re-flex save bonus, and, in shadowy terrain DR 1/—.

Shadow Hop: You hop from one shadow to another via very limited *dimension door.*

Shadow Slide: You move gracefully along shadowy spaces.

Shadow Theater: Creates illusion of others' shadows.

Shimmering in Shadows: Subject benefits from *displacement* while in shadows.

3rd-Jevel Bard Spells

Cast from Shadow: Your spells may originate from other shadow terrain spaces.

Darkness Powerlessness: Target becomes afraid of the dark, and is staggered and cannot attack when in darkness.

Dispel Shadow Magic: Cancels one shadow magical spell or effect.

Escape into Shadow: As an immediate action, you step into the Shadow Plane.

Piercing Vision: Creature touched has supernaturally keen sight.

Protection from Darkness and Shadow: Gain protections against effects associated with spells with the darkness descriptor or the shadow subschool.

Shadow Blink: You randomly vanish and reappear into shadow for 1 round/level.

Shadow Portent: Creature touched gains combat bonuses against studied targets.

Shadow Sensor: Creates a scrying sensor made of shadow magic.

Shadow Targeting: +4 insight bonus on attacks against creatures touching your shadow.

Slippery Shadow: Your shadow is as slippery as *grease.*

Telepathy via Shadow: You establish a telepathic link through physical or shadow contact.

4th-Jevel Bard Spells

Disappear: You teleport to a shadowy space and gain a +20 circumstance bonus on your Stealth check.

Heavy Shadows: Target's shadow takes on weight, slowing and entangling it.

Shadowy Incorporeality: You are incorporeal while you remain in shade or shadows.

Transposition via Shadows: Subjects switch places with targets via touching shadows

5th-Jevel Bard Spells

Dispel Shadow Magic, Greater: Works as *dispel shadow magic*, but can affect multiple targets.

Fetchling's Flight: You gain temporary use of either *shadow walk* or a limited form of *plane shift*.

Piercing Vision, Mass: As *piercing vision* but affects multiple targets.

Shadow to Shadow: You move as though via *dimension door* from one shadow to another.

Star Lines: Maps in the stars appear to guide you to your destination.

Wall of Impenetrable Shadows: Wall blocks line of sight and effect, and keeps out creatures, objects and energies.

6th-Jevel Bard Spells

Shadow Conduit: Your *shadow conjuration* and *shadow evocation* spells are more powerful.

Shadow Gold: Creates gold from shadow matter. **Shadow Portent, Greater:** As *shadow portent* but recipient gains bonuses against multiple targets. **Shunted Through Shadows:** Targets are pushed into the Shadow Plane and reemerge on the Material Plane in a random location far away.

Bloodrager Spells

1st-Tevel Bloodrager Spells

Blinding Battering: Your attacks dazzle and then blind an opponent who repeatedly fails Fortitude saves.

Brightvision: Improved ability to see in normal and bright light, +2 on saves versus blindness and light effect which cause damage.

2nd-Jevel Bloodrager Spells

Cavelight Touch: Touch causes the subject to glow as a candle and causes 1d6 Strength damage.

Piercing Vision: Creature touched has supernaturally keen sight.

Shade Speed: You gain a fly speed of 60 ft. in dim lighting conditions for 1 round/level.

Shadow Armor: Gives subject +4 armor bonus, +2 Reflex save bonus, and, in shadowy terrain DR 1/—.

Twilight Senses: Subjects gain low-light vision, scent and benefits of swift movement.

3rd-Jevel Bloodrager Spells

Enervated Weapon: Your weapon deals 1 negative level per hit in addition to its usual damage.

Protection from Darkness and Shadow: Gain protections against effects associated with spells with the darkness descriptor or the shadow subschool.

4th-Jevel Bloodrager Spells

Breath of the Umbral Dragon: Breath weapon causes blindness and Strength damage.

Disappear: You teleport to a shadowy space and gain a +20 circumstance bonus on your Stealth check.

Piercing Vision, Mass: As *piercing vision* but affects multiple targets.

Resilient Shadow Barrier: Grants subject SR 10 + 1/2 caster level and DR 1/2 caster level.

Shock through Shadow: Electricity travels through your shadow and causes 1d6 per caster level damage to targets.

Touched by Darkness: Touched creature explodes when it dies.

Cleric/Oracle Spells

o-Jevel Cleric/Oracle Spells

Shady: Create a 5-ft.-radius area of shade.



1st-Jevel Cleric/Oracle Spells

Alert to the Unnatural: Gain a sixth sense alerting you to the presence of unnatural dangers. Detect Shadow: Reveals creatures, spells, or objects associated with the Shadow Plane.

2nd-Jevel Cleric/Oracle Spells

Blessing of Light: Targets gain +2 on saves against darkness and shadow spells and emit light.

Half-Awake: Subjects remain half awake and still gain full effects of sleep.

Waves of Light: Evil fey, outsiders and undead take 1d4 per caster level in 30 ft. cone.

3rd-Jevel Cleric/Oracle Spells

Dark Pursuit: Your speed increases by +20 feet and you gain limited *dimension door* abilities though only in darkness.

Darkness Powerlessness: Target becomes afraid of the dark, and is staggered and cannot attack when in darkness.

Dispel Shadow Magic: Cancels one shadow magical spell or effect.

Protection from Darkness and Shadow: Gain protections against effects associated with spells with the darkness descriptor or the shadow subschool.

Sunrise Aura: A 30-ft. radius aura of light staggers those with sunlight powerlessness, temporarily counters darkness effects, and can be made to burst into a blinding flash causing 1d6 damage/2 caster levels.

Sunset Aura: A 30-ft. radius aura of darkness impedes those with normal vision, temporarily counters light effects, and can be made to burst into utter darkness causing 1d6 damage/2 caster levels.

4th-Jevel Cleric/Oracle Spells

In the Thrall of Night: Target creature cannot sleep at night or in conditions of darkness.

Protection from Darkness and Shadow, Communal: As *protection from darkness and shadow*, but you may divide the duration among creatures touched.

Shadowy Incorporeality: You are incorporeal while you remain in shade or shadows.

Wall of Draining Darkness: Wall causes living creatures passing through it to radiate darkness and gain 1 negative level.

5th-Jevel Cleric/Oracle Spells

Control Lighting: Increase or decrease the lighting conditions within 40 ft. by one step each round. **Curse of The Dark:** Subject permanently radiates

darkness within 10 feet. Cursed to Walk in Shadow: Target must remain in

shadows or risk being sent to the Shadow Plane.

Dispel Shadow: +4 bonus against attacks by creatures from the Shadow Plane.

Enervated Weapon: Your weapon deals 1 negative level per hit in addition to its usual damage.

Force of Brightness: Magical light becomes force damage capable of harming incorporeal creatures.

Isolating Darkness: Touched target gains negative levels and sheds darkness.

Resilient Shadow Barrier: Grants subject SR 10 + 1/2 caster level and DR 1/2 caster level.

Star Lines: Maps in the stars appear to guide you to your destination.

Umbral Demon: Call a shadow demon to perform a service.

Wall of Impenetrable Shadows: Wall blocks line of sight and effect, and keeps out creatures, objects and energies.

6th-Jevel Cleric/Oracle Spells

Dispel Shadow Magic, Greater: Works as *dispel shadow magic*, but can affect multiple targets.

Draining Shadow: Targets gain 1 negative level or 1d6 damage per round.

Forced Shadow Projection: Target temporarily becomes a shadow.

Nightshade Drain: Your touch ends spell or magic effects on creatures or drains items of their magical power.

7th-Jevel Cleric/Oracle Spells

Create Shadow Pocket: Create your own region of the Shadow Plane.

Natural Shade Protection: Power from the Shadow Plane absorbs elemental energies in the area.

8th-Jevel Cleric/Oracle Spells

Shadow Portal: Connects two planes, via the Shadow Plane, for travel or summoning.

9th-Jevel Cleric/Oracle Spells

Persistent Night: Creature or object produces a permanent night effect, affected living creatures may become mad.

World in Shadows: An enormous region of the world is cast into darkness for a generation.

Druid Spells

o-Jevel Druid Spells

Shady: Create a 5-ft.-radius area of shade.

1st-Jevel Druid Spells

Alert to the Unnatural: Gain a sixth sense alerting you to the presence of unnatural dangers.

2nd-Teyel Druid Spells

Half-Awake: Subjects remain half awake and still gain full effects of sleep.

Twilight Senses: Subjects gain low-light vision, scent and benefits of swift movement.



zrd-Jevel Druid Spells

Piercing Vision: Creature touched has supernaturally keen sight.

Sunset Aura: A 30-ft. radius aura of darkness impedes those with normal vision, temporarily counters light effects, and can be made to burst into utter darkness causing 1d6 damage/2 caster levels.

Sunrise Aura: A 30-ft. radius aura of light staggers those with sunlight powerlessness, temporarily counters darkness effects, and can be made to burst into a blinding flash causing 1d6 damage/2 caster levels.

4th-Jevel Druid Spells

Shock through Shadow: Electricity travels through your shadow and causes 1d6 per caster level damage to targets.

5th-Jevel Druid Spells

Crepuscular Rays: Up to four rays deal 1d6 damage per two caster levels each; and dazzles those who see you. **Piercing Vision, Mass:** As *piercing vision* but affects multiple targets.

Star Lines: Maps in the stars appear to guide you to your destination.

6th-Jevel Druid Spells

Dispel Shadow Magic, Greater: Works as *dispel shadow magic*, but can affect multiple targets.

7th-Jevel Druid Spells

Natural Shade Protection: Power from the Shadow Plane absorbs elemental energies in the area.

8th-Jevel Druid Spells

Piercing Vision, Legion: As mass piercing vision but affects all the caster's allies.

9th-Jevel Druid Spells

Persistent Night: Creature or object produces a permanent night effect, affected living creatures may become mad.

Inquisitor Spells

o-Jevel Inquisitor Spells Shady: Create a 5-ft.-radius area of shade.

1st-Jevel Inquisitor Spells

Alert to the Unnatural: Gain a sixth sense alerting you to the presence of unnatural dangers.

Detect Shadow: Reveals creatures, spells, or objects associated with the Shadow Plane.



Persistent Night

2nd-Jevel Inquisitor Spells

Half-Awake: Subjects remain half awake and still gain full effects of sleep.

Track Shadows: You gain a bonus to Survival checks for tracking.

3rd-Jevel Inquisitor Spells

Dark Pursuit: Your speed increases by +20 feet and you gain limited *dimension door* abilities though only in darkness.

Dispel Shadow Magic: Cancels one shadow magical spell or effect.

Piercing Vision: Creature touched has supernaturally keen sight.

Protection from Darkness and Shadow: Gain protections against effects associated with spells with the darkness descriptor or the shadow subschool.

Sunrise Aura: A 30-ft. radius aura of light staggers those with sunlight powerlessness, temporarily counters darkness effects, and can be made to burst into a blinding flash causing 1d6 damage/2 caster levels.

Sunset Aura: A 30-ft. radius aura of darkness impedes those with normal vision, temporarily counters light effects, and can be made to burst into utter darkness causing 1d6 damage/2 caster levels.

4th-Jevel Inquisitor Spells

Protection from Darkness and Shadow, Commu-

nal: As *protection from darkness and shadow*, but you may divide the duration among creatures touched. **Shadowy Incorporeality:** You are incorporeal while you remain in shade or shadows.

5th-Jevel Inquisitor Spells

Crepuscular Rays: Up to four rays deal 1d6 damage per two caster levels each; and dazzles those who see you. **Curse of The Dark:** Subject permanently radiates darkness within 10 feet.

Dispel Shadow: +4 bonus against attacks by creatures from the Shadow Plane.

Piercing Vision, Mass: As *piercing vision* but affects multiple targets.

Resilient Shadow Barrier: Grants subject SR 10 + 1/2 caster level and DR 1/2 caster level.

Star Lines: Maps in the stars appear to guide you to your destination.

6th-Jevel Inquisitor Spells

Dispel Shadow Magic, Greater: Works as *dispel shadow magic*, but can affect multiple targets.

Magus Spells

o-Jevel Magus Spells

Shady: Create a 5-ft.-radius area of shade.

1st-Jevel Magus Spells

Control Shadow: You cause your shadow to widen or lengthen.

Contrast Orb: A small orb glows with dim light. **Twilight Invisibility:** You are invisible for 1 min./level while you are in shadowy or dim lighting conditions.

2nd-Tevel Magus Spells

Blinding Battering: Your attacks dazzle and then blind an opponent who repeatedly fails Fortitude saves.

Cavelight Touch: Touch causes the subject to glow as a candle and causes 1d6 Strength damage.

Form of the Darkmantle: You assume the form of a darkmantle.

Shade Speed: You gain a fly speed of 60 ft. in dim lighting conditions for 1 round/level.

Shadow Armor: Gives subject +4 armor bonus, +2 Re-flex save bonus, and, in shadowy terrain DR 1/—.

Shadow Slide: You move gracefully along shadowy spaces.

Shimmering in Shadows: Subject benefits from *displacement* while in shadows.

Track Shadows: You gain a bonus to Survival checks for tracking.

Waves of Light: Evil fey, outsiders and undead take 1d4 per caster level in 30 ft. cone.

3rd-Jevel Magus Spells

Dark Pursuit: Your speed increases by +20 feet and you gain limited *dimension door* abilities though only in darkness.

Dispel Shadow Magic: Cancels one shadow magical spell or effect.

Duergar Disguise: You assume the form of a duergar, gaining darkvision, +2 Con, and + 1 saves against spells, spell-like abilities, paralysis and poison.

Escape into Shadow: As an immediate action, you step into the Shadow Plane.

Fetchling Form: You transform into a fetchling, gaining +2 Dexterity, cold and electricity resistance 5, darkvision 60 ft. and low-light vision.

Piercing Vision: Creature touched has supernaturally keen sight.

Protection from Darkness and Shadow: Absorb 12 points/level of damage from magical damage associated with darkness.

Shadow Blink: You randomly vanish and reappear into shadow for 1 round/level.

Shadow Portent: Creature touched gains combat bonuses against studied targets.

Shadow Targeting: +4 insight bonus on attacks against creatures touching your shadow.

Slippery Shadow: Your shadow is as slippery as *grease.*

Sparks in Shadows: Shadows in the area cause 1d6 electricity damage to those who enter affected spaces.

4th-Tevel Magus Spells

Breath of the Umbral Dragon: Breath weapon causes blindness and Strength damage.

Disappear: You teleport to a shadowy space and gain a +20 circumstance bonus on your Stealth check.

Shadow Switch: Move contents of one shadowy 5-ft. square to another shadowy 5-ft. square. (Swift)

Shadowy Incorporeality: You are incorporeal while you remain in shade or shadows.

Shock through Shadow: Electricity travels through your shadow and causes 1d6 per caster level damage to targets.

Touched by Darkness: Touched creature explodes when it dies.

5th-Jevel Magus Spells

Enervated Weapon: Your weapon deals 1 negative level per hit in addition to its usual damage.

Fetchling's Flight: You gain temporary use of either *shadow walk* or a limited form of *plane shift*.

Piercing Vision, Mass: As *piercing vision* but affects multiple targets.

Star Lines: Maps in the stars appear to guide you to your destination.

Wall of Impenetrable Shadows: Wall blocks line of sight and effect, and keeps out creatures, objects and energies.

6th-Jevel Magus Spells

Dispel Shadow Magic, Greater: Works as *dispel shadow magic*, but can affect multiple targets. **Shadow Form:** You become a shadowy, harder-to-damage version of yourself.

Shadow Portent, Greater: As *shadow portent* but recipient gains bonuses against multiple targets.

Paladin Spells

1st-Jevel Paladin Spells

Alert to the Unnatural: Gain a sixth sense alerting you to the presence of unnatural dangers.

Detect Shadow: Reveals creatures, spells, or objects associated with the Shadow Plane.

2nd-Level Paladin Spells

Blessing of Light: Targets gain +2 on saves against darkness and shadow spells and emit light.

Protection from Darkness and Shadow: Gain protections against effects associated with spells with the darkness descriptor or the shadow subschool.

3rd-Jevel Paladin Spells

Dispel Shadow Magic: Cancels one shadow magical spell or effect.

Protection from Darkness and Shadow, Communal: As *protection from darkness and shadow*, but you may divide the duration among creatures touched.

Sunrise Aura: A 30-ft. radius aura of light staggers those with sunlight powerlessness, temporarily counters darkness effects, and can be made to burst into a blinding flash causing 1d6 damage/2 caster levels.

4th-Jevel Paladin Spells

Dispel Shadow: +4 bonus against attacks by creatures from the Shadow Plane.

Force of Brightness: Magical light becomes force damage capable of harming incorporeal creatures.

Ranger Spells

1st-Jevel Ranger Spells

Alert to the Unnatural: Gain a sixth sense alerting you to the presence of unnatural dangers.

Detect Shadow: Reveals creatures, spells, or objects associated with the Shadow Plane.

Half-Awake: Subjects remain half awake and still gain full effects of sleep.

Twilight Senses: Subjects gain low-light vision, scent and benefits of swift movement.

2nd-Level Ranger Spells

Dark Pursuit: Your speed increases by +20 feet and you gain limited *dimension door* abilities though only in darkness.

Piercing Vision: Creature touched has supernaturally keen sight.

3rd-Jevel Ranger Spells

Sunrise Aura: A 30-ft. radius aura of light staggers those with sunlight powerlessness, temporarily counters darkness effects, and can be made to burst into a blinding flash causing 1d6 damage/2 caster levels.

Sunset Aura: A 30-ft. radius aura of darkness impedes those with normal vision, temporarily counters light effects, and can be made to burst into utter darkness causing 1d6 damage/2 caster levels.

4th-Jevel Ranger Spells

Disappear: You teleport to a shadowy space and gain a +20 circumstance bonus on your Stealth check.

Piercing Vision, Mass: As *piercing vision* but affects multiple targets.

Shadow to Shadow: You move as though via *dimension door* from one shadow to another.

Star Lines: Maps in the stars appear to guide you to your destination.

Shaman Spells

o-Jevel Shaman Spells Shady: Create a 5-ft.-radius area of shade.

1st-Jevel Shaman Spells

Alert to the Unnatural: Gain a sixth sense alerting you to the presence of unnatural dangers.

2nd-Jevel Shaman Spells

Half-Awake: Subjects remain half awake and still gain full effects of sleep.

Waves of Light: Evil fey, outsiders and undead take 1d4 per caster level in 30 ft. cone.

3rd-Jevel Shaman Spells

Chill of Darkness: Temperature drops as area darkens causing nonlethal cold damage to those in darkness.

Dark Pursuit: Your speed increases by +20 feet and you gain limited *dimension door* abilities though only in darkness.

Darkness Powerlessness: Target becomes afraid of the dark, and is staggered and cannot attack when in darkness.

Dispel Shadow Magic: Cancels one shadow magical spell or effect.

Piercing Vision: Creature touched has supernaturally keen sight.





Sunrise Aura: A 30-ft. radius aura of light staggers those with sunlight powerlessness, temporarily counters darkness effects, and can be made to burst into a blinding flash causing 1d6 damage/2 caster levels.

Sunset Aura: A 30-ft. radius aura of darkness impedes those with normal vision, temporarily counters light effects, and can be made to burst into utter darkness causing 1d6 damage/2 caster levels.

4th-Tevel Shaman Spells

In the Thrall of Night: Target creature cannot sleep at night or in conditions of darkness.

Protection from Darkness and Shadow, Communal: As *protection from darkness and shadow*, but you may divide the duration among creatures touched.

Shadowless: Touched target no longer casts a shadow and becomes obsessed with restoring it.

5th-Jevel Shaman Spells

Crepuscular Rays: Up to four rays deal 1d6 damage per two caster levels each; and dazzles those who see you. **Curse of The Dark:** Subject permanently radiates darkness within 10 feet.

Force of Brightness: Magical light becomes force damage capable of harming incorporeal creatures.

Impede Fire and Light: Create a region that impedes spells with the fire or light descriptors.

Isolating Darkness: Touched target gains negative levels and sheds darkness.

Piercing Vision, Mass: As *piercing vision* but affects multiple targets.

Star Lines: Maps in the stars appear to guide you to your destination.

6th-Jevel Shaman Spells

Dispel Shadow Magic, Greater: Works as *dispel shadow magic*, but can affect multiple targets.

7th-Jevel Shaman Spells

Shunted Through Shadows: Targets are pushed into the Shadow Plane and reemerge on the Material Plane in a random location far away.

8th-Jevel Shaman Spells

Darkness Impedes Magic: Spells without either the darkness or shadow descriptor are impeded.

Hag Form, Night: You become a night hag, perhaps permanently.

Piercing Vision, Legion: As *mass piercing vision* but affects all the caster's allies.

9th-Jevel Shaman Spells

Persistent Night: Creature or object produces a permanent night effect, affected living creatures may become mad.

Sorcerer/Wizard Spells

o-Jevel Sorcerer/Wizard Spells

Evocation

Shady: Create a 5-ft.-radius area of shade.

Illusion

Glamered Shadow: Change the appearance of your shadow.

1st-Jevel Sorcerer/Wizard Spells

Divination

Detect Shadow: Reveals creatures, spells, or objects associated with the Shadow Plane.

Sense through Shadows: You may make Perception checks from the location of the target's shadow.

Evocation

Contrast Orb: A small orb glows with dim light.

Illusion

Sticky Shadows: Shadows in a 30-ft.-radius spread become sticky and can entangle those in the shadows. **Twilight Invisibility:** You are invisible for 1 min./level while you are in shadowy or dim lighting conditions.

Transmutation

Brightvision: Improved ability to see in normal and bright light, +2 on saves versus blindness and light effect which cause damage.

Control Shadow: You cause your shadow to widen or lengthen.

Whispering Shadows: Send thoughts as whispers to others via shadows.

2nd-Jevel Sorcerer/Wizard Spells

Divination

Track Shadows: You gain a bonus to Survival checks for tracking.

Evocation

Waves of Light: Evil fey, outsiders and undead take 1d4 per caster level in 30 ft. cone.

Illusion

Shadow Armor: Gives subject +4 armor bonus, +2 Re-flex save bonus, and, in shadowy terrain DR 1/—.



Blinding Battering

Shadow Hop: You hop from one shadow to another via very limited *dimension door.*

Shadow Theater: Creates illusion of others' shadows. **Shimmering in Shadows:** Subject benefits from *displacement* while in shadows.

Necromancy

Cavelight Touch: Touch causes the subject to glow as a candle and causes 1d6 Strength damage.

Transmutation

Blinding Battering: Your attacks dazzle and then blind an opponent who repeatedly fails Fortitude saves.

Form of the Darkmantle: You assume the form of a darkmantle.

Half-Awake: Subjects remain half awake and still gain full effects of sleep.

Shade Speed: You gain a fly speed of 60 ft. in dim lighting conditions for 1 round/level.

Shadow Slide: You move gracefully along shadowy spaces.

Twilight Senses: Subjects gain low-light vision, scent and benefits of swift movement.

3rd-Jevel Sorcerer/Wizard Spells

Abjuration

Dispel Shadow Magic: Cancels one shadow magical spell or effect.

Protection from Darkness and Shadow: Gain protections against effects associated with spells with the darkness descriptor or the shadow subschool.

Divination

Shadow Portent: Creature touched gains combat bonuses against studied targets.

Shadow Targeting: +4 insight bonus on attacks against creatures touching your shadow.

Telepathy via Shadow: You establish a telepathic link through physical or shadow contact.

Enchantment

Darkness Powerlessness: Target becomes afraid of the dark, and is staggered and cannot attack when in darkness.

Illusion

Escape into Shadow: As an immediate action, you step into the Shadow Plane.

Transmutation

Cast from Shadow: Your spells may originate from other shadow terrain spaces.

Chill of Darkness: Temperature drops as area darkens causing nonlethal cold damage to those in darkness.

Dark Pursuit: Your speed increases by +20 feet and you gain limited *dimension door* abilities though only in darkness.

Duergar Disguise: You assume the form of a duergar, gaining darkvision, +2 Con, and + 1 saves against spells, spell-like abilities, paralysis and poison.

Fetchling Form: You transform into a fetchling, gaining +2 Dexterity, cold and electricity resistance 5, darkvision 60 ft. and low-light vision.

Piercing Vision: Creature touched has supernaturally keen sight.

Shadow Blink: You randomly vanish and reappear into shadow for 1 round/level.

Slippery Shadow: Your shadow is as slippery as *grease.*

Sparks in Shadows: Shadows in the area cause 1d6 electricity damage to those who enter affected spaces.

4th-Jevel Sorcerer/Wizard Spells

Abjuration

Protection from Darkness and Shadow, Communal: As *protection from darkness and shadow*, but you may divide the duration among creatures touched.

Conjuration

Disappear: You teleport to a shadowy space and gain a +20 circumstance bonus on your Stealth check.

Rampage of Shadow Drakes: Summons 3 to 5 shadow drakes.

Shadow Switch: Move contents of one shadowy 5-ft. square to another shadowy 5-ft. square. (Swift)

Touched by Darkness: Touched creature explodes when it dies.

Enchantment

In the Thrall of Night: Target creature cannot sleep at night or in conditions of darkness.

Shadowless: Touched target no longer casts a shadow and becomes obsessed with restoring it.

Evocation

Shock through Shadow: Electricity travels through your shadow and causes 1d6 per caster level damage to targets.

Illusion

Heavy Shadows: Target's shadow takes on weight, slowing and entangling it.

Shadow Pits: Up to 1 extradimensional pit/3 levels is created from shadows.

Shadow Sensor: Creates a scrying sensor made of shadow magic.

Shadowy Incorporeality: You are incorporeal while you remain in shade or shadows.

Transposition via Shadows: Subjects switch places with targets via touching shadows

Twilight Ghosts: Ghosts appear to come to claim the souls of the targets of the spell.

Necromancy

Accursed Vision: Target is blinded except that it can see invisible creatures; this may cause insanity.

Breath of the Umbral Dragon: Breath weapon causes blindness and Strength damage.

Wall of Draining Darkness: Wall causes living creatures passing through it to radiate darkness and gain 1 negative level.

Transmutation

Brightvision, Mass: Improved ability to see in normal and bright light, +2 on saves versus blindness and light effect which cause damage.

5th-Jevel Sorcerer/Wizard Spells

Abjuration

Resilient Shadow Barrier: Grants subject SR 10 + 1/2 caster level and DR 1/2 caster level.

Conjuration

Impede Fire and Light: Create a region that impedes spells with the fire or light descriptors.

Shadow to Shadow: You move as though via *dimension door* from one shadow to another.

Utter Blackness: Overwhelming darkness causes panic and confusion in a 40-ft. radius.

Divination

Star Lines: Maps in the stars appear to guide you to your destination.

Evocation

Shadow Explosion: Creatures within 15 feet suffer 1d8 force damage/level; creatures up to 30 feet away suffer half damage.

Illusion

Cursed to Walk in Shadow: Target must remain in shadows or risk being sent to the Shadow Plane.

Fetchling's Flight: You gain temporary use of either *shadow walk* or a limited form of *plane shift.*

Wall of Impenetrable Shadows: Wall blocks line of sight and effect, and keeps out creatures, objects and energies.

Necromancy

Curse of The Dark: Subject permanently radiates darkness within 10 feet.

Isolating Darkness: Touched target gains negative levels and sheds darkness.

Transmutation

Control Lighting: Increase or decrease the lighting conditions within 40 ft. by one step each round. **Piercing Vision, Mass:** As *piercing vision* but affects multiple targets.

Universal

Power over Darkness: Alter the reality of darkness, shadow, or associated senses.

6th-Jevel Sorcerer/Wizard Spells

Abjuration

Dispel Shadow Magic, Greater: Works as *dispel shadow magic*, but can affect multiple targets.

Conjuration

Cloud of Fire and Shadow: Deals 3d6 fire and 1 negative level per round.

Divination

Shadow Portent, Greater: As *shadow portent* but recipient gains bonuses against multiple targets.

Enchantment

Seeing is Believing: Targets cannot believe what they do not see.

Illusion

Shadow Conjurer's Aura: Creatures summoned into the aura gain the Shadow Creature template. **Shadow Gold:** Creates gold from shadow matter.

Necromancy

Draining Shadow: Targets gain 1 negative level or 1d6 damage per round.

Forced Shadow Projection: Target temporarily becomes a shadow.

Nightshade Drain: Your touch ends spell or magic effects on creatures or drains items of their magical power.

Transmutation

Force of Brightness: Magical light becomes force damage capable of harming incorporeal creatures.

Shadow Form: You become a shadowy, harder-to-damage version of yourself.

7th-Jevel Sorcerer/Wizard Spells

Conjuration

Create Shadow Pocket: Create your own region of the Shadow Plane.

Shadow Conduit: Your *shadow conjuration* and *shadow evocation* spells are more powerful.

Illusion

Imprisoned in Shadows: Target creature disappears into shadows and is imprisoned on the Shadow Plane.

Shunted Through Shadows: Targets are pushed into the Shadow Plane and reemerge on the Material Plane in a random location far away.

Necromancy

Shadow Projection, Greater: Temporarily become a greater shadow.

8th-Jevel Sorcerer/Wizard Spells

Conjuration

Darkness Impedes Magic: Spells without either the darkness or shadow descriptor are impeded.

Shadow Portal: Connects two planes, via the Shadow Plane, for travel or summoning.

Transmutation

Hag Form, Night: You become a night hag, perhaps permanently.

Piercing Vision, Legion: As mass piercing vision but affects all the caster's allies.

9th-Jevel Sorcerer/Wizard Spells

Illusion

World in Shadows: An enormous region of the world is cast into darkness for a generation.

Necromancy

Persistent Night: Creature or object produces a permanent night effect, affected living creatures may become mad.

Summoner Spells

o-Jevel Summoner Spells

Shady: Create a 5-ft.-radius area of shade.

1st-Jevel Summoner Spells

Contrast Orb: A small orb glows with dim light. **Control Shadow:** You cause your shadow to widen or lengthen.

Twilight Invisibility: You are invisible for 1 min./level while you are in shadowy or dim lighting conditions.

2nd-Tevel Summoner Spells

Shadow Armor: Gives subject +4 armor bonus, +2 Re-flex save bonus, and, in shadowy terrain DR 1/—.

3rd-Jevel Summoner Spells

Dispel Shadow Magic: Cancels one shadow magical spell or effect.

Protection from Darkness and Shadow: Gain protections against effects associated with spells with the darkness descriptor or the shadow subschool.

Rampage of Shadow Drakes: Summons 3 to 5 shadow drakes.

4th-Jevel Summoner Spells

Protection from Darkness and Shadow, Commu-

nal: As *protection from darkness and shadow*, but you may divide the duration among creatures touched. **Utter Blackness:** Overwhelming darkness causes panic

and confusion in a 40-ft. radius.

Wall of Impenetrable Shadows: Wall blocks line of sight and effect, and keeps out creatures, objects and energies.

5th-Jevel Summoner Spells

Cloud of Fire and Shadow: Deals 3d6 fire and 1 negative level per round.

Create Shadow Pocket: Create your own region of the Shadow Plane.

Dispel Shadow Magic, Greater: Works as *dispel shadow magic*, but can affect multiple targets.

Fetchling's Flight: You gain temporary use of either *shadow walk* or a limited form of *plane shift*.

Shadow Conjurer's Aura: Creatures summoned into the aura gain the Shadow Creature template.

6th-Jevel Summoner Spells

Impede Magic: Spells without the shadow descriptor are impeded.

Shunted Through Shadows: Targets are pushed into the Shadow Plane and reemerge on the Material Plane in a random location far away.

Witch Spells

o-Jevel Witch Spells

Shady: Create a 5-ft.-radius area of shade.

1st-Jevel Witch Spells

Contrast Orb: A small orb glows with dim light. **Control Shadow:** You cause your shadow to widen or lengthen.

Detect Shadow: Reveals creatures, spells, or objects associated with the Shadow Plane.

Sticky Shadows: Shadows in a 30-ft.-radius spread become sticky and can entangle those in the shadows.

Whispering Shadows: Send thoughts as whispers to others via shadows.

2nd-Jevel Witch Spells

Blinding Battering: Your attacks dazzle and then blind an opponent who repeatedly fails Fortitude saves. **Cavelight Touch:** Touch causes the subject to glow as a

candle and causes 1d6 Strength damage. **Sense through Shadows:** You may make Perception checks from the location of the target's shadow.

Shadow Armor: Gives subject +4 armor bonus, +2 Reflex save bonus, and, in shadowy terrain DR 1/—.

Shadow Hop: You hop from one shadow to another via very limited *dimension door.*

3rd-Jevel Witch Spells

Cast from Shadow: Your spells may originate from other shadow terrain spaces.

Chill of Darkness: Temperature drops as area darkens causing nonlethal cold damage to those in darkness.

Darkness Powerlessness: Target becomes afraid of the dark, and is staggered and cannot attack when in darkness.

Dispel Shadow Magic: Cancels one shadow magical spell or effect.

Fetchling Form: You transform into a fetchling, gaining +2 Dexterity, cold and electricity resistance 5, darkvision 60 ft. and low-light vision.

4th-Jevel Witch Spells

Accursed Vision: Target is blinded except that it can see invisible creatures; this may cause insanity.

In the Thrall of Night: Target creature cannot sleep at night or in conditions of darkness.

Shadow Sensor: Creates a scrying sensor made of shadow magic.

Shadowless: Touched target no longer casts a shadow and becomes obsessed with restoring it.

Shadowy Incorporeality: You are incorporeal while you remain in shade or shadows.

Transposition via Shadows: Subjects switch places with targets via touching shadows

Twilight Ghosts: Ghosts appear to come to claim the souls of the targets of the spell.

5th-Jevel Witch Spells

Control Lighting: Increase or decrease the lighting conditions within 40 ft. by one step each round.

Curse of The Dark: Subject permanently radiates darkness within 10 feet.

Cursed to Walk in Shadow: Target must remain in shadows or risk being sent to the Shadow Plane.

Fetchling's Flight: You gain temporary use of either *shadow walk* or a limited form of *plane shift*.

Impede Fire and Light: Create a region that impedes spells with the fire or light descriptors.

Isolating Darkness: Touched target gains negative levels and sheds darkness.

Shadow to Shadow: You move as though via *dimension door* from one shadow to another.

Star Lines: Maps in the stars appear to guide you to your destination.

Utter Blackness: Overwhelming darkness causes panic and confusion in a 40-ft. radius.

6th-Jevel Witch Spells

Dispel Shadow Magic, Greater: Works as *dispel shadow magic*, but can affect multiple targets.

Draining Shadow: Targets gain 1 negative level or 1d6 damage per round.

Forced Shadow Projection: Target temporarily becomes a shadow.

Seeing is Believing: Targets cannot believe what they do not see.



Shadow Conjurer's Aura: Creatures summoned into the aura gain the Shadow Creature template.

7th-Jevel Witch Spells

Create Shadow Pocket: Create your own region of the Shadow Plane.

Shunted Through Shadows: Targets are pushed into the Shadow Plane and reemerge on the Material Plane in a random location far away.

8th-Jevel Witch Spells

Darkness Impedes Magic: Spells without either the darkness or shadow descriptor are impeded.

Hag Form, Night: You become a night hag, perhaps permanently.

9th-Jevel Witch Spells

Persistent Night: Creature or object produces a permanent night effect, affected living creatures may become mad.

World in Shadows: An enormous region of the world is cast into darkness for a generation.



Night Hag Form

Spells

Accursed Vision

School: Necromancy [curse]; **Level:** Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action **Components:** V, S **Range:** Medium (100 ft. + 10 ft./level) **Target:** One living creature **Duration:** Permanent (D)

Saving Throw: Fortitude negates and Will negates; see

text; Spell Resistance: Yes

The subject missing its Fortitude save gains the ability to see invisible creatures and objects as if it had gained *see invisibility* as a permanent ability. However, it also is unable to see creatures that are normally visible. Unless there is something invisible within its normal range of vision (which it presently can see), the subject is blinded.

If there is nothing within the target's field of vision when the spell takes effect, it has no way of distinguishing this from an effect which causes blindness. However, once it realizes it can see creatures that are normally invisible, this fact begins to play tricks on its mind; 1d6 days after the target first learns that it can see invisible creatures and not see visible creatures, it must make another save or gain the schizophrenia insanity (see the *Pathfinder Roleplaying Game Game Mastery Guide*).

The curse bestowed by this spell cannot be dispelled and *remove blindness/deafness* does not end this curse, but it can be removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell.

Alert to the Annatural

School: Divination; **Level:** Adept 1, Antipaladin 1, Cleric/Oracle 1, Druid 1, Inquisitor 1, Paladin 1, Ranger 1, Shaman 1

Casting Time: 1 standard action

Components: V, S, DF

Area: 30-ft.-radius emanation centered on you

Duration: 1 min./level

You gain an uncanny sixth sense about the presence of unnatural, frightful, or fear-inducing beings or powers. For the duration, whenever a being with the fear aura supernatural ability, frightful presence extraordinary ability, or unnatural aura supernatural ability is in the affected area you are alerted to the presence of danger by a visceral or other bodily sensation (such as having the hair on your neck prickle suddenly). You aren't given information about the specific locations of such beings, their number, strength or intentions. You gain a +2 insight bonus to Perception checks whenever you are alerted to danger and this bonus persists until you no longer sense danger.

If the prevailing lighting condition when you cast *alert to the unnatural* is darkness or darker, the area of the spell is doubled, the duration is 10 min./level, and the insight bonus to Perception is +4 for as long as you remain in darkened areas. If you move into an area of dim or brighter lighting and the normal duration of the spell

would have expired, the spell expires as soon as you enter that brighter region.

Blessing of Tight

School: Abjuration [light]; **Level:** Cleric/Oracle 2, Paladin 2

Casting Time: 1 round

Components: V, S, DF

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

Target: One living creature/level, no two of which can be more than 30 ft. apart.

Duration: 1 min./level or until discharged

Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

You offer a prayer to a deity of light as you protect your allies with this spell. For as long as the effect lasts, each target emits light as though targeted by a *light* spell; the color of the light corresponds to a color associated with your own deity or the deity named in the prayer. Each target can suppress or resume this light as a free action on its turn.

Each target gains a +2 morale bonus on saving throws against any spells or effects with the darkness or shadow descriptors while it is emitting this light. Any ally adjacent to someone emitting light from *blessing of light* gains a +1 morale bonus on those saves as well. These bonuses do not stack.

At any time while the spell is in effect, a target may, on its turn as a swift action, choose to end the spell's benefits for itself for a burst of light. This burst dispels any single magical darkness effect of 2nd level or lower within 20 feet.

Blinding Battering

School: Transmutation [shadow]; **Level:** Antipaladin 1, Bard 2, Bloodrager 1, Magus 2, Sorcerer/Wizard 2, Witch

Casting Time: 1 standard action

Components: V, S, DF

Range: Touch

Target: Your weapon touched

Duration: 1 round/level; see text

Saving Throw: No and Fortitude negates; see text; **Spell Resistance:** No and Yes

You infuse your weapon with shadow energy; the weapon blackens and dark, wispy smoke trails closely around it when it moves. The first time a creature is struck by this weapon, a pulse of shadowy darkness radiates from the point of impact to 5 feet for but a moment. If the target struck fails a Fortitude save, it is dazzled until the end of your next turn by this effect. If you successfully strike the same target while it is dazzled, a darker pulse radiates to 10 feet, again for only a moment. If the target fails a Fortitude save, it is blinded until the end of your next turn by this effect. If you successfully strike the same target while it is temporarily blinded, a pulse of utter blackness radiates to 15 feet and persists until the end of the target's next turn; if the target fails a Fortitude save, it is permanently blinded.

If you permanently blind any target or stop wielding the weapon, the spell ends.

All creatures within the persisting 15-ft.-radius region of utter blackness are rendered blinded by the blackness unless they have darkvision until the blackness ends. This blindness is the natural consequence of the absence of light and is relieved immediately when the region returns to normal. While it is in effect, a spell with the light descriptor of 2nd level or higher cast so that its area of effect touches any of the darkness region will remove the persisting region (though this will have no effect on the target blinded by the attack).

Breath of the Umbral Dragon

School: Necromancy; Level: Alchemist 4, Bloodrager 4, Magus 4, Sorcerer/Wizard 4 Casting Time: 1 standard action Components: V, S, M (an umbral dragon's scale)

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Fortitude partial; see text; Spell Resistance: Yes

You breathe out a blast of shadows. Creatures in the area who fail a Fortitude save are blinded for 1d4 rounds and take 1 point of Strength damage per 3 caster levels (to a maximum of 6 points). A successful save negates the blindness and reduces the Strength damage to 1 point.

If the targets of *breath of the umbral dragon* are in spaces covered at least 25% in shadows, the DC of the saving throw increases by +2, the blindness lasts for 2d4 rounds, and the Strength damage caused by the effect is increased by 1 point. However, on a successful save, even in shadowy terrain the blindness is negated and the Strength damage is 1 point.

Brightvision

School: Transmutation; Level: Alchemist 1, Bloodrager 1, Sorcerer/Wizard 1

Casting Time: 1 standard action

Components: V, S, M (1 agate worth 10 gp)

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The subject gains the ability to see clearly even in very bright light. Anyone under the effect of *brightvision* gains a +2 enhancement bonus on Perception checks related to vision in normal lighting conditions and a +4 enhancement bonus on Perception checks related to vision in bright lighting conditions. The subject may end the spell at any time as a free action to gain a +2 on any save against any spell, spell-like ability or effect which induces blindness or causes damage resulting from light or brightness.

Brightvision, Mass

School: Transmutation; Level: Sorcerer/Wizard 4 Casting Time: 1 standard action Components: V, S, M (1 agate worth 10 gp/target) Range: Close (25 ft. + 5 ft./2 levels) Targets: One living creature/level, no two of which can be more than 30 ft. apart Duration: 1 hour/level Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless) This functions as *brightvision* except that it targets multiple creatures.

Cast from Shadow

School: Transmutation; **Level:** Bard 3, Sorcerer/Wizard 3, Witch 3

Casting Time: 1 standard action

Components: V, S, DF/M (a loop of black string) **Range:** Medium (100 ft. + 10 ft./level)

Target: You

Duration: 1 round/level

Each round as a free action at the start of your turn, select one square within range you can see that is contiguously connected to your space through terrain covered at least 25% by shadows. For the duration of the round, you may cast any of your spells with a range other than personal or touch as though you were actually in that space; you still must be able to see the target or targeted space of the other spell. The spell is cast as if you were in that square, regardless of whether that square is occupied, and regardless of whether your space is larger than one square. However, there may be conditions in that square that cause your spell to fail or otherwise be impeded or altered.

Cavelight Jouch

School: Necromancy; **Level:** Antipaladin 2, Bloodrager 2, Magus 2, Sorcerer/Wizard 2, Witch 2

Casting Time: 1 standard action

Components: V, S, M (cavelight moss tendril)

Range: Touch

Target: Living creature touched

Duration: See text

Saving Throw: Fortitude partial; see text; Spell Resistance: Yes

With a successful melee touch attack, the target glows with an eerie, dull light, though only as bright as a candle, for 1 min./level. In addition, if the touched subject fails a Fortitude save, it suffers 1d4 points of Strength damage. For each point of Strength damage you cause using *cavelight touch*, you gain 5 temporary hit points. The temporary hit points disappear in 1 hour.

A creature that makes its Fortitude save is immune to Strength drain caused by any casting of *cavelight touch* for 24 hours.

If the subject you touch is in shadows or dim lighting conditions, add +2 to the DC of the Fortitude save and, if the subject fails its save, add +1 to the Strength damage caused by your touch.

Chill of Darkness

School: Transmutation [cold, darkness]; Level: Shaman 3, Sorcerer/Wizard 3, Witch 3 Casting Time: 1 standard action Components: V, S, M (an ice shard) **Range:** Close (25 ft. + 5 ft./2 levels) **Area** 20-ft.-radius emanation centered on a creature, object, or point in space **Duration:** 1 round/level

Saving Throw: Fortitude half; see text; Spell Resistance: Yes

All the lighting conditions in the affected area drop by one place each round, and the temperature in the affected area drops quickly. A creature that starts its turn in an affected square or that enters an affected square on its turn may attempt a Fortitude save to reduce the damage (no creature takes damage twice in one round from this spell). Any creature taking nonlethal damage from cold is fatigued until it recovers from the nonlethal damage. Resistance to cold (including *endure elements* and *protection from energy*) prevents nonlethal damage from *chill of darkness*. If the existing temperature in the area is already lower than that produced by this spell, the spell has no damage effect on that round.

Lighting	Temperature	Damage
Bright	Normal	None
Normal	Cool	None
Dim	Cold (below 40)	1d6 nonlethal
Dark	Severe (below 0)	2d6 nonlethal
Lightless	Extreme (below -20)	3d6 cold

For example, if creatures are in a region of dark lighting conditions and *chill of darkness* is cast to affect that area, that area's temperature drop to extreme cold, the lighting condition drops to lightless, and all creatures in the area take 3d6 cold. Creatures that enter or remain in the area continue to take 3d6 cold each round they remain in the area.

Cloud of Fire and Shadow

School: Conjuration (creation) [fire, shadow]; **Level:** Sorcerer/Wizard 6, Summoner 5

Casting Time: 1 standard action

Components: V, S, M (bone from a burning skeleton) **Range:** Medium (100 ft. + 10 ft./level)

Area: Cloud spreads in a 20-ft. radius, 20 ft. high

Duration: Concentration up to 1 round/level; see text (D)

Saving Throw: Reflex half, see text; Spell Resistance: No

A *cloud of fire and shadow* spell creates an insubstantial cloud of shadowy darkness intermingled with wisps of dark flame. The cloud does not obscure sight, but it does reduce the lighting conditions one step in its area and all squares in the area are treated as though covered 50% in shadows. When you first create the cloud, and any time that you move the cloud such that it contacts a target that was not in the cloud, creatures in the cloud take 4d6 fire damage and gain 2 negative levels. Thereafter, any creature ending its turn in the cloud takes 4d6 fire damage and gains 2 negative levels at the start of its next turn if the cloud remains. All targets can attempt Reflex saves to take half damage from the fire and negate the negative levels.



Cloud of Shadow and Flame

On your turn, by concentrating, you may move the cloud as much as 30 feet in any direction, though it remains within 20 ft. of the ground. If you stop concentrating, the cloud remains stationary for the remaining duration and you can no longer regain control to move it (though you can dismiss it).

The dark flames will set combustibles afire.

Contrast Orb

School: Evocation [light]; Level: Bard 1, Magus 1, Sorcerer/Wizard 1, Summoner 1, Witch 1 Casting Time: 1 standard action Components: V, S Range: 5 ft. Effect: 1 glowing orb Duration: 1 hour/level; see text Saving Throw: None; Spell Resistance: No

A six-inch diameter orb of light appears in your space glowing dimly with a muted, soft white light. The orb hovers above and behind your head, casting light in all directions with the intensity of a few small candles. Each round on your turn as a free action you can change the color of the light; the light remains the new color unless you change it again.

Each round on your turn as a move action you can change the brightness of the light one step; the light remains at that level of brightness unless you change it again. The degrees of brightness are: dark (the orb remains in its position but gives off no light), dim (its original state), torch (one step above dim), bright (one step above torch). You cannot decrease the brightness below dark or above bright. For each round that the light is bright, ten minutes are reduced from the remaining duration of the spell. For each round that the light is torch, one minute is reduced from the remaining duration of the spell.

Each round on your turn as a move action you can move the orb into a space adjacent to its current space but it must remain adjacent to you or in your own space. When you move, the orb automatically moves with you and remains in its relative position (if you had previously moved the orb so that it is 5 feet in front of and above you, and you are subject to the *fly* spell, the orb remains in that position relative to you as you fly). If you move in such a way that the orb cannot be in its position, it moves into your space; if it cannot move into your space, it winks out of existence and the spell ends. If you move or are moved by a planar or dimensional effect (such as *dimension door, shadow walk*, or *teleport*), the orb winks out of existence and the spell ends.

Because you can position the orb anywhere in any of the 5-ft. cubes around you, you can adjust the length and contrast of the shadows that are cast by the objects onto and around which the orb casts light, including the shadow you cast.

Each round on your turn as a standard action you can cause the light produced by the orb to modify the shadow that you produce. The brightness of the orb must be brighter than the ambient lighting to produce these effects. Your shadow can widen into a cone-shaped area or narrow to a line. If the orb is one level of brightness greater than the ambient light, your shadow is produced in a 15 ft. cone or line; if the orb is two or more levels of brightness greater, the shadow is produced in a 30-ft. cone or line. For each round that you alter your shadows with the orb, thirty minutes are reduced from the remaining duration of the spell.

Control Tighting

School: Transmutation [darkness, light; see text]; Level: Cleric/Oracle 5, Sorcerer/Wizard 5, Witch 5 Casting Time: 1 round Components: V, S, DF Range: 40 ft./level Area: 40 ft./level radius cylinder 40 ft. high Duration: 10 min./level Saving Throw: None; Spell Resistance: No

You control the lighting conditions in the area surrounding you. Each round on your turn as a standard action, you may increase or decrease the lighting conditions by one step. For instance, if you are in a dark cavern and an ally is 30 feet to your left with a torch, you may cause the 20-ft.-radius around that torch that is within the area of this spell to be elevated to bright. The annulus between 20 and 40 ft. around the torch is normally dim, but your elevating the other area to bright elevates this area to normal. Similarly, you could cause the area within 20 ft. of a torch to be reduced to dim on one round, and to darkness on the next.

If you reduce an area that is already dark, it becomes as dark as that caused by *deeper darkness*. You may not darken a region beyond that. If you increase an area that is already bright, it becomes as bright as that caused by unbearable brightness (though it does not cause the dazzling effect). You may not brighten a region beyond that. *Control lighting* cannot be used to dispel any darkness or light spell of any level, but, because you control the lighting conditions in the area, those spells do not overcome your control. For instance, if someone casts deeper darkness near you, it functions normally when it is cast (an object on which it is cast radiates darkness and the lighting conditions are reduced by two steps). However, on your turn, you may use *control lighting* to increase the lighting conditions by one step and then effectively nullify the effect of that casting of *deeper darkness* on your next turn. However, if you then leave the area, and the object radiating darkness remains, the region around that object once again is affected by deeper darkness normally

If another magical effect is tied to a spell's or item's ability to produce light or darkness (such as the ability of *unbearable brightness* to cause the dazzled condition or blindness, or *deeper darkness*'s ability to render even darkvision useless) then *control lighting* can suppress that ability over time as *control lighting* changes the lighting conditions in the area. If a spell or item produces an effect that is not directly tied to the light or darkness it produces (such as the damage caused by *searing light*) then *control lighting* has no effect on those effects of that spell.

When you use *control lighting* to increase brightness, it has the light descriptor. When you use *control lighting* to decrease brightness, it has the darkness descriptor. If you are not using the spell's abilities to change the conditions, it maintains the descriptor last used. When the spell is first cast, it has the light descriptor.

Control lighting may be dispelled by normal means or by any spell with the light or darkness descriptor that is higher level than the particular casting of *control lighting. Control lighting* has no effect on artifacts.

Control Shadow

School: Transmutation [shadow]; Level: Bard 1, Magus 1, Sorcerer/Wizard 1, Summoner 1, Witch 1 Casting Time: 1 standard action Components: V, S, F (lit, hooded lantern) Range: See text

Target: Your shadow

Duration: 1 round/level

Saving Throw: None; Spell Resistance: No

Casting *control shadow* gives you the ability to lengthen (or shorten) or widen (or narrow) your shadow. *Control shadow* does not grant you control over the lighting conditions in the area or the brightness or darkness of your shadow. Each round on your turn you may alter the length or width of your shadow once as a swift action. *Change length:* This allows you to cause your shadow to grow or shrink in length up to 5 ft./2 levels (maximum 50 ft. growth). If, for example, you currently cast a shadow that's 10 ft. long and are 6th level, you could shrink your shadow to 0 ft. or cause it to extend as far as 25 ft. long. *Change width:* This allows you to cause your shadow to spill into squares adjacent to its current space or to diminish in width. For every 3 caster levels, you can widen or narrow your shadow by 5 ft. all along its length (maximum 25 ft. growth in width).

Each round after you alter your shadow, magical or natural circumstances (such as you moving, or a source of light moving or changing in brightness) may alter your shadow which will respond appropriately to changes in the environment.

If another spell or magical effect alters your shadow, *control shadow* will fail to overcome the change if the other spell or effect is higher level than *control shadow*.

Create Shadow Pocket

School: Conjuration (creation)**; Level:** Cleric/Oracle 7, Sorcerer/Wizard 7, Summoner 5, Witch 7

Casting Time: 2 hours

Components: V, S, F (a forked metal rod worth at least 500 gp)

Range: 0 ft.

Effect: Extradimensional pocket on Shadow Plane, up to three 10-ft. cubes/level (S)

Duration: 1 day/level

Saving Throw: None; Spell Resistance: No

You create a small, finite pocket within the Shadow Plane. You must be on the Shadow Plane to cast this spell.

The pocket's terrain and features are similar to those of the larger area of the Shadow Plane where you cast the spell (which is itself generally similar to those of the corresponding region on the Material Plane). Because you are creating a pocket of limited dimensions within the Shadow Plane, you artificially cause there to be "walls" and "ceilings" around the periphery of your pocket. You choose their general appearance (wood, stone, etc.). The environmental conditions are temperate and non-hostile, regardless of the corresponding Material Plane conditions. You choose whether the lighting conditions are dim or darkness.

If the corresponding Material Plane region typically contains plants and animals, the Shadow Plane region will be similarly populated (though the trees might be dead and the animals might be undead variants of them); this will influence your created region. Monsters and powerful beings will not be present in your created space. Other features of the area have corresponding shadow matter and spells will affect them. For example, you could use *move earth* to create a hill or *wall of stone* to create a barricade (in such cases, of course, the matter will be the shadow equivalent of the normal matter).

When you finish casting the spell, you may move from the Shadow Plane to the Material Plane (or vice versa) whenever you are within either of the regions as a standard action. If others join hands with you, they move with you, though you may not move more than seven others with you in this way at a time. You are considered "very familiar" with the entire region you've created.

As a standard action, you may eject a creature from this created space. The creature may resist with a Will saving throw. An ejected creature goes to the corresponding location on the Material Plane (if no such space is available, the nearest available space becomes the target location). When the spell ends, the pocket dissolves into the Shadow Plane and all the creatures in the region are ejected into the Material Plane with no saving throw. Your created region cannot be dispelled, but a creature on the Shadow Plane can destroy it using *limited wish*, *mage's disjunction*, *miracle*, or *wish* and making a successful dispel check.

If you are within this region, you can add to its area by casting the spell again. Alternatively, you may cast this spell again to reset the duration of an existing area to that of your latest casting. If the duration of one part of your total region ends and other parts remain, creatures in the expiring area are shunted to remaining areas. If a collapsing portion would leave one section cut off from other sections (for example, if there were three areas connected in a straight line and the center part expired), the stranded sections count as separate pocket regions under your control. You may reconnect these stranded sections by casting the spell again to create a linked area between the two.

You can make this spell permanent with the *permanency* spell, at a cost of 17,500 gp. If you have cast *create shadow pocket* multiple times to enlarge the region, each casting's area requires its own *permanency* spell.

Your created area on the Shadow Plane, though its own space, is treated as corresponding to the same area on the Material Plane as the general area on the Shadow Plane in which your pocket region sits. While you are in the corresponding Material Plane region, your own *shadow conjuration* and *shadow evocation* spells (and their more powerful versions) are treated as if they had been cast on the Shadow Plane (for instance, your *shadow evocations* are 30% as powerful as normal instead of 20% as powerful as normal).

Crepuscular Rays

School: Evocation [light]; **Level:** Druid 5, Inquisitor 5, Shaman 5

Casting Time: 1 standard action

Components: V, S, DF

Range: See text

Effect: One or more rays

Duration: Instantaneous

Saving Throw: Reflex negates; see text; Spell Resistance: Yes

Dazzling rays appear as if from within your space and shoot forth to medium range (100 ft. + 10 ft./level) in all directions. Everyone within range viewing you is dazzled for 1 round unless they succeed at a Reflex save and avert their eyes. You can direct some of the rays of light at opponents within 60 ft. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of four rays at 15th level). Each ray requires a ranged touch attack to hit and deals 1d6 points of damage per two caster levels (to a maximum of 10d6). If the target is undead or vulnerable to bright light, it suffers 1d6 points of damage per caster level instead (to a maximum of 15d6). If the target is undead and vulnerable to bright light, it suffers 1d8 points of damage per caster level instead (to a maximum of 15d8). The rays may be fired at the same or different targets within range.

If the targets of this spell can also see the rising or setting sun when this spell is cast, the damage die of each ray is increased from d6 to d8 or from d8 to d10 and those affected by the dazzled effect are dazzled for 2 rounds. If the spell is cast from within darkness, the damage of each ray is increased by +1 point per die rolled and those affected by the dazzled effect are dazzled for 1d4+1 rounds. A cleric with the sun domain may choose *crepuscular rays* as her 5th level domain spell.

Curse of The Dark

School: Necromancy [curse, darkness]; **Level:** Cleric/Oracle 5, Inquisitor 5, Shaman 5, Sorcerer/Wizard 5, Witch 5

Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched

Duration: Permanent

Saving Throw: Will negates; Spell Resistance: Yes

The individual you touch radiates darkness in a 10-ft. radius. This darkness, like that of the *deeper darkness* spell, lowers the light level by two steps. Also, like that spell, if the area was already dark enough that the effect of the *curse of the dark* renders the area supernaturally dark, then even darkvision does not penetrate the area.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell.

Cursed to Walk in Shadow

School: Illusion (shadow) [curse, shadow]; Level: Cleric/Oracle 5, Sorcerer/Wizard 5, Witch 5 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Creature touched Duration: Permanent Saving Throw: Will negates; Spell Resistance: Yes

With a touch, you curse someone to live life in the shadows rather than in broad daylight. The target gains the supernatural ability to exist in the Shadow Plane and to move between that plane and the Material Plane; the target does not, however, have complete control over which plane he occupies or for how long.

Whenever the target is exposed to bright or normal light for more than one minute, unless he is entirely within a shadow cast by something else (the shade of a tall tree, etc.), he risks slipping into the eerie shadow duplicate of his current position. Each round, after the minute of unprotected exposure to normal or bright light, he risks a 5% cumulative chance of being shunted in the Shadow Plane for as long as he remains unprotected. When he shifts to the Shadow Plane, others simply see him vanish. While on the Shadow Plane, the target is treated as though subject to planar adaptation. From the Shadow Plane, he can observe his prior location on the Material Plane, though the images are blurred and indistinct and he cannot otherwise sense what's happening there. If the target has some means of planar travel, he could use that means to return. Otherwise, after he experiences one minute on the Shadow Plane, he returns to where he was last on the Material Plane. On the Material Plane, however, between 15 minutes and 1 hour have passed (roll 1d4 and multiply the result by 15 minutes).

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle,* or *wish* spell. A *plane shift* spell breaks the curse as well, though the target of *plane shift* must change planes by the use of that spell for the curse to be lifted.

Dark Pursuit

School: Transmutation; **Level:** Antipaladin 2, Inquisitor 3, Magus 3, Ranger 2, Shaman 3, Sorcerer/Wizard 3 **Casting Time:** 1 standard action

Components: V, S, DF

Range: Personal

Target: You

Duration: 1 min./level

Dark pursuit grants you supernatural movement through darkness. All your speeds increase by 20 feet and, once per casting, you can, as a standard action on your turn, travel as via *dimension door* to any location you can see within 300 ft. so long as the lighting conditions of the space you enter is at least as dark as the space you leave. Dark pursuit functions only while you are in lighting conditions darker than dim lighting. This spell grants you no special ability to see in darkness, and not being able to do so severely restricts its usefulness.

A witch may cast *dark pursuit* if the character has the shadow patron; a cleric may cast *dark pursuit* if the character has the darkness domain.

Darkness Impedes Magic

School: Conjuration (creation) [darkness, shadow]; **Level:** Shaman 8, Sorcerer/Wizard 8, Witch 8

Casting Time: 1 standard action

Components: V, S, M/DF (crushed black opals worth 1,000 gp)

Range: Long (400 ft. + 40 ft./level); see text

Area: 40-ft.-radius emanation; see text

Duration: 1 hour/level; see text

Saving Throw: None; Spell Resistance: No

In the area of effect, all spells cast from within or having areas, effects or targets within an area of darkness or shadow are treated as though impeded unless they have the darkness or shadow descriptor. To cast an impeded spell, the caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally. Spells with the light descriptor are particularly impeded, adding +4 to the DC of the concentration check.

You may reduce the duration of the spell to 10 minutes/level, doing so increases the concentration check DC by +3. You may reduce the area of the spell to 20-ft.-radius emanation, doing so increases the concentration check DC by +3. You may reduce the range of the spell to Medium (100 ft. + 10 ft./level), doing so increases the concentration check DC by +3. These effects stack.

Darkness Powerlessness

School: Enchantment (compulsion) [curse, fear, mind-affecting]; **Level:** Antipaladin 3, Bard 3, Cleric/Oracle 3, Shaman 3, Sorcerer/Wizard 3, Witch 3

Casting Time: 1 standard action **Components:** V, S **Range:** Close (25 ft. + 5 ft./2 levels) **Target:** One living creature **Duration:** 1 day/level

Saving Throw: Will negates; **Spell Resistance:** Yes The target failing its save is afraid of the dark. Whenever the target is in darkness, it gains darkness powerlessness. **Darkness Powerlessness (Ex)** If the creature is in darkness, it cannot attack and is staggered.

If the target is merely in shadows or dim lighting, it is shaken but otherwise able to act. In regions darker than these, however, such as the natural darkness of being outside at night or underground, the victim is fully affected with darkness powerlessness.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell. In addition, if the victim of *darkness powerlessness* is affected by any spell, spell-like ability or supernatural ability with the light descriptor of higher level than the casting of *darkness powerlessness* which caused it to gain darkness powerlessness, the victim is granted another save to end the effect.

Detect Shadow

School: Divination; **Level:** Bard 1, Cleric/Oracle 1, Inquisitor 1, Paladin 1, Ranger 1, Sorcerer/Wizard 1, Witch

Casting Time: 1 standard action **Components:** V, S, DF **Range:** 60 ft.

Area: Cone-shaped emanation

Duration: Concentration, up to 10 min./level (D)

Saving Throw: None; **Spell Resistance:** No This spell functions like *detect evil*, except that it detects the auras of creatures from the Shadow Plane (including those generated by spells like *shadow conjuration*), creatures with the Shadow Creature template, those who worship deities of shadow, and magic items made of shadow or from the Shadow Plane.

Disappear

School: Conjuration (teleport); Level: Bard 4, Bloodrager 4, Magus 4, Ranger 3, Sorcerer/Wizard 4 Casting Time: 1 swift action; see text Components: S Range: Personal Target: You Duration: Instantaneous Saving Throw: None; Spell Resistance: No

Immediately after making a single ranged attack (including a spell that requires a ranged touch attack or that is a ray, if you have some ability to cast more than one spell in a round), you cast *disappear* and teleport to any location you can see within close range (25 ft. + 5 ft./2 levels). The lighting condition of the space you move into must be dim and be covered at least 25% in shadows, or be darker than dim, otherwise this spell fails.

When you arrive in the chosen space, until you move or attack, *disappear* grants you a +30 circumstance bonus



Dispel Shadow

on your Stealth check unless the lighting condition in that space becomes dim and is not covered at least 25% in shadows, or becomes normal or brighter.

If you attempt to cast *disappear* after some event other than a ranged attack, the spell fails and is lost.

Dispel Shadow

School: Abjuration [light]; **Level:** Cleric/Oracle 5, Inquisitor 5, Paladin 4

Casting Time: 1 standard action

Components: V, S, DF

Range: Touch

Target or Targets: You and a touched creature from the Shadow Plane, or you and an enchantment or shadow spell on a touched creature or object

Duration: 1 round/level or until discharged, whichever comes first

Saving Throw: See text; **Spell Resistance:** See text *Dispel shadow* is functionally similar to *dispel evil* with the exceptions noted here. The shimmering light which surrounds you has a muted, smoky appearance. The +4 deflection bonus to AC works only against creatures from

or associated with the Shadow Plane or that have the Shadow Creature template. *Dispel shadow* can be used to return creatures from the Shadow Plane to that plane regardless of alignment, and can be used to dispel an enchantment or a shadow spell cast by a creature from the Shadow Plane regardless of its alignment.

A creature need not be a native of the Shadow Plane to be returned there by *dispel shadow*; if it has an innate or magical ability to travel to or inhabit that plane, this spell can be used to drive it there.

Any time you are permitted a save against a spell or effect with the darkness or shadow descriptor, you gain a +4 morale bonus on your save.

Dispel Shadow Magic

School: Abjuration; **Level:** Antipaladin 3, Bard 3, Cleric/Oracle 3, Inquisitor 3, Magus 3, Paladin 3, Shaman 3, Sorcerer/Wizard 3, Summoner 3, Witch 3 **Casting Time:** 1 standard action

Components: V, S

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

Target or Area: One spellcaster, creature, or object **Duration:** Instantaneous

Saving Throw: None; Spell Resistance: No

Dispel shadow magic can function as dispel magic but it only affects spells or magic item magical abilities from the shadow subschool, having the shadow descriptor, or relating to magic from the Shadow Plane. For example, anything created by any of the shadow conjuration or shadow evocation spells is subject to being dispelled by dispel shadow magic. If dispel shadow magic is used in this way, treat it as a specialized version of dispel magic (as regards treating it as a targeted dispel or a counterspell, for example).

Dispel shadow magic can also be used to end the effect of any spell or magical effect which affects a shadow, such as *shadow projection* or any spell-like ability which affects or relies upon shadows (such as a shadowdancer's shadow illusion ability).

Unlike *dispel magic*, in addition to adding your level to the dispel check made with *dispel shadow magic*, you also add the spell level of *dispel shadow magic* (usually +3, unless you choose a higher-level slot).

Dispel Shadow Magic, Greater

School: Abjuration; **Level:** Bard 5, Cleric/Oracle 6, Inquisitor 6, Magus 6, Shaman 6, Sorcerer/Wizard 6, Summoner 5, Witch 6

Casting Time: 1 standard action

Components: V, S

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

Target or Area: One spellcaster, creature, or object; or a 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None; Spell Resistance: No

This spell functions like *dispel shadow magic*, limited to the same kinds of shadow spells and magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel shadow magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted *dispel shadow magic*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel shadow magic has a chance to dispel any effect that remove curse can remove, provided the curse also is associated with shadow magic, even if dispel shadow magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel shadow magic* is used in this way, the spell affects everything within a 20-footradius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel shadow magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel. For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel shadow magic* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel shadow magic* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel shadow magic*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Whenever you make a dispel check while using *greater dispel shadow magic*, add the level of *dispel greater shadow magic* to your roll (usually this will be +6, or +5 for a bard or summoner).

Draining Shadow

School: Necromancy [evil]; Level: Cleric/Oracle 6, Sorcerer/Wizard 6, Witch 6

Casting Time: 1 standard action

Components: V, S, DF

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

Targets: One living creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level

Saving Throw: Fortitude partial; see text; Spell Resistance: Yes; see text

You infuse the shadows of the targets of this spell with negative energy. Each round a target is in contact with its own shadow at the start of its turn, it gains 1 negative level on a failed save. On a successful save, the target takes 1d6 damage instead. If, when a target starts its turn, it casts no shadow or is not in contact with its own shadow, the spell has no effect on that target that turn.

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Duergar Disguise

School: Transmutation (polymorph); **Level:** Alchemist 3, Magus 3, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S, M (hair from a duergar's beard or eyebrow)

Range: Personal Target: You

Duration: 1 min./level

You temporarily assume the form of a duergar (you are bald in this form). You gain darkvision 60 feet (if you already have darkvision, your range increases by 30 feet) and a +2 size bonus to your Constitution. Your form is squat and stout. Your base speed drops to 20, but, your speed is not modified by armor or encumbrance; further, you gain a +4 bonus to CMD against bull rush and trip attempts while on solid ground.

While in dim or darker light or in a space covered at least 50% in shadows, you also gain a +1 bonus on saving throws against spells, spell-like abilities, and effects which cause paralysis, are phantasms or are poison. While in such lighting conditions, you are dazzled whenever you're exposed to bright light.

Enervated Weapon

School: Necromancy; **Level:** Antipaladin 3, Bloodrager 3, Cleric/Oracle 5, Magus 5 **Casting Time:** 1 standard action

Components: V, S, DF

Range: Touch

Target: Weapon touched

Duration: 1 round/level

Saving Throw: Fortitude negates; see text; Spell Resistance: Yes

Your weapon becomes dull black and is infused with necromantic energy. Each time you hit any living creature, it must succeed on a Fortitude save or gain 1 negative level. If you hit the same creature more than once in a round, it succeeds on all its remaining saves that round after its first save that round. Negative levels stack. Any creature gaining negative levels from an enervated weapon regains those lost levels after a number of hours equal to your caster level (maximum 15 hours). Negative levels gained from *enervated weapon* have no chance of becoming permanent.

An *enervated weapon* used against an undead creature deals 5 fewer points of damage per hit than normal (minimum of 0).

You may use *enervated weapon* on the weapon of a willing ally, though that creature, if it is living, suffers 1 negative level while wielding the weapon (no save). The wielder regains that lost level when the spell ends.

If a target struck by an *enervated weapon* is in terrain covered at least 50% in shadows or in a lighting condition of darkness or darker, the Fortitude save DC is increased by +2.

Escape into Shadow

School: Illusion (shadow); **Level:** Alchemist 3, Bard 3, Magus 3, Sorcerer/Wizard 3

Casting Time: 1 immediate action Components: S Range: Personal Target: You

Duration: Instantaneous; see text

You step into the Shadow Plane as an immediate action. You step as if taking a 5-foot step; the space into which you step need not be a space on the Material Plane that would normally permit a 5-foot step, so long as that space, in the Shadow Plane, does permit a 5-foot step. If there are deleterious consequences for taking that step, you suffer them normally.

While on the Shadow Plane, you notice only a fleeting instant pass; while on the Material Plane, exactly 1 round passes. After that round passes on the Material Plane, you return to the Material Plane, in the space where you left, at the same relative time within the next turn. You may move into an adjacent space instead by succeeding on a DC 20 Knowledge (planes) check. (For example, if you used *escape into shadow* on another creature's turn, then, exactly 1 round later, also on that creature's turn, you return to the Material Plane.) If the space you left is no longer an available space for you, you are moved into a random, unoccupied adjacent space. If there are no unoccupied adjacent spaces available, you are moved into a random, unoccupied space within 60 ft.

If the space you left was in dim or darker lighting conditions or was covered at least 25% in shadows, then, when you return to the Material Plane you may return to any space of similar or darker lighting conditions within one normal single movement of yours from the space you left (this space may be in any direction, including spaces above the ceiling, below the floor, or on the other side of a wall, from the space you left). If you have other speeds, such as a fly speed, you may use that movement rate to determine the distance.

Witches with a shadow patron may elect *escape into shadow* instead of *deeper darkness* as their patron spell acquired at 6th level. Clerics with the darkness domain may elect *escape into shadow* instead of *deeper darkness* as their 3rd level domain spell.

Fetchling Form

School: Transmutation (polymorph); **Level:** Alchemist 3, Magus 3, Sorcerer/Wizard 3, Witch 3

Casting Time: 1 standard action

Components: V, S, M (a nail or hair of a fetchling) **Range:** Personal

Target: You

Duration: 1 min./level (D)

Saving Throw: See text; Spell Resistance: No

You assume the form of a fetchling and your gear loses its color to match your own black-and-white appearance. You gain a +2 size bonus to Dexterity, darkvision 60 ft., low-light vision, and cold and electricity resistance 5. In addition, you gain shadow blending.

Shadow Blending (Su) Attacks against you in dim light have a 50% miss chance instead of the normal 20% miss chance.

While in the form of a fetchling, you have a strong drive to lurk in shadows and otherwise remain hidden. Should you wish to pursue those drives, you gain a +2 on Stealth checks. You do not receive these bonuses simply because you are in the form of a fetchling; if you are engaging in other pursuits while in the form of a fetchling, you do not gain the +2 bonus.

Fetchling's Flight

School: Illusion (shadow); Level: Alchemist 5, Bard 5, Magus 5, Sorcerer/Wizard 5, Summoner 5, Witch 5 Casting Time: 1 standard action Components: V, S, M (a drop of fetchling blood) Range: Personal

Target: You

Duration: 1 min./level; see text

You gain the temporary ability to use the Shadow Plane for movement as a fetchling. While *fetchling's flight* is in effect, you may, once, act as if under the effect of either *shadow walk* or *plane shift* (to the Shadow Plane or the Material Plane only). In either case, you may not extend the effect to anyone else (though a familiar that fits within your gear can move with you). If you use the *shadow walk* feature, your total distance moved is limited by this spell's much shorter duration. If you use the *plane shift* feature, this spell ends immediately after the shift.

Force of Brightness

School: Transmutation [force, light]; Level: Cleric/Oracle 5, Paladin 4, Shaman 5, Sorcerer/Wizard 6 Casting Time: 1 standard action Components: V, S, F/DF (a magnifying glass) Range: Long (400 ft. + 40 ft./level) Area: 30-ft.-radius burst Duration: Instantaneous Saving Throw: Reflex half; Spell Resistance: Yes

A glowing wave of energy ripples throughout the area and all magical light sources are momentarily altered so as to cause force damage to any incorporeal creatures within the area. For example, a wizard carries a staff on which she has recently cast *light* and a fighter carries a magical sword which is casting magical light, and there is a torch on the wall affected by *continual flame*. The light cast by the staff, the sword and the torch cause force damage to any incorporeal creature in the area if the light from that object falls on that creature.

The damage caused by the force effect from each magical light is 1d6 damage per level of the spell or effect producing that light (a 0-level spell causes 1 point of damage, no single magical light source can cause more than 5d6 damage, but there is no limit to the number of individual light sources that can be subject to *force of brightness*). A Reflex save for half damage is permitted against the total amount of damage caused by this spell. If the caster of *force of brightness* does not overcome a creature's spell resistance, it is unaffected.

If the magical light is produced by a magical item with an enhancement bonus, the force damage caused by that item's light is 1d6 plus 1d6 per its highest enhancement bonus (maximum 5d6); for example, the light from a *sun blade* would cause 5d6 force damage, whereas a *+1 dag-ger* would cause 2d6 force damage. If the magical light is produced by an item without an enhancement bonus or the level of the spell or effect producing the magical light

is unknown or unavailable, treat the light as having been produced by a spell the same level as the highest-level spell necessary to produce that item or one-third the caster level necessary to create the item (maximum 5d6). If a spell or effect produces light that isn't magical light, then that light is not affected by this spell.

If an incorporeal creature in the area of effect is particularly vulnerable to light, the damage caused by *force of brightness* is 1d8 per level of the spell or effect instead of 1d6.

Using the example above, the *light* spell causes 1 point of force damage, the *continual flame* causes 2d6 force damage (though it would have been 3d6 if a cleric had cast the spell), and the +2 short sword causes 3d6 force damage; the total damage would be 5d6+1, though a successful Reflex save will halve this damage. Wraiths and spectres in the area would suffer 5d8+1 instead because they have sunlight powerlessness.

Forced Shadow Projection

School: Necromancy [evil]; **Level:** Cleric/Oracle 6, Sorcerer/Wizard 6, Witch 6

Casting Time: 1 standard action

Components: V, S, DF

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

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

Saving Throw: None or Will negates; see text; Spell Resistance: Yes

A black ray shoots from your hand. You must make a successful ranged touch attack to hit. If the ray hits a living creature other than a humanoid or monstrous humanoid, the target is stunned for 1 round (no save) as its soul briefly is jolted from its body. If the ray hits a living humanoid or monstrous humanoid, if it fails its Will save, you force the target's life force into its shadow, giving it independent life and movement as if it were an undead shadow. The target's body lies comatose while its soul is projected as its shadow. The target's body has no shadow or reflection while this spell is in effect. (The body need not be casting a shadow when the ray hits.)

While projected, the target gains a shadow's darkvision, defensive abilities, fly speed, racial Stealth modifier, and Strength damage attack. It does not gain the *create spawn* ability. It keeps its own skill ranks, Hit Dice and hit points. The target has the undead type and may be turned or affected as undead.

If the target's shadow form is slain, its soul returns to its physical body and is immediately reduced to -1 hit points. The target gains the dying condition and must begin making Constitution checks to stabilize.

If the target's physical body is slain while the target is a shadow, its soul remains trapped as the shadow even after the spell's duration ends. The target must thereafter make one Will save every 24 hours or its alignment becomes chaotic evil.

A *resurrection* spell or more powerful magic can restore the target, though if it has become chaotic evil, it remains chaotic evil after being resurrected.

The ray has no effect on objects, plant creatures, constructs or undead.

Form of the Darkmantle

School: Transmutation (polymorph); Level: Alchemist 2, Magus 2, Sorcerer/Wizard 2 Casting Time: 1 standard action Components: V, S, M (a piece of a darkmantle) Range: Personal Target: You Duration: 1 min./level (D)

You assume the form of a darkmantle. Your size becomes Small; you gain a +2 size bonus to Dexterity and a +1 natural armor bonus. You gain a fly speed of 30 ft. (poor). You gain low-light vision and darkvision 60 ft. You also gain the constrict (1d4 + Str) and grab special attacks. The material component used in this spell can alter the outcome of the spell. When *form of the darkmantle* is cast, there is a 5% that the darkmantle form assumed is modified by some feature of the material component and the caster also gains acid resistance 5, cold resistance 5, electricity resistance 5, or fire resistance 5 (equal, random chance for each).

Glamered Shadow

School: Illusion (glamer); Level: Bard 0, Sorcerer/Wizard 0

Casting Time: 1 standard action **Components:** V, S **Range:** 0 ft. **Target:** Your shadow

Duration: 1 min./level (D)

Saving Throw: None or Will; see text; Spell Resistance: No

You change the appearance of your shadow. The new form fits roughly within the space your actual shadow fits, but subject to that limit, you can give it whatever form you'd like. You could, for instance, give your shadow a very minor change like making it appear to have horns or wings, but you could also radically change it so that it appears to be the shadow of a wolf, a tree or anything else. A creature that interacts with your *glamered shadow* gets a Will save to recognize it as an illusion (seeing it, without also seeing you, doesn't count as interaction, though seeing it and you at the same time does).

Hag Form, Night

School: Transmutation (polymorph) [evil]; **Level:** Shaman 8, Sorcerer/Wizard 8, Witch 8

Casting Time: 1 standard action

Components: V, S, M (a fingernail or hair of a night hag)

Range: Personal

Target: You

Duration: 1 day/level; see text (D)

Saving Throw: See text; Spell Resistance: No; see text

You become a night hag. You gain a +2 size bonus to Strength, a +6 natural armor bonus, darkvision 60 ft., Spell Resistance (10 + 1/2 your level), immunity to charm, cold, fear, fire and sleep, and two claw attacks (1d4 + Str). In addition, you gain the constant use of *detect chaos, detect evil, detect good, detect law,* and *detect*



Form of the Darkmantle

magic. You also gain these spell-like abilities (which permits spell resistance if the spell itself does):

3/day-deep slumber, invisibility, magic missile, ray of enfeeblement

1/day-nightmare

While in the form of a night hag, you have a powerful urge to disturb others' dreams and to drive them into madness and fear. You use nightmare to accomplish this urge. Each time that you use nightmare while in the form of a night hag, you risk your transformation becoming permanent. Upon completion of each use of nightmare you attempt a Will save (same DC as this spell). If you succeed, you continue in this form, operating as you desire; if you fail but do not roll a natural 1, hag form, night ends and you revert to your normal form. If you fail and roll a natural 1, you remain in the form of a night hag, and the powers of evil which have granted you these powers transform you permanently into a night hag. This permanent effect can be reversed by a miracle or wish spell. Whenever you are pursuing the ends of disturbing others' dreams or driving others to madness, you gain a +6 on Bluff, Disguise, Intimidate, Perception and Sense Motive checks. You do not receive these bonuses simply because you are in the form of a night hag.

As you are not truly a night hag, you do not have a heartstone (though if you are rendered one permanently, you will eventually acquire one) and so you do not have the dream haunting power of a true night hag.

After you have successfully affected the dreams of three or more people with your *nightmare* ability, you gain the ability to use *nightmare mount* as a spell-like ability 1/day for the remainder of the duration (see 101 Swamp Spells).

Half-Awake

School: Transmutation; **Level:** Bard 2, Cleric/Oracle 2, Druid 2, Inquisitor 2, Ranger 1, Shaman 2, Sorcerer/Wizard 2

Casting Time: 1 standard action

Components: V, S, DF/M (1 duck feather per creature targeted)

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

Targets: One living creature/level, no two of which can be more than 30 ft. apart

Duration: 12 hours

Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The subjects of this spell gain the ability to sleep like many aquatic mammals and many birds do—with one half of the brain sleeping at a time while the other remains awake, the two halves taking turns being either asleep or alert. Anyone subject to this spell is capable of restful sleep and all the beneficial effects of sleep; if a night's rest is undisturbed, being partially awake all night has no deleterious effects on the subject. Anyone asleep while under the effect of this spell can wake up as a free action and be fully and completely awake; further, the subject can, as a free action, return to being asleep and continue gaining the benefits of sleep.

The subject of *half-awake* is not actually completely asleep (whenever it is sleeping) and so is not helpless while sleeping. Any noise or motion which would not normally awaken someone who is sleeping can instead be noticed by the subject; the DC modifier of a Perception check made by a creature subject to *half-awake* is +5 rather than +10.

Despite the duration of *half-awake*, the subject need not be asleep throughout the duration to gain the benefits of sleep, but the duration is long enough that even frequently interrupted sleep shouldn't interfere with the subject eventually getting all the rest required for other purposes (healing, spell memorization, etc.).

Creatures immune to sleep effects are unaffected by this spell. In addition, the subject of *half-awake* is immune to sleep effects other than those caused by this spell; however, whenever *half-awake* successful protects a subject from a sleep effect (other than those caused by this spell), *half-awake* ends for that subject.

Heavy Shadows

School: Illusion (shadow) [shadow]; **Level:** Bard 4, Sorcerer/Wizard 4

Casting Time: 1 standard action

Components: V, S, M (a lead pebble or pinch of lead filings; see text)

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

Targets: One living creature's shadow; or one living creature/level, no two of which can be more than 30 ft. apart; see text

Duration: 1 round/level

Saving Throw: None or Reflex negates; see text; Spell Resistance: No or Yes; see text

You may target one living creature's shadow or multiple living creatures with this spell. If you target a shadow, you throw the lead pebble into the shadow (which is expended if you succeed) and must succeed on a ranged touch attack against the creature's shadow (the shadow's AC is 10 + the shadow's size modifier; the shadow may also have cover) for the spell to take effect and the target receives no save. If you target multiple living creatures, you fling the lead filings into the air, and each target creature may attempt a Reflex save to negate the effect.

You cause the shadow of a living creature to take on weight, becoming an impediment to the target's movement and mobility. The target is slowed (as the *slow* spell except that this effect cannot be countered by *haste*), and, once it is in contact with its shadow, must remain in contact with its shadow (a flying creature, or a creature whose shadow is cast through an opening such as a window, might not initially be in contact with its shadow) and is considered entangled by its shadow (except that it may cast spells without penalty). If the affected shadow or creatures' shadows disappear (due to total darkness or any other factor), the spell ends for that affected shadow or those affected creatures.

Because *heavy shadows* taps into the Shadow Plane, spells or effects that could move a creature with a weighty shadow into the Shadow Plane will succeed but the effect of the weighty shadow on the Shadow Plane is left to the GM's discretion. Spells or effects that could relocate a creature and its shadow (such as *teleport* or *dimension door*) will still function, though the shadow will remain weighty until *heavy shadows* ends.

Impede Fire and Tight

School: Conjuration (creation) [shadow]; **Level:** Shaman 5, Sorcerer/Wizard 5, Witch 5

Casting Time: 1 standard action

Components: V, S

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

Effect: Shadowy region spreads in 20-ft. radius, 20 ft. high

Duration: 1 round/level

Saving Throw: None; Spell Resistance: No

Drawing upon energy from the Shadow Plane, you conjure a region of shadowy dimness. In that region, an effect duplicating *darkness* is in effect. In addition, any spell with the light or fire descriptor is impeded. Such spells, and related spell-like abilities, are more difficult to cast from or into this region as the magic of *impede fire and light* interferes with the spell. To cast an impeded spell, the caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

If the region into which the effect of *impede fire and light* is cast was already in dim or darker lighting conditions, or the entire region was covered in shadows, then if the spell which may be impeded is level 5 or lower, the concentration check DC is 25 + the level of the spell, and the spell's variable, numeric effects are halved even if the concentration check is successful.

A caster of 15th level or higher doubles the range and effect of *impede fire and light* and the concentration DC is increased by +2.

Imprisoned in Shadows

School: Illusion (shadow) [shadow]; **Level:** Sorcerer/Wizard 7

Casting Time: 1 standard action

Components: V, S

Range: Close (25 ft. + 5 ft./2 levels) **Target:** 1 creature

Duration: Instantaneous

Saving Throw: Will negates; see text; Spell Resistance: Yes

The subject of *imprisoned in shadows* disappears into the shadows in its space, effectively removed from existence until the imprisonment ends. The imprisonment ends if any of these conditions are met: a *freedom*, *miracle*, or *wish* spell is cast at the locale where the target disappeared into shadows or the locale remains in either complete darkness or bright light (equivalent to a *daylight* spell) for 24 consecutive hours. The target is actually on the Shadow Plane until released, and anyone able to travel there may be able to retrieve the subject. Magical search by a crystal ball, a *locate object* spell, or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does.

In the Thrall of Night

School: Enchantment (compulsion) [curse, mind-affecting]; **Level:** Cleric/Oracle 4, Shaman 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action **Components:** V, S

Range: Touch

Targets: Creature touched

Duration: Permanent

Saving Throw: Will negates; **Spell Resistance:** Yes The target of this spell experiences a powerful need to remain awake during the night. On a failed save, the creature is compelled to remain awake at night, regardless of the effects of sleep deprivation or other impositions caused by this. The target creature may sleep during the day. In dim or darker lighting conditions, the subject remains wide awake and is immune to sleep effects.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell.

Isolating Darkness

School: Necromancy [evil; see text]; Level: Cleric/Oracle 5, Shaman 5, Sorcerer/Wizard 5, Witch 5 Casting Time: 1 standard action Components: V, S Range: Touch; see text Target: Living creature touched; see text Duration: 1 round/level; see text Saving Throw: None or Will negates; see text; Spell Resistance: Yes or No; see text When you cast this spell your body darkens and the air around you dims (all light in your square is reduced by one category of brightness). You maintain this darkness and dimming until the spell is discharged or the duration expires. Neither your darkness nor the dimness has any other effect.

To discharge the spell, you must succeed on a melee touch attack to touch a target. On a successful touch, the target's body takes on the darkness that your body had and the air around the target dims. The radius of this dimness is 5 ft. per 4 caster levels (to a maximum of 25 ft.). In addition, the target suffers 1 temporary negative level per 4 caster levels (to a maximum of 5 temporary negative levels). There is no save against these effects.

Living creatures within the darkness around the target are strongly motivated to leave the area and gain the shaken condition (this is a mind-affecting fear effect) unless they succeed at a Will save (use the DC of this spell). Anyone who fails this save and then leaves the area of dimness will not voluntarily return to within that dimness.

Assuming the target survives, it regains 1 lost level every 4 hours. As the target regains lost levels, the radius of the dimming effect shrinks by 5 ft. per regained lost level. When the final lost level is regained, the target's body returns to its normal state.

While subject to this spell, any spell or effect that would remove the negative levels removes them normally and, for each such negative level so removed, one 5-ft. increment of the dimming effect is removed as well.

If a target is killed by *isolating darkness* it receives a Fortitude saving throw when it dies. If it fails this save, it rises as a shadow 1 minute after it dies.

Natural Shade Protection

School: Abjuration [shadow]; **Level:** Cleric/Oracle 7, Druid 7

Casting Time: 1 standard action

Components: V, S, DF

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

Area: Natural shade and shadows within a 40-ft.-radius emanation centered on a point in space

Duration: 1 round/level

Saving Throw: None; Spell Resistance: No

By coaxing the Shadow Plane's power to seep temporarily into the Material Plane, you cause the natural shade and shadows in the region to absorb elemental energies. When a creature in the area would suffer acid, cold, electricity or fire damage, a significant portion of the energy is absorbed by the shade and dissipated before it affects the targets. The shade absorbs 40% of the energy plus 10% per 2 caster levels above 12th (i.e. 50% at 14th level, up to 80% at 20th level). For example, a *fireball* that would normally cause 40 hit points of damage explodes in the area. A 14th level druid has protected the region with *natural shade protection* so 50% of that energy is dissipated by the shade of the region; the *fireball* causes 20 points of fire damage to any completely unprotected target failing its save.

Within the area, if there is a source of bright light (such as from a *daylight* spell) that would raise the lighting level to normal or brighter within its own area, that area is unprotected by the energy-absorbing power of *natural shade protection*.

The natural shade does not have to be of the sort provided, for example, by leafy trees. Within a cavern complex there are ample regions of natural shade and shadows. However, the shade provided by a castle, a tower shield, or other manufactured item does not confer the benefit of this spell.

Nightshade Drain

School: Necromancy; **Level:** Cleric/Oracle 6, Sorcerer/Wizard 6

Casting Time: 1 standard action

Components: V, S, DF **Range:** Touch

Target: One touched creature or magic item

Duration: Varies; see text

Saving Throw: None; see text; Spell Resistance: Yes; see text

The effect of this spell depends upon the target. If you touch a creature, you must succeed on a touch attack for the spell to have any effect. If you succeed, one random spell or effect currently affecting the target immediately ends (no save, though spell resistance applies) and you heal damage equal to twice the level of the spell or effect drained-hit points in excess of your maximum are instead gained as temporary hit points that last for 1 hour. If you touch a magic item that is being carried or held, you must succeed at a sunder attempt (as a melee touch attack, which does no damage to the item) for the spell to succeed. In any case, if you successfully touch a magic item, your touch renders the item nonmagical for 1d4 rounds (if the item is a permanent magic item), drains 1d8 charges (if the item has charges), or renders it permanently nonmagical (if the item is a one-use item). The item (or its wielder, if the item is attended) can resist this effect with a Will save.

If you and the target of this spell are within lighting conditions of dim or darker, or are both within terrain covered at least 50% in shadows, then you can choose the spell or effect to end on the target (though *nightshade drain* offers you no knowledge of the magical effects currently affecting the target) rather than have it determined randomly, or, if your target is a magic item, the effect of your touch is increased by 1/2 your caster level (i.e. 1d4 + 1/2 your level rounds or 1d8 + 1/2 your level charges) and the DC of the Will save is increased by +2.

Persistent Night

School: Necromancy [curse, darkness; see text]**; Level:** Cleric/Oracle 9, Druid 9, Shaman 9, Sorcerer/Wizard 9, Witch 9

Casting Time: 1 standard action

Components: V, S, M (fragment of a meteorite)

Range: Touch **Target:** Large-sized or smaller creature or object touched: see text

Duration: Instantaneous: see text

Saving Throw: None; see text; **Spell Resistance:** Yes or no (object)

With a touch, the creature or object is cast into persistent night. In addition to other effects, this spell also duplicates the effect of the *deeper darkness* spell (though the darkness extends to a 30-foot radius).

Within a 30-ft.-radius region about the target, night prevails. If the creature or object remains stationary long enough, for instance, nocturnal animals and insects will behave as though it were actually night, the temperature in the area will drop, dew might form on grass, etc. If the area remains for an extended period of time, then plants in the area that rely upon sunlight will die and similar effects will occur (intentionally casting this spell for such effects is an evil act and will give this spell the evil descriptor).

Anyone outdoors who is within the region and looking skyward will see the stars and other celestial objects that would normally be seen by someone in that position when the sky is dark (this experience from within the region is different from the experience for those outside the region, see below). This occurs even though the radius of the spell is only 30 feet. If the target of *persistent night* is a creature, then it cannot escape from this globe of darkness. Eventually, the inability to ever see the daytime sky or sun may have a deleterious effect upon the mind of a living target (or any living creature trapped within the space). All such individuals must succeed on a Will save once per week or gain the schizophrenia madness affliction. (This madness threat does not apply to creatures that normally live underground or otherwise have no particular natural need or drive to have regular exposure to daylight.)

Anyone outside the area sees a bubble of darkness extending 30 feet from the target in all directions. As one approaches the bubble during normal daylight, one notices a slight breeze flowing toward it and that the darkness within seems more like the darkness of nighttime than would normally be the case in an area of magical darkness (especially if the region has been stationary for a long period of time). Affected flying creatures (or those carrying an affected object) produce what appears to be a large black bubble moving in the sky.

Creatures that are not themselves the target of the spell could be partly within and partly not in the area. Short term, this produces no negative effects. If a creature is trapped in a position such that it remains partly within and partly not in the area, it is treated as wholly within the sphere for purposes of being affected by the madness condition (see above).

Persistent night counters the effects of any light spell of equal or lower level within the affected area.

Undead creatures in particular may very well benefit from being targeted by this spell, or by carrying an objected targeted by this spell.

Casting this spell underground or in areas where there is no day/night cycle produces no effect. Objects or creatures affected by the spell that are then taken underground or to a place with no day/night cycle remain in the darkness, though other effects may be rendered irrelevant.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *miracle* or *wish* spell.

Piercing Vision

School: Transmutation; Level: Alchemist 3, Bard 3, Bloodrager 2, Druid 3, Inquisitor 3, Magus 3, Ranger 2, Shaman 3, Sorcerer/Wizard 3 Casting Time: 1 standard action Components: V, S, M (tears of an eagle) Range: Touch Target: Creature touched

Duration: 10 min./level

Saving Throw: Will negates (harmless); Spell Resistance: Yes

The beneficiary of *piercing vision* has supernaturally clear and distinct vision, granting a +5 competence bonus to Perception checks which rely upon sight. The subject gains low-light vision; if the subject has other forms of sight, their ranges are doubled (whether this is darkvision, *see invisibility* or any other method of seeing).

In dim light (such as during the hours of twilight), all the subject's ranges of vision are quadrupled and Perception checks relying upon sight are made at +10.

Piercing vision has no effect on sightless creatures.

Piercing Vision, Mass

School: Transmutation; **Level:** Bard 5, Bloodrager 4, Druid 5, Inquisitor 5, Magus 5, Ranger 4, Shaman 5, Sorcerer/Wizard 5

Casting Time: 1 standard action

Components: V, S, M (tears of an eagle)

Range: Close (25 ft. + 5 ft./2 levels) **Targets:** One living creature/level, no two of which can

be more than 30 ft. apart

Duration: 10 min./level

Saving Throw: Will negates (harmless); Spell Resistance: Yes

This spell functions as *piercing vision* but affects multiple targets.

Piercing Vision, Tegion

School: Transmutation; Level: Druid 8, Shaman 8, Sorcerer/Wizard 8 Casting Time: 1 standard action Components: V, S, M (tears of an eagle) Range: Long (400 ft. + 40 ft./level) Targets: See text Duration: 1 hour/level Saving Throw: Will negates (harmless); Spell Resistance: Yes This spell functions as *piercing vision* but affects all your allies within the range of the spell extending in all directions from you.

Power over Darkness

School: Universal; Level: Sorcerer/Wizard 5 Casting Time: 1 standard action Components: V, S, M (diamond worth 500 gp) Range: Varies, see text Target: Varies, see text Duration: Varies, see text



Power over Darkness

Saving Throw: Varies, see text; **Spell Resistance:** Varies; see text

Power over darkness gives you extraordinary power over darkness and shadow. In many respects, *power over darkness* is like a very limited form of *limited wish*. This spell can create a great many different types of effects. For example, it can do any of the following things.

Duplicate any sorcerer/wizard spell of 4th level or lower with the light descriptor.

Duplicate any sorcerer/wizard spell of 4th level or lower that affects the senses in a way that could be used to overcome any limitations of darkness.

Duplicate any non-sorcerer/wizard spell of 3rd level or lower that either has the light descriptor or affects the senses in a way that could be used to overcome any limitations of darkness.



Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting a creature affiliated with darkness on its next attack, or granting a +5 on someone's next saving throw against a spell cast by a cleric whose deity is affiliated with (or whose domains include) darkness or shadow.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 5th-level spell. When a *power over darkness* spell duplicates a spell with a material component that costs more than 250 gp, you must provide that component (in addition to the 500 gp diamond component for this spell).

Note: a cleric whose domain is light or who worships a deity of light or the Sun gains access to this spell.

Protection from Darkness and Shadow

School: Abjuration; Level: Alchemist 3, Bard 3, Bloodrager 3, Cleric/Oracle 3, Inquisitor 3, Paladin 2, Shaman 3, Sorcerer/Wizard 3, Summoner 3 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Living creature touched Duration: 10 min./level or until discharged Saving Throw: Fortitude negates (harmless); Spell Resistance: Yes (harmless) Protection from darkness and shadow grants temporary immunity to damage that originates from spells or magi-

immunity to damage that originates from spells or magical effects that have the darkness descriptor or are from the shadow subschool (including spells such as *shadow conjuration* and *shadow evocation*). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged. Any type of energy damage can be absorbed (cold, fire, etc.) so long as it is the result of a spell from the shadow subschool. The recipient also gains Spell Resistance equal to 12 + your caster level against any non-damaging spell with the darkness descriptor or that is from the shadow subschool. Finally, against creatures that are shadow conjurations duplicating creatures from the summoning subschool, the recipient gains DR 5/—.

Protection from darkness and shadow confers no protection against non-magically caused damage, nor does it offer any benefits against other effects of darkness (such as the inability to see). The recipient gains no particular advantage when attempting Will saves to disbelieve illusions.

Protection from Darkness and Shadow, Communal

School: Abjuration; Level: Cleric/Oracle 4, Inquisitor 4, Paladin 3, Shaman 4, Sorcerer/Wizard 4, Summoner 4 Casting Time: 1 standard action Components: V, S, DF Range: Touch Target: Creatures touched Duration: 10 min./level or until discharged **Saving Throw:** Fortitude negates (harmless); **Spell Resistance:** Yes (harmless)

This spell functions like *protection from darkness and shadow*, except you divide the duration in 10-minute intervals from among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.

Rampage of Shadow Drakes

School: Conjuration (summoning); **Level:** Sorcerer/Wizard 4, Summoner 3

Casting Time: 1 round

Components: V, S, F (a tiny bag and a small candle) **Range:** Close (25 ft. + 5 ft./2 levels)

Effect: Three or more summoned creatures (see text) **Duration:** 1 round/level (D)

Saving Throw: None; Spell Resistance: No

You summon 3 to 5 shadow drakes (roll 1d6, 1-2: 3 drakes, 3-4: 4 drakes, 5-6: 5 drakes). They appear where you designate and act immediately. In most other respects, this functions as *summon monster IV*. The shadow drakes, being intelligent and clever, make maximum use of their combat abilities and act in concert.

If the area into which the shadow drakes are summoned is darker than normal lighting or covered in at least 50% shadows, the shadow drakes have the Advanced Creature template.

Resilient Shadow Barrier

School: Abjuration [shadow]; Level: Bloodrager 4, Cleric/Oracle 5, Inquisitor 5, Sorcerer/Wizard 5 Casting Time: 1 standard action Components: V, S, F/DF (a magnet)

Range: Touch

Target: Creature touched

Duration: 1 round/level (D)

Saving Throw: None; Spell Resistance: No

The shadows surrounding the creature touched are infused with power from the Shadow Plane. Whenever the subject remains in terrain covered at least 50% in shadows or in dim lighting conditions, the shadows grant it damage reduction against any attack equal to 1/2 your caster level (e.g. DR 6/— if you are 12th level) and spell resistance equal to 10 + 1/2 your caster level. If the subject already has DR or SR, *shadow barrier* improves that DR by 1 for every 5 caster levels and that SR by 1 for every 3 caster levels.

Seeing is Believing

School: Enchantment (compulsion) [curse, mind-affecting, language-dependent]; **Level:** Sorcerer/Wizard 6, Witch 6 Conting Times 1 standard action

Casting Time: 1 standard action Components: V Range: Medium (100 ft. + 10 ft./level) Targets: One creature/3 levels (up to 6), no two of which can be more than 30 ft. apart Duration: Permanent Saving Throw: Will negates; Spell Resistance: Yes You speak the words "seeing is believing," and the targets you specify who fail their saves are, until the curse is lifted, unable to believe anything they do not see. This has many potentially devastating effects. First, the subject is treated as suffering from the amnesia insanity regarding anything he cannot see (unless otherwise noted, a subject can see itself); so, for instance, a wizard unable to see its familiar does not remember having one and, more importantly, cannot be made to believe it without seeing it. Second, the sufferer gains the phobia insanity regarding the risk of being in darkness. The creature will use whatever resources are necessary to remain in well-lit areas. Finally, a creature so afflicted who gains the blindness condition or who is otherwise in a region completely without light must attempt another Will save. Failing this save drives the individual mad, causing that individual to gain the schizophrenia insanity.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *limited wish, miracle* or *wish* spell. *Break enchantment, dispel magic, remove curse* and similar spells have no effect on *seeing is believing*. If the target remains in daylight or brighter light for a number of consecutive days equal to the level of the caster, the curse is broken.

Sense through Shadows

School: Divination; Level: Sorcerer/Wizard 2, Witch 2 Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: Creature touched **Duration:** 1 min./level (D)

Saving Throw: None; Spell Resistance: No

With a touch, you place into the shadow of the creature touched some of your perceptual ability. If the target of your spell is unwilling, you must succeed on a touch attack.

For the duration, all your attacks, combat maneuver checks, saving throws, ability and skill checks (other than Perception) are reduced by -2. Your Perception check modifier is halved. However, because a portion of your perceptual ability resides in the target's shadow, you may make Perception checks as though you occupied any square touched by that creature's shadow. Whenever the creature touched is not casting a shadow, the penalties remain but you cannot, of course, make any Perception checks from such other spaces.

If you and the target creature are in terrain covered at least 50% in shadows, the penalty on your attacks, combat maneuver checks, saving throws, ability and skill checks is -1 instead, and your Perception checks, from either location, are at -4 instead of halved.

Shade Speed

School: Transmutation [shadow]; Level: Bloodrager 2, Magus 2, Sorcerer/Wizard 2 Casting Time: 1 standard action Components: V, S, M (a swift's feather) Range: Personal Target: You Duration: 1 round/level Magical energy transforms you making you buoyant and maneuverable in shade and shadows, but not in either bright light or darkness. You gain flight, as if you were the subject of the *fly* spell, whenever you are in dim lighting conditions and in a space that is covered at least 50% in shadows. If you move into an area that is darker than dim your fly speed is halved and the bonus to your Fly skill check granted by the spell is halved.

If *shade speed* expires while you are aloft, you float downward at your speed for 1d6 rounds if you are in dim light or in a space that is covered at least 50% in shadows. If you are in an area that is darker than dim, you float downward at your speed for 1d4 rounds.

You gain no benefits from *shade speed* in normal or bright light. If you are flying when you are exposed to normal or bright light, you fall.

Shadow Armor

School: Illusion (shadow) [shadow]; **Level:** Bard 2, Bloodrager 2, Magus 2, Sorcerer/Wizard 2, Summoner 2, Witch 2

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless); Spell Resistance: No

A shadowy gray aura surrounds the subject of a *shadow armor* spell providing a +4 armor bonus to AC and a +2 dodge bonus to Reflex saves against the attacks of anyone relying upon sight to target the subject.

Unlike mundane armor, *shadow armor* entails no armor check penalty, arcane spell failure chance, or speed reduction. Since *shadow armor* is made of extradimensional energy, it does not provide the force barrier of *mage armor* and so incorporeal creatures can bypass *shadow armor*.

If the subject benefiting from *shadow armor* is in terrain covered at least 50% in shadows or in lighting conditions of darkness or darker, the energy of the armor also grants the subject DR 1/-.

Shadow Blink

School: Transmutation [shadow]; **Level:** Bard 3, Magus 3, Sorcerer/Wizard 3

Casting Time: 1 round

Components: V, S

Range: Personal Target: You

Target. 100

Duration: 1 round/level (D)

This spell functions similarly to *blink* except you "blink" quickly back and forth between the Material Plane and the Shadow Plane. Like *blink*, this spell has several effects.

Physical and magical attacks against you (including spells targeting you) have a miss chance based upon prevailing lighting conditions and the attacker's weapons and abilities, see the table and explanation below.

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Lighting Conditions	Base Miss Chance	Concentration DC modifier
Bright light	0%	+0
Normal light	20%	+2
Dim light	50%	+5
Darkness	70%	+7

If the attacking creature is using a weapon or magic with shadow properties, such as that made by *shadow conjuration* or *shadow weapon*, or if the weapon or magic is specially designed to damage shadow creatures or creatures from the Shadow Plane, it ignores this miss chance. If the attacker can see invisible or out-of-phase creatures, the miss chance is treated as though the lighting conditions were one step closer to bright light (though you are neither invisible nor out-of-phase).

Any spells you cast while under the effect of *shadow blink* have a chance of activating while you're on the Shadow Plane rather than the Material Plane, the chance is the same as the base miss chance in the table above. A concentration check made as if casting on the defensive (usually DC 21), plus the above modifier, allows you to direct a spell to the Material Plane that otherwise would activate on the Shadow Plane. Spells going off on the Shadow Plane typically will not affect creatures on the Material Plane (and vice versa).

While blinking in this way, area attacks cause only half damage to you, unless the spells have a shadow component (such as *shadow evocation*) in which case they cause damage normally.

You take full damage from falling and cannot step through solid objects (as could someone using *blink*). A witch with a shadow patron may take *shadow blink* instead of *deeper darkness* at 6th level.

Shadow Conduit

School: Conjuration (creation) [shadow]; **Level:** Bard 6, Sorcerer/Wizard 7

Casting Time: 1 standard action **Components:** V, S, F (an onyx ring)

Range: Personal

Effect: 10-ft.-radius sphere

Duration: 1 round/level

Saving Throw: None; Spell Resistance: No

Shadow conduit creates an extradimensional connection between your current plane and the Shadow Plane. The conduit is a roughly 20-ft. diameter spherical bubble of writhing, sinewy, dark shadowy energies. Anyone outside the sphere who is 5 ft. or more away from its boundary has trouble seeing you (you gain a +10 bonus to Stealth checks and may take 10 on Stealth checks) and protects you with a displacement effect (you benefit from a 50% miss chance as though you had concealment). More importantly, you gain the benefits of the enhanced magic traits of the Shadow Plane. Shadow conjuration and shadow evocation spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). Greater shadow conjuration and greater shadow evocation are 70% as powerful (not 60%), and a shades spell conjures at 90% of the power of the original (not 80%). These effects persist even if the effect of your spell

is outside the conduit, provided that the *shadow conjuration* or *shadow evocation* begins within the conduit. If you are in terrain covered at least 50% in shadows and in dim lighting conditions while *shadow conduit* is in effect, the save DCs of all the *shadow conjuration* and *shadow evocation* spells you cast from within the *shadow conduit* are increased by +4.

Shadow Conjurer's Aura

School: Illusion (shadow) [shadow; see text]; **Level:** Summoner 5, Sorcerer/Wizard 6, Witch 6 **Casting Time:** 1 standard action

Components: V, S

Range: 30 ft.

Area: 30-ft.-radius burst centered on you

Duration: 1 round/level or until summoning ends; see text

Saving Throw: Will negates; see text; Spell Resistance: No

The caster radiates a magical, shadowy aura that modifies creatures summoned into the area. Any living being summoned into the aura (but not one summoned elsewhere that happens to move into the aura) gains the Shadow Creature template. If the caster is 15th level or higher and the summoned creature has 11 or more HD and is evil, it gains the Shadow Lord template instead (and this spell gains the evil descriptor). A creature gaining a template from the *shadow conjurer's aura* retains that aura until the summoning ends, regardless of the remaining duration of *shadow conjurer's aura*.

Shadow Explosion

School: Evocation [force, shadow]; **Level:** Sorcerer/Wizard 5

Casting Time: 1 standard action

Components: V, S, F (two items; one imbued with positive energy, the other imbued with negative energy) **Range:** 30 ft.

Area: 30-ft.-radius spread centered on you

Duration: Instantaneous

Saving Throw: Reflex half; Spell Resistance: Yes

A fleeting rift between the Material Plane and Shadow Plane opens around you and both positive and negative energies are channeled through it. The result is a fantastic explosion of raw energy resulting in a wave of pure force, visible as ephemeral, rippling, coruscating shadows. This blast causes 1d8 force damage per caster level (maximum 10d8) to all creatures and unattended objects within 15 feet, and half that amount to targets beyond 15 feet but within 30 feet.

The DC of the save is increased by +2 for creatures that are normally harmed by either positive or negative energy.

This damage extends multi-dimensionally, affecting creatures in the Ethereal and Shadow Planes in the area of effect.

Shadow Form

School: Transmutation [polymorph]**; Level:** Alchemist 6, Antipaladin 4, Magus 6, Sorcerer/Wizard 6

Casting Time: 1 standard action **Components:** V, S, M/DF (a drop of black ink) **Range:** Personal **Effect:** You **Duration:** 1 round/level

You take on the appearance of a shadowy, darker version of yourself and are cloaked in wispy, gray shadows. You gain a +4 size bonus to Constitution, darkvision 60 ft. (if you already have darkvision, its range extends 30 ft.) and low-light vision, immunity to sleep, resistance 15 to cold and electricity, DR 10/magic, shadow blend (you have concealment (20% miss chance) whenever you are in illumination less bright than bright light), and spell resistance equal to 6 + your level.

Whenever you are in dark or darker lighting conditions, your damage reduction becomes DR 10/- and your concealment is treated as total concealment (50% miss chance).

Shadow Gold

School: Illusion (shadow) [shadow]; **Level:** Bard 6, Sorcerer/Wizard 6

Casting Time: 1 standard action **Components:** V, S, M (500 gp)

Range: 0 ft.

Effect: Unattended, nonmagical gold, up to 100 gp/level **Duration:** 1 hour/level (D)

Saving Throw: Will disbelief (if interacted with); varies; see text; **Spell Resistance:** Yes; see text

You tap the Shadow Plane to create gold from shadow matter. This gold is indistinguishable from real gold, unless someone happens to see through the illusion (i.e. someone succeeds at disbelieving that it's real). A Knowledge (arcana) check (DC 20 + spell level) reveals that the gold has been created by magic. A Knowledge (planes) check (DC 20 + spell level) reveals that the gold has been created from material from the Shadow Plane. An Appraise check DC 20 reveals the value of the gold, DC 25 reveals that it has magic properties, and DC 30 reveals that the magic is from another plane, power or dimension.

You may create the gold in any typically encountered form though the gold will be generic and not particular (for example, a pile of coins with no specific minting characteristics, or a rough cylinder but not a ceremonial knife). Anyone disbelieving and succeeding on a save sees the gold as it is—for example, shadowy, magical coinshaped objects lacking the luster and color that everyone else sees.

The gold produced by this spell cannot be used as material components or for similar uses.

Per GM adjudication, a successful Bluff check may increase the DC of the Will save to disbelieve. If the caster (or a willing accomplice) uses Bluff in this way, for every 5 points by which it beats the opposed Sense Motive check, the DC to disbelieve is increased by +1. However, if the Bluff attempt fails by 5 or more, the Will save automatically succeeds.



Shadow Form

Shadow Hop

School: Illusion (shadow) [shadow]; Level: Bard 2, Sorcerer/Wizard 2, Witch 2 Casting Time: 1 standard action Components: V, S Range: 30 ft. Target: You

Duration: Instantaneous

Shadow hop moves you from one shadow to another within range; you traverse the intervening space by briefly entering and exiting the Shadow Plane. The physical spaces you leave and enter must be covered at least 50% in shadows or be in lighting conditions of dim or darker (otherwise the spell fails). You must be able to see the space you're moving to from the space you're leaving, though this spell provides you no special ability to see in darkness. Moving via *shadow hop* provokes attacks of opportunity if moving from that space would normally provoke attacks of opportunity.

Shadow Pits

School: Illusion (shadow) [shadow]; **Level:** Sorcerer/Wizard 4

Casting Time: 1 standard action

Components: V, S, M (a small cup or bowl with a hole in the bottom)

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

Effect: 1 pit/3 levels, each 5-ft.-by-5-ft. wide and 5 ft. deep/2 levels

Duration: 1 round/level

Saving Throw: Reflex negates; **Spell Resistance:** Yes When you cast *shadow pits* you select up to 1 shadow (a literal shadow cast by a creature or object, not the undead creature) per 3 levels within range and each shadow selected opens a brief extradimensional hole into the Shadow Plane. Each shadow selected must occupy at least half of a square, and anyone entering that square must save or fall into the pit. While the pit's opening dimensions are a 5 ft.-extradimensional square, the shadow itself may be smaller (or larger) than the pit. If the shadow's dimensions are smaller than the pit, and the creature falling into the pit wouldn't fit, then that creature won't fall fully into the pit (though it might get stuck, as it would if the pit were an actual hole) and can extricate itself on its turn as a move action. Further, if the shadow's dimensions are smaller than the 5 ft.-square opening of the extradimensional pit, the subject receives a +2 bonus to the saving throw. Anyone making the save either remains in the non-pit portion of the square (if the creature is small enough) or is moved to the nearest adjacent space.

If you are able to create two or more pits, you may create them to be adjacent to one another. For example, if you are able to create four pits, you may configure them to create a single pit with a 10-ft.-by-10-ft. opening (a 12th level caster can create a 10-ft.-square pit that is 30 feet deep). In such a case, the shadow itself should be larger than a single 5 ft. square and smaller than the space occupied by a Huge creature. In such cases, the same rules above apply regarding falling into the pit.

The pit is treated as any normal pit, with creatures falling into a pit taking falling damage. The pit's walls, while shadowy, are moderately coarse and have a Climb DC of 25. Within the pit, there is no light, and any light brought within only functions at half its normal effectiveness—this may impact the ability of the individual in the pit to be extricated.

If the shadow moves throughout the duration of the spell, which it might if the shadow selected by the caster is the shadow of a moving object or creature or if the light source generating the shadow moves, and an individual has fallen into that pit, then the creature in the pit, when it comes out, comes out at the current location of the shadow (even if the shadow is now in a dangerous place, such as in a fire or on water).

If a selected shadow fails to exist at any time throughout the duration of the spell, the pit disappears and does not return. If there was a creature or object in the pit, it occupies a space where the shadow was last visible.

Any creature in a pit is also within the Shadow Plane, which may restrict some forms of movement (i.e. a caster falling into a pit formed by *shadowy pits* who attempts to leave via *dimension door* or *teleport* or *etherealness*, for example, may encounter challenges).

When the spell ends, any creatures or objects still in a pit are pushed up to the surface over the course of the next round at the last location of the shadow.

The pits created by this spell only affect shadows on the floor or on surfaces parallel to a floor (such as atop a raised platform or very large table). Shadows cast on walls, ceilings, creatures or objects cannot generally be used to produce pits.

Shadow Portal

School: Conjuration (teleportation); Level: Cleric/Oracle 8, Sorcerer/Wizard 8 Casting Time: 1 standard action Components: V, S Range: Medium (100 ft. + 10 ft./level) Effect: See text Duration: Instantaneous or concentration (up to 1 round/level); see text Saving Throw: None; Spell Resistance: No You create a *shadow portal* that creates an interdimensional connection between your plane of existence and any plane you specify, provided that both the plane from which you cast *shadow portal* and the plane you specify touch the Shadow Plane. The gate allows travel between those two planes in either direction. Like the *gate* spell, *shadow portal* creates a circular disk from 5 to 20 feet in diameter oriented in the direction you desire. It is a twodimensional window looking into the plane you specify and instantly shunts anyone or anything using it to the other side. It has a front and a back and only moving through it from the front transports beings to the other side.

The *shadow portal* opens precisely at the point you desire (a creation effect). Deities and other beings who rule a planar realm can prevent a gate from opening in their presence or personal demesnes if they so desire. Travelers need not join hands with you--anyone who chooses to step through the portal is transported. A gate cannot be opened to another point on the same plane; the spell works only for interplanar travel.

You may hold the *shadow portal* open only for a brief time (no more than 1 round per caster level), and you must concentrate on doing so, or else the interplanar connection is severed.

The gate ceases to function whenever it is exposed to bright light or total darkness, ending the spell.

Shadow Portent

School: Divination [mind-affecting]; **Level:** Bard 3, Magus 3, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S, M (a tiny replica of a magnifying glass)

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates; Spell Resistance: No

The recipient of shadow portent gains a sixth sense about the relationships between others and their shadows. When the subject studies another creature and its shadow for one full round, it thereafter gains special insight about that creature's actions whenever it can see both the creature and its shadow. A subject of shadow portent cannot study more than one creature in a round this way. For the duration, after that full round of study, so long as the subject can see both the creature studied and its shadow, it gains the following insight bonuses against that creature: a +2 to attack, a +2 to AC to avoid being hit, a +2 CMB when performing combat maneuvers against it, a +2CMD to avoid being subject to combat maneuvers it performs, and a +2 to Reflex saves made against any of its attacks or abilities that allow a Reflex save. These bonuses only apply against that creature (and its shadow, if its shadow somehow can take actions), not against its allies, familiars, etc.

The bonus on these effects increases to +3 if the caster is 10th level, to +4 if the caster is 15th level, and to +5 if the caster is 20th level.

At any point while under the effect of *shadow portent* the subject may spend a full round studying another creature

and gain these bonuses with respect to that other creature. If the creature studied stops casting a shadow at some point during the effect, the subject loses the bonuses and would have to reestablish them.

Regardless of other circumstances, the recipient cannot gain these advantages against two or more creatures simultaneously. If it chooses to select a new creature it loses its benefits against the previous one.

An unwilling touched target is allowed a Will save to negate being affected by the spell.

Shadow Portent, Greater

School: Divination [mind-affecting]; Level: Bard 6, Magus 6, Sorcerer/Wizard 6

Casting Time: 1 standard action

Components: V, S, M (a tiny replica of a magnifying glass)

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates; see text; Spell Resistance: No

This spell functions as *shadow portent* except that the subject can study more than one creature per round. The combat bonuses apply to all the creatures studied. The number of creatures the subject can study per round is the greater of one-quarter the subject's base attack bonus or one-half the subject's Intelligence modifier (maximum +5 in either case). The subject gains the combat bonuses against all the creatures it studied. If any one of the creatures studied fails to cast a shadow, the combat bonuses with respect to that creature are lost, but the combat bonuses nuses with respect to the other creatures remain.

Shadow Projection, Greater

School: Necromancy [evil]; Level: Sorcerer/Wizard 7 Casting Time: 1 minute

Components: S **Range:** Personal

Target: You

Duration: 1 hour/level (D)

With this spell, you infuse your life force and psyche into your shadow, giving it independent life and movement as if it were an undead greater shadow. Your physical body lies comatose while you are projecting your shadow, and your body has no shadow or reflection while the spell is in effect.

While projecting your shadow, you gain a greater shadow's darkvision, defensive abilities, fly speed, racial Stealth modifier, and strength damage attack. You do not gain the creature's *create spawn* ability, nor its skill ranks or Hit Dice. Your shadow has Hit Dice and hit points equal to your own. Your *greater shadow projection* has the undead type and may be turned or affected as undead. If your *greater shadow projection* is slain, you return to your physical body and are immediately reduced to -1 hit points. Your condition becomes dying, and you must begin making Constitution checks to stabilize.

Shadow Sensor

School: Illusion (shadow) [shadow]; **Level:** Bard 3, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action **Components:** V, S **Range:** Touch **Effect:** Magical sensor

Duration: 1 day/level

Saving Throw: Will negates; **Spell Resistance:** Yes With a touch, you modify the target's shadow such that the target's shadow contains a scrying sensor which you can later use to scry upon the target. This sensor, like any other, is subject to being detected by spells or abilities that can detect a sensor. For the duration, if you use *scrying* or any other spell which would rely upon a sensor and you target the individual targeted by *shadow sensor*, then the sensor for that use of *scrying* will be the sensor created by *shadow sensor*. That use of scrying will automatically fail whenever the target is not casting a shadow. However, when that target is casting a shadow, that target's Will save modifier is treated as though you were familiar with and closely connected to the target (i.e. -15 modifier).

If the target is separated from its shadow, your scrying attempt is disconnected; however, if the target's shadow returns before the duration of *scrying* ends, the connection is re-established.

Shadow Slide

School: Transmutation [shadow]; **Level:** Bard 2, Magus 2, Sorcerer/Wizard 2

Casting Time: 1 round

Components: V, S, M (sand from a small hourglass) **Range:** Personal

Target: You

Duration: 1 round/level to a maximum of 5 rounds Shadow slide grants you two beneficial abilities. First, you may take a single 5-foot step as a free action while the spell is in effect (this does not change the number of 5foot steps you may take in a round) so long as that step is into a space that is covered at least 25% in shadows or your own shadow occupies the space into which you step. (So you may, for instance, take a 5-foot step onto your shadow as a free action, and then move and then attack or cast a spell.) Second, on your turn, only during a single move action on that turn, your movement does not provoke attacks of opportunity so long as all the spaces through which you move are covered at least 25% in shadows or your own shadow occupies all the spaces into which you move. You may still provoke attacks of opportunities for other reasons while you move in this way. You may use both of these abilities on the same turn, doing so ends the spell. Otherwise, you may use either ability each turn until the spell ends.

Shadow Switch

School: Conjuration (teleportation) [shadow]; Level: Sorcerer/Wizard 4 Casting Time: 1 standard action Components: V, S

Range: Close (25 ft. + 5 ft./2 levels) **Target:** Contents of one 5-ft. square; see text **Duration:** Instantaneous

Saving Throw: Will negates; see text; Spell Resistance: Yes

Shadow switch moves the contents of any one 5-ft. square (the selected square) in range to another 5-ft. square (the target square) in range. Any creatures in the selected square remain if they save; unattended objects, willing creatures, and creatures failing their saves are moved. If any creature or object in the selected square occupies more area than that square (such as a Large or larger creature), that creature or object is unaffected by shadow switch. The target square into which creatures or objects are to be moved must be unoccupied. If the target square is hazardous (a pit, open water, etc.), then creatures arriving in the new space are granted a Reflex save to move into any unoccupied adjacent square immediately after the switch (if there is such a square, otherwise no Reflex save is permitted). Shadow switch does not function if either your square, the selected square, or the target square are in bright light or utter darkness. You may not choose your own square as the selected or target square.

No movement caused by *shadow switch* provokes attacks of opportunity.

If you are in a space covered at least 50% in shadows, then, if there are two 10-ft. squares you could choose as both the selected and target squares, you may choose those squares instead if all the 5-ft. squares within all those 10-ft. squares are covered at least 50% in shadows.

Shadow Targeting

School: Divination [shadow]; Level: Bard 3, Magus 3, Sorcerer/Wizard 3 Casting Time: 1 standard action

Components: V, S

Range: See text

Effect: See text

Duration: 1 round/level (D)

Saving Throw: None; Spell Resistance: No

You gain a +4 insight bonus on attacks made against creatures in contact with your shadow. The DCs of spells you cast against creatures in contact with your shadow are increased by +2.

Shadow Theater

School: Illusion (figment); **Level:** Bard 2, Sorcerer/Wizard 2

Casting Time: 1 standard action

Components: V, S, F (a bit of fleece)

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

Effect: Visual figment that cannot extend beyond four 10-ft. squares + one 10-ft. square/level (S)

Duration: Concentration

Saving Throw: Will disbelief; see text; Spell Resistance: No

Shadow theater creates the illusion of the shadows of objects or creatures as visualized by you. The illusion creates muffled sounds that correspond to the motions of the shadows. You can move the shadows within the limits of

the size of the effect. *Shadow theater* could be used, for example, to present the image of the shadows of members of an adventuring party having a conversation in one room, with their shadows being cast by a light in the room through a door out the room onto a nearby wall. While it is possible for a viewer to disbelieve the shadows, without evidence or reasons to disbelieve, the shadows and their accompanying sounds will seem entirely real. That said, someone seeing the shadows and tracing their origins to a space where no one is casting those shadows would provide sufficient reason for disbelief.

Shadowless

School: Enchantment (compulsion) [curse, mind-affecting, shadow]; **Level:** Shaman 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, M (a pinch of coal dust) **Range:** Touch

Target: One living creature with 9 HD or less; see text **Duration:** Permanent; see text

Saving Throw: Will negates; Spell Resistance: Yes With a touch, the target loses the ability to cast a shadow (and suffers whatever consequences this might bring). In addition to any other effects, not having a shadow is disconcerting. Over time (typically 3d6 days), the individual becomes more and more concerned with not having a shadow. Once this manifests, the individual becomes obsessed with restoring its shadow. For each day that the target does not devote at least one-half of its waking hours to restoring its shadow (regardless of whether it can think of any effective means to do so), it suffers a -1 penalty to its Charisma (to a minimum penalty of -8; an individual's Charisma score cannot drop below 3 due to shadowless). For each two consecutive days spent in the attempt to restore its shadow, the sufferer regains one point of lost Charisma.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment, limited wish, miracle, remove curse,* or *wish* spell. *Dispel magic* has no effect on *shadowless*.

This spell has no effect on creatures with an Intelligence score of 4 or lower.

Shadowy Incorporeality

School: Illusion (shadow) [shadow]; **Level:** Bard 4, Cleric/Oracle 4, Magus 4, Inquisitor 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S, DF

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: None; Spell Resistance: No

For the duration of *shadowy incorporeality*, whenever you are in terrain covered at least 25% in shadows and are in dim lighting conditions, or are in terrain covered at least 50% in shadows or is in dark lighting conditions, you are considered to have the Incorporeal extraordinary ability except that your deflection bonus to your armor class is equal to your relevant spell-casting ability score modifier.

If you are subject to complete darkness, or if you are in normal or brighter light but not in terrain covered at least 50% in shadows, you instantly become corporeal (though the spell does not end, and you instantly revert back as soon as you re-enter dim and shadowy, or dark, conditions). Matter moves through you as it should while you are incorporeal. However, because you become corporeal when in complete darkness, as soon as your entire incorporeal body is entirely within solid matter, you become corporeal and are shunted to the nearest adjacent space that does not contain enough solid matter to contain your body.

Divine casters who use this spell in violation of their core values place themselves at risk. For example, the cleric of a sun god should not use this spell (and, per GM adjudication, might not have access to it); however, a cleric who worships a deity of stealth or darkness should have access to this spell.

Shady

School: Evocation [darkness]; Level: Bard 0, Cleric/Oracle 0, Druid 0, Inquisitor 0, Magus 0, Shaman 0, Sorcerer/Wizard 0, Summoner 0, Witch 0 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Area: Immobile 5-ft.-radius emanation

Duration: 10 minutes/level

Saving Throw: None; Spell Resistance: No

You create a small region of shade. The shade in this area has the effect on those in its space of natural shade such as that found under a tall, leafy tree in summer. The space is slightly more dim than usual, but not enough to actually reduce the lighting condition, and it's a few degrees cooler. The temperature change is enough to prevent nonlethal damage from heat dangers of very hot conditions (but not severe heat or hotter).

Shimmering in Shadows

School: Illusion (glamer); Level: Alchemist 2, Bard 2, Magus 2, Sorcerer/Wizard 2 Casting Time: 1 standard action Components: V, S Range: Touch Target: Creature touched Duration: 1 round/level (D) Saving Throw: Will negates (harmless); see text; Spell Resistance: Yes (harmless) The creature touched gains the benefits of *displacement* but only while it is both in normal or darker lighting conditions and in a space covered at least 25% in shadows.

Shock through Shadow

School: Evocation [electricity, shadow]; **Level:** Bloodrager 4, Druid 4, Magus 4, Sorcerer/Wizard 4 **Casting Time:** 1 standard action **Components:** V, S, M (a small loop of copper wire) **Range:** Medium (100 ft. + 10 ft./level)



Shadowy Incorporeality

Targets: Up to 5 creatures or objects; see text **Duration:** Instantaneous

Saving Throw: Reflex half; **Spell Resistance:** Yes A jolt of electricity leaves your body, travels through your shadow, spreads into shadows your shadow touches, and into creatures or objects casting (and touching) those shadows. Choose up to 1 such creature or object per 2 caster levels (maximum of 5). Each target takes 1d6 electricity damage per caster level (maximum 10d6), or half on a successful Reflex save.

If you and all the targets of the spell and their shadows are in terrain covered at least 50% in shadows, the damage to each target is increased by +1 per caster level and you can select one additional target (who must also be in terrain covered at least 50% in shadows).

Shunted through Shadows

School: Illusion (shadow) [shadow]; **Level:** Bard 6, Shaman 7, Sorcerer/Wizard 7, Summoner 6, Witch 7 **Casting Time:** 1 standard action

Components: V, S

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

Targets: One creature/level, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D); see text

Saving Throw: Will negates; **Spell Resistance:** Yes You force the subjects briefly into the Shadow Plane. The targets are shunted into the plane as if they'd been tossed into a river; they move rapidly, akin in some ways to the effect of *shadow walk* though without purpose or direction. You determine how long the subjects remain in the Shadow Plane, up to 1 round per level. When the spell ends, each target has moved 400 feet per round of duration from its starting location (each subject could be anywhere within that distance, their final location is random). Any space, randomly chosen, within a 30-ft. radius of that final location which could accommodate the target is an acceptable location for it to return to the Material Plane. If there are no acceptable spaces, the region extends to a 300-ft. radius, and then again expands ten-fold until a space is available. If two subjects of the spell were in contact when *shunted through shadows* was cast, and they remain in contact, then they appear together at the spell's conclusion, otherwise, if contact is lost at any point during the duration, they are separated as though they'd never been in contact.

While the subjects are on the Shadow Plane, if they have the ability to extricate themselves (such as via spell or other magic), they may do so.

Slippery Shadow

School: Transmutation; Level: Bard 3, Magus 3, Sorcerer/Wizard 3 Casting Time: 1 standard action Components: V, S, M (a drop of oil) Range: 0 ft. Target: Your shadow

Duration: 1 min./level (D)

Saving Throw: See text; Spell Resistance: No

Your shadow produces an effect similar to that caused by *grease*. Creatures sharing a space with your shadow find that the ground has become slippery (if your shadow falls on something other than ground, such as water, the spell has no effect at that time). This slipperiness disappears just as suddenly when your shadow is no longer in that space. For purposes of partial coverage, any 5-ft. square that is covered at least 25% in your shadow becomes slippery. Creatures in an affected space must make a successful Reflex save or fall. A creature that makes its save and then attempts to move will move at half speed with a DC 10 Acrobatics check (failure means it cannot move that round unless the slipperiness moves); failure by 5 or more means the creature falls.

Sparks in Shadows

School: Transmutation [electricity, shadow]; Level: Magus 3, Sorcerer/Wizard 3 Casting Time: 1 standard action Components: V, S, F (piece of smoky quartz) Range: Medium (100 ft. + 10 ft./level) Area: Shadows in a 20-ft.-radius spread Duration: 1 round/level Saving Throw: Reflex half; Spell Resistance: Yes

Shadows in the area become electrically charged if that area is in dim or darker lighting conditions; the shadows in each square in the area glitter with occasional sparks and flashes of light. Creatures entering an affected square take 2d6 electrical damage (2d8 damage if wearing metal armor or carrying a metal weapon or shield) and discharge that square for the remainder of the round; a Reflex save halves the damage. Discharged squares no longer glitter, but, noticing this requires a DC 15 Perception check. At the start of your turn, the discharged squares recharge and resume glittering.

If the entire area of *sparks in shadows* is subjected to bright light at once (such as from natural daylight or even a *daylight* spell) *sparks in shadows* is dispelled.

Star Tines

School: Divination (scrying); **Level:** Bard 5, Cleric/Oracle 5, Druid 5, Inquisitor 5, Magus 5, Ranger 4, Shaman 5, Sorcerer/Wizard 5, Witch 5

Casting Time: 1 standard action

Components: V, S

Range: Personal

Target: You

Duration: 1 hour/level

Saving Throw: Will negates; see text; Spell Resistance: Yes

You gaze upon the stars and infinitesimally faint silvery lines (which only you can see) appear in those stars and create a map to destinations you seek. You may select any location with which you are familiar and, by gazing at the stars for 1 round, the lines appear and reveal the location of your destination. You may select a new location each round if you wish. When you choose not to concentrate on the lines, they fade even further from view and do not distract you.

Overcast skies, bright light, and other conditions which prevent you from seeing the stars hinder or thwart the spell. Using *star lines* under such circumstances is prone to failure. If the destination you're attempting to locate is more than 1 mile/level away, the spell simply fails to produce lines until there is enough break in the clouds to see at least two stars. If you are within 1 mile/level of a location with which you are very familiar, gazing at the sky will produce lines that are not entirely clear, but, a successful Knowledge (geography) check (DC 20) provides you enough additional information that your navigation attempt is successful.

At 12th level, you can use this spell to locate individuals, provided you have a rough idea where they are (for example, you have reason to believe an ally is between two towns); *star lines* cannot help you find someone you don't know or someone whose location is completely unknown to you. If the person you're trying to locate does not wish to be found, has some means of detecting scrying, or otherwise could thwart your use of *star lines* to locate her, she is permitted a Will save to prevent your spell from locating her. If the save is successful, no further attempt from this casting of *star lines* will succeed to find her. At 15th level, you can use *star lines* to find items with which you are familiar (intelligent items are permitted saves, as individuals).

When attempting to locate individuals or items, *star lines* is blocked by 3 feet of stone or solid earth, or if the target is more than 10 feet below the surface (including 10 feet below the surface of water, if the target is in water).

Sticky Shadows

School: Illusion (shadow) [shadow]; Level: Bard 1, Sorcerer/Wizard 1, Witch 1 Casting Time: 1 standard action Components: V, S, M Range: Medium (100 ft. + 10 ft./level) Area: Shadows in a 30-ft.-radius spread Duration: 1 min./level (D) Saving Throw: Reflex partial; see text; Spell Resistance: No

This spell causes the shadows of creatures in the area to temporarily take on physical form; the physical forms of the shadows are tacky in texture. Creatures in contact with the shadows that fail their save gain the entangled condition (except that a creature is not affected by its own shadow). Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. Any creature entangled as a result of this spell loses the entangled condition if the shadows in its space are removed for two consecutive rounds (such as by two rounds of consecutive exposure to unblocked light from sunlight or *daylight*, or to unblocked darkness from complete lack of light or a strong enough effect from *darkness*).

Sunrise Aura

School: Abjuration; Level: Cleric/Oracle 3, Druid 3, Inquisitor 3, Paladin 3, Ranger 3, Shaman 3 Casting Time: 1 standard action Components: V, S, DF Range: 30 ft. Area: 30-ft.-radius burst centered on you

Duration: 1 round/level; see text **Saving Throw:** Reflex partial; see text; **Spell Re**sistance: Yes

You radiate a magical aura glowing with the colors of sunrise that affects any creatures with sunlight powerlessness, causing them to be staggered and unable to attack. Likewise, creatures with light blindness or light sensitivity within the aura of *sunrise aura* suffer the penalties of being in bright light (despite the aura's light not actually seeming bright to others). In addition, sunrise aura temporarily counters all darkness spells and effects of equal level or lower whenever they are in contact with the aura. As a standard action you may cause the aura to suddenly glow brightly and explode into brilliant rays of light. All creatures within the aura are blinded by the exploding brilliance and suffer 1d6 damage per 2 caster levels (maximum 5d6); creatures harmed by sunlight take double damage. A successful Reflex save negates the blindness and halves the damage. This explosion eliminates the aura, ending the spell.

Allies within the aura are bolstered by the comforting glow and gain a +2 morale bonus on saves against charm and fear effects. Dying allies within the aura automatically stabilize.

If this spell is cast during the twilight hours near sunrise, when a living creature is first exposed to the aura it gains 1 hp/caster level.

Sunset Aura

School: Abjuration; Level: Antipaladin 3, Cleric/Oracle 3, Druid 3, Inquisitor 3, Ranger 3, Shaman 3 Casting Time: 1 standard action Components: V, S, DF Range: 30 ft. Area: 30-ft.-radius burst centered on you Duration: 1 round/level; see text Saving Throw: Reflex partial; see text; Spell Re-

sistance: Yes You radiate a magical aura glowing dimly with the fading colors of sunset and casting shadows and gloom all around. *Sunset aura* temporarily counters all light spells and effects of equal or lower level whenever they are in contact with the aura. Creatures that benefit from darkness receive those same benefits when within the aura of this spell (for example, a shadow normally has a +12 on Stealth checks in dim light and receives that benefit in the *sunset aura*). Creatures without low-light vision or darkvision find the region within *sunset aura* to be disconcertingly dim and suffer a -5 to Perception checks that rely upon vision within the aura.

As a standard action you may cause the aura to suddenly dim dramatically and explode into utter blackness. All creatures within the aura are blinded by the darkness and suffer 1d6 damage per 2 caster levels (maximum 5d6); creatures harmed by darkness take double damage. A successful Reflex save negates the blindness and halves the damage. This explosion eliminates the aura, ending the spell.

Enemies within the aura are made uneasy by the uncomfortable gloom and suffer a -2 morale penalty on saves against fear effects.

If this spell is cast during the twilight hours near sunset, when a living creature is first exposed to the aura it suffers 1 hp/caster level nonlethal damage. Undead creatures first exposed to the aura cast under these conditions gain 1 temporary hit point per caster level.

Telepathy via Shadow

School: Divination [mind-affecting]; Level: Bard 3, Sorcerer/Wizard 3 Casting Time: 1 standard action Components: V, S Range: See text Area: See text Duration: 1 round/level Saving Throw: Will negates; see text; Spell Resistance: No

Telepathy via shadow grants you telepathy with any creature while you or your shadow are in contact with it or its shadow. If you or your shadow are able to touch multiple creatures or their shadows simultaneously, you choose one creature from among them for your telepathic link. Each round, on your turn, you may select a new creature with whom to establish telepathy. If there is no contact between you or your shadow with the target or the target's shadow, the telepathic link is instantly lost (it can be re-established, but an unwilling target gets another save). Establishing the link requires intention on your part; if the spell is in effect and a link is possible but you do not wish to establish one, none is made.

Jouched by Darkness

School: Conjuration (creation) [fire]; **Level:** Alchemist 4, Bloodrager 4, Magus 4, Sorcerer/Wizard 4 **Casting Time:** 1 standard action

Components: V, S, M (a bit of charred skin from a dark stalker)

Range: Touch

Target: Living creature touched

Duration: Instantaneous and 1 round/level; see text

Saving Throw: None and Reflex half; see text; Spell Resistance: No and Yes

You create a patch of blackness on one of your hands; it resembles a severe burn. When you make a successful melee touch attack with that hand, the blackness sticks to the target. If that target dies before the spell ends, its body erupts in a white-hot blast of fire. This blast acts like a *fireball* (using your caster level to determine the Reflex save and damage).

If the target outlives the duration of the spell, the blackness fades on the following round and *touched by darkness* has no additional effect. If you are killed before you transfer the blackness, the *fireball* effect occurs centered on you.

Track Shadows

School: Divination [shadow]; Level: Alchemist 2, Inquisitor 2, Magus 2, Sorcerer/Wizard 2 Casting Time: 1 standard action Components: V, S, F (magnifying glass) Range: Personal Target: You Duration: 1 hour/level

A thin, gray film seems to cover your eyes (causing no penalties to vision) as you gain the supernatural ability to see glimmers and motes from the eerie spaces between the Material and Shadow Planes. Creatures moving through the Material Plane leave clues that a skilled tracker can follow with the Survival skill. By using *track shadows* you pick up clues that those travelers have left in the swirls and eddies in the Shadow Plane. You are treated as though you were trained in Survival, and you gain a bonus equal to one-half your caster level on all Survival checks used to track. (If you are already trained in Survival you gain another +1 to your bonus.)

Transposition via Shadows

School: Illusion (shadow) [shadow]; Level: Bard 4, Sorcerer/Wizard 4, Witch 4 Casting Time: 1 standard action Components: V, S Range: Close (25 ft. + 5 ft./2 levels) Targets: One creature/level, no two of which can be more than 30 ft. apart Duration: 1 round/level; see text Saving Throw: None or Will; see text; Spell Resistance: No or Yes; see text All subjects of this spell gain the ability to change places with creatures. On a subject's turn, it may, as a move action, switch places with any creature so long as the subject's shadow touches the other creature or the other creature's shadow touches the subject. If the creature is unwilling, it gets a Will save to prevent the switch. Each time a subject of this spell successfully uses it to change position with another creature, the duration of the spell (which is the same for everyone) is decreased by 1 round. If a target of the spell wishes to exchange position with a creature and their shadows do not touch, but, there is a contiguous path of spaces between the two that are each covered at least 25% in shadows, then they may be treated as though their shadows were touching, for purposes of this spell. In this case, the maximum range between the subject of the spell and the creature with which it wishes to exchange places is 30 ft.

Swilight Ghosts

School: Illusion (pattern) [mind-affecting]; **Level:** Sorcerer/Wizard 4, Witch 4

Casting Time: 1 standard action

Components: V, S

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

Effect: Images of ghosts within a 20-ft.-radius spread **Duration:** Concentration + 1 round/level (D)

Saving Throw: Will negates; **Spell Resistance:** Yes This spell creates the visual image of ghosts emerging from rays of light. Viewing the ghosts is unsettling; seeing them fills viewers with the certainty that their death is at hand and that the ghosts have appeared to claim their souls. Nonliving and sightless creatures are unaffected by *twilight ghosts* as are animals and vermin and any creatures with an Intelligence score lower than 4.

Creatures viewing the ghosts and failing their save are fascinated. Rather than remaining still, creatures fascinated by this spell spend their entire turns taking one move action, moving at one half their normal speed toward the ghosts. When a fascinated target arrives at a space adjacent to the area of effect, it gets a second save. If it fails this second save, the target believes that it has died and becomes unconscious for 1d4 rounds; if it succeeds on this second save, it attempts to make contact with the ghosts and discovers that they're not real, and for that target, the spell ends.

While a target is fascinated, others may attempt, as a standard action on their turn, to break it from its fascination.

If this spell is cast during twilight hours and the eerie natural lighting conditions of twilight interact with the pattern of *twilight ghosts* then the DC of the spell is increased by +2, and anyone failing both saves must also make a Fortitude save or gain 1 negative level.

If the duration ends before a fascinated target reaches a space adjacent to the area of effect, that target is freed from all effects of the spell.

Twilight Senses

School: Transmutation; **Level:** Bloodrager 2, Druid 2, Ranger 1, Sorcerer/Wizard 2 **Casting Time:** 1 round



Umbral Demon

Components: V, S, DF/M (hair from a deer) **Range:** Touch

Targets: One creature touched per level, all of which must be adjacent to the caster

Duration: 1 min./level or varies; see text

Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

The subjects of this spell gain the ability to function as crepuscular creatures. Each subject gains low-light vision (if it already has low-light vision, it gains a +2 competence bonus to Perception checks made to see in dim lighting conditions) and scent. In addition, its speed increases by +5 feet, it gains the Run feat, and a +2 competence bonus to Reflex saves.

The duration of the spell depends upon the conditions during which it is cast; if it is cast during twilight, it lasts until the twilight conditions end or until 1 hour has passed, whichever occurs first. Otherwise, it lasts for 1 minute per level.

Twilight Invisibility

School: Illusion (glamer) [shadow]; **Level:** Alchemist 1, Bard 1, Magus 1, Sorcerer/Wizard 1, Summoner 1 **Casting Time:** 1 standard action **Components:** V, S, M/DF (an eyelash encased in gum arabic)

Range: Personal or touch

Target: You or a creature weighing no more than 100 lbs./level

Duration: 5 rounds/level (D)

Saving Throw: Will negates (harmless); Spell Resistance: Yes (harmless)

Except as noted here, this spell duplicates *invisibility* whenever you are in spaces covered at least 50% in shadows or in dim lighting conditions. Generally speaking, if the lighting conditions would grant concealment, you are invisible. Unlike normal concealment, someone with darkvision cannot see you while *twilight invisibility* is in effect. Like *invisibility, twilight invisibility* ends and you become visible if you make an attack.

Umbral Demon

School: Conjuration (calling) [chaotic, evil]; **Level:** Cleric/Oracle 5

Casting Time: 10 minutes **Components:** V, S, M (offerings worth 2,000 gp plus payment), DF **Range:** Close (25 ft. + 5 ft./2 levels) **Effect:** One called shadow demon

Duration: Instantaneous

Saving Throw: None; Spell Resistance: No

Umbral demon calls a shadow demon from the Abyss into the shadows around you. If there are no shadows within range when you finish casting the spell, the demon may choose to ignore your calling. You may ask the shadow demon to perform one task in exchange for a payment from you, provided you are able to communicate in a language the demon knows.

A task taking up to 1 minute per caster level requires a payment of 1,000 gp. For a task taking up to 1 hour per caster level, the shadow demon requires a payment of 5,000 gp. For a task requiring up to 1 day per caster level, you must pay the demon a minimum of 10,000 gp.

The shadow demon returns to the Abyss when the task is complete or when the bargained for time elapses. Whether it informs you of its success depends entirely upon the demon's wishes.

If the terrain from which you cast *umbral demon* is covered at least 75% in shadows, the demon is more likely to accept your bargain and carry out the task in accordance with your intentions. If the region is particularly sinister or unholy, the shadow demon may opt to exceed your request.

Utter Blackness

School: Conjuration (creation); **Level:** Sorcerer/Wizard 5, Summoner 4, Witch 5

Casting Time: 1 standard action

Components: V, S

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

Effect: Darkness spreads in 20-ft. radius

Duration: 10 min./level

Saving Throw: Will partial; see text; **Spell Resistance:** unbroken when formed. Yes

From a point you designate, all-consuming darkness spreads to 40 feet in all directions. This darkness is so entirely pervasive that any creature outside it that sees it must attempt a Will save or become panicked. Any being within the darkness is so completely overwhelmed by the darkness that all perspective of time and space are temporarily rendered meaningless. Such individuals lose all track of time and sense of location and are confused while within the area of effect unless they succeed on a Will save. Whether or not creatures within the region succeed on the save to avoid being confused, they are treated as lost until they leave the region.

Sightless and blind creatures are immune to *utter blackness*; creatures that can see but who choose to cover their eyes or keep their eyes closed are affected as if their eyes were open, such is the overwhelming power of this darkness. *Utter blackness* is dispelled by any higher level spell with the light descriptor cast anywhere within the area of effect. Contrarily, any light spell or effect of lower level than *utter blackness* is dispelled whenever the areas of the two effects overlap. Light spells of the same level as *utter blackness* have their effects suspended while the two areas of effect overlap.

A cleric with the darkness domain may take *utter blackness* instead of *summon monster v* as her 5th level domain spell.

Wall of Draining Darkness

School: Necromancy; Level: Cleric/Oracle 4, Sorcerer/Wizard 4

Casting Time: 1 standard action

Components: V, S, F

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

Effect: Wall whose area is up to one 10-ft. square/level, or a sphere or hemisphere with a radius of up to 1 ft./level **Duration:** 1 min./level; see text

Saving Throw: See text; Spell Resistance: Yes

This spell creates an immobile wall of non-reflective, light-absorbing darkness. All light within 60 ft. of this wall is dimmed by one category (bright becomes normal, normal becomes dim, etc.). It does not provide any sort of barrier to entry or attack, but any undead that walk through the wall gain 1d8 + caster level temporary hit points. Any living creature that walks through the wall is cloaked in shadow, radiating darkness in a 5-ft. radius for 1 min./caster level; in this radius, all illumination is dimmed by one category (though this does not stack with the dimming effect of the wall of draining darkness). In addition, living creatures passing through the wall must make a Fortitude save or gain 1 negative level. If the caster attempts to cast the wall on individual creatures, they may make Reflex saves to avoid gaining a negative level (if living) or gaining temporary hit points (if undead).

Wall of draining darkness counters or dispels any light spell of equal or lower level.

The caster can form the wall into a flat, vertical plane whose area is up to one 10-ft. square per level, or into a sphere or hemisphere with a radius of up to 1 ft. per level. The *wall of draining darkness* must be continuous and unbroken when formed.

Wall of Impenetrable Shadows

School: Illusion (shadow) [shadow]; **Level:** Bard 5, Cleric 5, Magus 5, Sorcerer/Wizard 5, Summoner 4 **Casting Time:** 1 standard action

Components: V, S

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

Effect: Wall whose area is up to one 10-ft. square/level **Duration:** 1 round/level (D)

Saving Throw: None; Spell Resistance: No

A wall of impenetrable shadows produces a wall of dark shadowiness made of matter from the Shadow Plane. This wall blocks line of sight, and creatures within 5 ft. of the other side of the wall have concealment (20%) while creatures beyond 5 ft. have total concealment (50%). In addition, the darkness of the wall dampens light such that within 20 ft. of the wall, all lighting conditions are dimmed by one step (e.g. normal to dim). The wall blocks line of effect except to other shadow energies (so, for instance, a *lightning bolt* could not pass through it, but a lightning bolt created by shadow evocation would pass through it as if the wall were not there). Further, the wall also blocks creatures and objects from crossing it, as if it were a wall of force, though creatures or objects made of shadow (such as creatures or objects generated by shadow conjuration or creatures made of shadow or

from the Shadow Plane) treat the wall as if it were not there.

If this spell and the entirety of its effect is cast in terrain covered at least 50% in shadows and the caster includes his space in the effect, the caster is treated as a shadow creature for the purposes and duration of this spell.

Waves of Tight

School: Evocation [good, light]; Level: Cleric/Oracle 2, Magus 2, Shaman 2, Sorcerer/Wizard 2 Casting Time: 1 standard action Components: V, S, M (a pinch of cold iron filings) Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half; Spell Resistance: Yes

A brief flash of bright light is followed immediately by waves of glowing dust which emanate from your hands and quickly fade into darkness. Evil fey, outsiders, and undead in the area take 1d4 damage per caster level (maximum 5d4) from these waves. If any creature taking damage from this spell is vulnerable to light, the damage is 1d6 per caster level instead (maximum 5d6). Other creatures in the area are unaffected.

Whispering Shadows

School: Transmutation [language-dependent]; Level: Bard 1, Sorcerer/Wizard 1, Witch 1 Casting Time: 1 standard action Components: V, S, M (a bit of black fleece) Range: 30 ft.; see text Targets: One creature's shadow/level, all of which must be within 30 ft. of you Duration: 1 min./level Saving Throw: None; Spell Resistance: No When you cast *whispering shadows* you select the targets

of your spell; each target must currently be casting a shadow, and all the shadows must be within 30 feet of you. For the duration, each subject of the spell is able to share his thoughts, which the others hear as whispers emanating from their own shadows. The thoughts are not shared unintentionally, and each individual's thoughts are transmitted to all the others and in the voice (and language) of the individual transmitting those thoughts. There are no distance restrictions on the whispers (though everyone must be on the same plane), but, anyone not casting a shadow can neither send thoughts nor hear the whispered thoughts of others. The whispers are just that, and so hearing them requires effort. Hearing the details of a whispered conversation requires a successful DC 15 Perception check, modified accordingly by conditions and circumstances.

Sending thoughts (up to two short sentences) in this way during combat is a swift action that happens on the sender's turn; longer thoughts require a full-round action (or more). The listener's Perception check DC is increased accordingly by the nature of the combat (typically increased by between +5 and +10). Listeners may intentionally disregard the whispers without effort or concentration.

World in Shadows

School: Illusion (shadow) [shadow]; **Level:** Cleric/Oracle 9, Sorcerer/Wizard 9, Witch 9

Casting Time: 24 hours

Components: V, S, M/DF (50,000 gp worth of gray or black gems)

Range: 0 ft.

Area: 10-mile-radius/level sphere centered on your location

Duration: 1 year/level (D)

Saving Throw: None; Spell Resistance: No

A region of the world is permanently enshrouded in darkness. Rifts between the Shadow Plane and the Material Plane spill shadowy essence onto the world such that no space in the area is unaffected. Within this region, all natural and magical light (sunlight, moonlight, firelight, the light given off by insects, etc.) is only half as strong as usual, both in terms of luminosity and distance. For instance, a torch usually provides normal (i.e. between dim and bright) light to 20 ft. and between 20 ft. and 40 ft. the brightness level is dim. In a region affected by world in shadows a torch does not provide normal light, instead it provides dim light to 10 ft. and only darkness beyond. Spells of 9th level with the light descriptor function normally, and the light-emitting properties of artifacts are unaffected by world in shadows. All non-damaging effects of spells with the darkness descriptor cast in the region are treated as if the caster were 1 level higher.

Creatures with light blindness or light sensitivity are almost never affected by these weaknesses because even a *daylight* spell can only produce light of normal (not bright) brightness in the region. Other effects of a spell, spell-like ability or supernatural ability that are otherwise associated with light are affected only if the spell's or ability's description provides for greater damage or effect against creatures vulnerable to light (for example, the damage from a *searing light* spell remains the same as usual for most creatures, but, undead particularly vulnerable to light do not take more damage than any other undead).

Creatures with low-light vision in the region affected by *world in shadows* are treated as if they had normal vision to the extent of the range of their low-light vision and the world were not cast into shadows; creatures with darkvision see normally to the range of their darkvision. Creatures with *see in darkness* can see normally.

If a gateway is opened to another plane of existence, light from that plane may spill through the portal and that light will not be reduced by the power of *world in shadows*.

Dispel magic and greater dispel magic cannot remove (even temporarily) this dimming effect (though they will otherwise still function normally). Natural light sources within an *antimagic field* work normally, though only to the edge of the field. *Mage's disjunction* will permanently restore a region within that spell's area if it is successful. For clerics with the darkness domain, wizards specializing in the arcane school of illusion and witches with a shadow patron, the duration of the spell is doubled, spells of 9th level with the light descriptor are affected, and artifacts that give off light have their light-emitting features affected (though this likely attracts the attention of the powers attuned to those items).

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