

## SHADOW MAGIC FEATS

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

### EMPOWER MYSTERY [METASHADOW]

You can cast mysteries to greater effect.

**Prerequisites:** Any metashadow feat.

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

Casting an empowered mystery is a full-round action.

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

### ENLARGE MYSTERY [METASHADOW]

You can cast mysteries farther than normal.

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

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

### EXTEND MYSTERY [METASHADOW]

You can cast mysteries that last longer than normal.

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

Casting an extended mystery is a full-round action.

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

### FAVORED MYSTERY

The mystery you choose becomes easier to cast.

**Prerequisite:** Ability to cast mysteries.

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

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

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

### GREATER PATH FOCUS

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

**Prerequisite:** Path Focus.

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

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

### LINE OF SHADOW [METASHADOW]

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

**Prerequisite:** Any two metashadow feats.

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

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

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

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

## METASHADOW FEATS

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

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

### MAXIMIZE MYSTERY [METASHADOW]

You can cast mysteries to maximum effect.

**Prerequisite:** Any two metashadow feats.

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

Casting a maximized mystery is a full-round action.

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



TABLE 2-8: SHADOW MAGIC FEATS

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

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

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

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

## NOCTURNAL CASTER

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

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

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

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

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

## PATH FOCUS

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

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

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

## QUICKEN MYSTERY [METASHADOW]

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

**Prerequisite:** Any three metashadow feats.

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

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

## REACH MYSTERY [METASHADOW]

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

**Prerequisite:** Any metashadow feat.

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

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

## SHADOW CAST

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

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

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



## SHADOW FAMILIAR

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

**Prerequisite:** Shadowcaster level 3rd.

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

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

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

## SHADOW REFLECTION

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

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

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

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

## SHADOW VISION

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

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

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

## STILL MYSTERY [METASHADOW]

You can cast mysteries without gestures.

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

## UNSEEN ARROW

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

**Prerequisite:** Unseen weapon class feature.

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

## MYSTERIES AND PATHS

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

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

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

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

## DETECTING MYSTERIES

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

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