

A Game of Light and Shadow:

Iluzry's Guide to Mirror Magic and Shadow Spells



Introduction

Heyo Internet, my name is Iluzry or Polypan if you've seen me around! I am not what one would call a veteran, I don't think, but I've been playing this game for a longer time! This guide, and the ones following it are all a part of my overall goal to give people more up to date content for pathfinder players to use, because I love the game and I want to help everyone become the ungodly kaiju monster of their DM's dreams/nightmares.

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Rating System

All Guides use the Color Rating System and honestly? It's a good Idea.

- **Game Breaking (6/5)**: This feature or option is so powerful, so useful, so unapologetically ridiculous that it very well make snap the game in half. DM's reading this guide are welcome to ban these options, or are warned to somehow work around them. Players? Use these powers carefully.
- **☆TAKE ME NOW☆ (5.9/5)**: If 5/5 is the best options, we don't really care when you take them, you should just be taking them. Stars means that this option will be useful from when you pick it up to level 20, and thus, you should be taking it IMMEDIATELY and as SOON AS HUMANLY POSSIBLE. Really its a case of urgency.
- **Take Me Please! (5/5)**: Class defining. Taking them changes the game, or adds so much power it's insane not to.
- **Fantastic (4/5)**: Incredibly solid, Not class breaking, but something that can add a fair bit of power and versatility to the character.
- **Fine, I Guess (3/5)**: Pretty good. They'll be helpful and have some use, but aren't likely to make things incredibly amazing.
- **Maybe Don't (2/5)**: Unhelpful. It probably doesn't...do much for you to pick these. Either they make your life slightly harder, or the bonuses just aren't very relevant to what you do.
- **Actively Bad (1/5)**: God why. These options are the least helpful. They either are pointless, replaceable or completely outdated. These are abilities that will likely never be used and make you ask why they are there in the first place.
- **Unrated**: This is rare but some options are unratable. Likely a class feature that is powered on DM fiat, in which case...ask the DM, something that is campaign dependent or something that literally does nothing.

Introduction

I'm writing this guide because I think shadow spells are fucking dope, and I think you should know how to make the ultimate shadow caster. That's right baby, we are making the killer gnome in pathfinder, and I am not afraid to ruin everyone's life!

Also...my name is IluzryMage. It was going to happen.

Now there are many types of shadow spells, as its a whole genre in itself, but in this guide I will primarily be talking about what I call "**Mirror Magic**" (hence the title), which is more or less Shadow spells that allow you to copy or mirror the effects of other spells, like Shadow conjuration or Shadow Evocation. I will briefly have a section talking about other shadow spells that are also worth casting near the end, but they are not the focus.

As per all of my guides, I will not be reviewing everything, but just what I think is dope. This is my first time doing a guide of this style, so...hopefully it'll be helpful. I am not the first person to talk about these spells, but I hope I can provide helpful information.

Those who came before me

- [u/Raithul's Shadow Spell Seminar](#)
- [Shadow Conjuration Handbook](#)
- [Shadow Evocation Guide](#)

What are Shadow Spells?

Shadow spells overall are illusion spells that draw power from the plane of shadows, thus making their effects more somewhat real. A wall made of shadowstuff is not a mere image, but has some facsimile of mass, and actual substance, even if it isn't as solid and truly real. Moreover, the spells are designed to copy the effects of another spell, or set of spells which are mimicked using the power of shadowstuff. These reflections look identical to the spell they are meant to mimic until of course, someone is able to interact with them enough to see through the ruse.

Mechanically, this means a few things.

- **Shadow Spells**
 - **Are Illusions**
 - Can be affected by anything that affects illusion spells. This means that we can boost the saves of various different kinds of shadow spells all at the same time, because they are all illusions!
 - Creatures can roll will save to disbelieve IF and ONLY IF they have interacted with or studied the spell carefully. For spells that directly affect people, this is basically instant, but if you just conjure something or create an affect, you don't get to just disbelieve it just by seeing it or hearing it.
 - **Are Quasi-Real**
 - Even if you pass your save to disbelieve, the shadows still have a potential affect on reality, depending on the spells description. We will go deeper into this [later](#).
 - Effectively, rather than completely disbelieving them entirely, you are able to see through cracks in the facsimile, this reducing the spells efficacy to a percentage of its former self.
 - This also means objects auto-pass their saves. Important for later.
 - **Are Will Save Based**
 - So this doesn't come up often but if you go up against something that is immune to effects that require will saves, they are immune to your spells. If you are going up against someone who gets bonuses to will saves, that will make your life harder. Will saves MATTER a lot to you, and so anything you can do to hurt them, is great.
 - **Have Spell Resistance**
 - Even if the original effect does not have SR, the mirrored spell effect is subject to it.
 - **Are Not Mind Affecting**
 - Since they are made of shadow stuff, they do not count as mind-affecting. Hence, anyone who is immune to mind affecting is not immune to shadow spells.

- Do Not Inherit Descriptors
 - Your shadow fireball is not a fire spell. Your daylight is not a light spell, and so on and so forth. There are ways this sucks and ways to abuse this. But its always important to keep in mind.

Why Use Shadow Spells?

So knowing everything we do, some people might think that shadow spells are underpowered. After all, you basically have to make two saves and use a higher spell slot to copy an effect of another spell of a lower level? Why would anyone pick that up? Isn't that just worse???

Absolutely not.

Sure Mirror Magic has its cons, and issues but a vast majority of them can be solved by just having a high save DC and knowing how to deal with SR: both things that are useful to any spell caster. The benefits aren't something to ignore.

- **☆Mirror Magic is Versatile☆: This is the number one reason people use Shadow Spells.** Getting the best spells from an entire school for one, if not more entire class lists is INSANE versatility that only grows as more spells are introduced. For prepared casters, this gives you a wonderful catch all option. For spontaneous casters? *This is a god-send spell that effectively gives you DOZENS of spells known for the price of one.* Every spontaneous caster should pick one up if they can.
- **☆Mirror Magic has Better Action Economy☆:** Something that isn't always considered but is a hilarious benefit is that most shadow spells are standard actions. This means that regardless of the spells original casting time, the effect comes out in a standard action. Standard action summons? You got it. Standard action contingency actions? Boom set up. This is an amazing way to abuse effects.
- **Mirror Magic is Inexpensive:** On the same token as above, shadow spells only copy the effect of the spell they are mimicking, not the conditions of its casting. Meaning if it has any expensive components, you don't have to pay for them!!! Woo!!!!
- **Mirror Magic has Higher Saves:** Since it naturally a higher level spell in most cases, mirror magic spells automatically have the saves of a higher level. This is especially important because there are a number of low level spells that can be devastating if you fail their saves, but are too weak on their own.
- **Shadow Spells are Easier To Buff:** Since they are all illusion/shadow spells, anything you get to make one spell better often makes the group better! Thus, a feat or item that buffs your mirror magic buffs your false evocation, your false conjuration, your false enchantment...etcetera. That is REALLY REALLY powerful.
- **You can Willingly Fail Your Saves:** What does this mean? Well the main weakness of shadow spells is that you can potentially disbelieve them...but for buffs you can willingly allow them to take effect. There are plenty of ways to rule this flavor wise, but mechanically, this means you can enjoy the full effects of spells without having to worry!

Making the Most of Mirror Magic

So you can see why we might want to main these. Now, before we get into how to master these spells we have to get over one major hurdle.

Quasi-Realness and You

So shadow spells, like all illusion spells, have weird rules because of course they do. In the case of Mirror Magic, if you manage to save to disbelieve, the effect becomes less real as you are able to see through the nonsense. Now unless it specifically says so, this does not mean the effect outright stops. Rather it means that now the effect you were trying to mimic gets a realness debuff that tends to work in one of three ways, which will include my rulings and stuff.

- **Effect is X% likely to occur**
 - **When To Use This:** So this applies to most effects that are not specifically damaging or provide any numeric penalties (status conditions, debuffs, lightning effects). Effectively, there is a percent chance the effect even happens! This is by far the weirdest one, and probably has the most table variance.
 - **My Ruling:** My ruling for this is that if you make your save, you then roll %die. If you roll below the stated value, you still take the full effect of the spell. If you roll above, you are unaffected for the duration and can ignore its effects, but other people can still be affected.
- **Effect is X% as effective as usual**
 - **When To Use This:** This applies to effects that deal damage or give numeric penalties.
 - **My Ruling:** In this case, its much easier. Just roll the damage as normal, and whatever damage they'd sustain, you do X% of that. This applies to ALL damage that the effect does, either directly or any secondary effects.
- **Effect is X% weaker than usual**
 - **When To Use This:** This one really only works for shadow conjuration creatures and its pretty cut and dry on how to rule it.
 - **My Ruling:** AC becomes reduced to X% base AC, damage is reduced to X% of what it'd usually deal (but attack bonuses and ability scores do not change), and any [special abilities](#) it has only have a X% chance of working...which effectively means for passive effects, you roll X% to see if they are working at all, and for actives you roll X% whenever they use their actions to activate the ability to see if it works at all. If so, you get the full effect, if not, they waste the action.
 - **Note:** that technically spells are not listed as special abilities, and thus should continue working fine. *Still, as being effects produced by the spell, its entirely fair to hit them with the X% of happening debuff, or treat them as special abilities.*

Realness Vs Saves

So now that you know how quasi-realness works (more or less), you'll probably want to know how to make the most out of your spells! So do we focus on boosting how real our spells are,

thus negating the need to worry about saves, or boost our saves so we don't have to worry about realness? Well we don't want to ignore either but its more a priority list, of which saves easily tops realness. Let me explain.

- Priority 1: Saves
 - So before anything we **need** our saves to be high. Why? Because both our shadow spell and the effect its mimicking scale their saves on the shadow spells save DC...which means boosting our DC not only makes it harder to disbelieve the spell, but also makes our spell effects HILARIOUSLY more potent than they would be otherwise.
 - We want to boost this as much as possible. Every little bit counts!
- Priority 2: Spell Resistance
 - This follows behind saves VERY closely. If we can't get past SR, doesn't matter what our saves are, or how real it is, it's effectiveness goes down to 0%
- Priority 3: Realness
 - Okay after we deal with the above two, then we can work on realness, in the case that they are somehow able to save against our spells. Ultimately realness is only helpful when a creature passes its save, and even then it's not easily to get up to a reasonable amount for lower level spells.

Mastering Mirror Magic

Well now that we know our priorities...how do we lean into them? We know we want as high save as possible, we want decent spell resistance, and eventually, a way to get a little extra realness just in case. Moreover, these builds tend to be VERY feat hungry, so something that makes that easier is a godsend.

Legend

S = Boosts Saves || SR = Helps Bypass Spell Resistance || R = Helps Increase Realness || F = Gives Feats || SA = Access to all of the best spells.

+ = Particular boost/boon is very strong or comes from multiple sources.

- Races
 1. ☆**Wayang**☆ (S+): Now wayang is not the most amazing race in general, but for the sake of shadow spells, it's best in class. Why? Well not only do they get a +1 trait bonus to DC for shadow spells (which is sorta mandatory) but they are the only race that can get ANOTHER +1! How? [Shadow Stencil Set](#). Boom baby, 30gp for +2 to shadow spell DC. Beautiful. Everything is fighting to keep up with this, no joke. Think long and hard about why you AREN'T picking wayang.
 2. ☆**Svirfneblin**☆ (S): This is the only race that gives Wayang a run for its money. In exchange for not getting an extra bonus to DC, it gets a +1 bonus to ALL illusion spell DC's like a gnome, all of the neat gnome spells and features for illusions, and crazy SR, constant nondetection, bonuses to saves and ac, and probably 1000 dollars if you check.

3. **Gnome (S)**: If you aren't going with either of the silly options, then gnome is the way to go. It gets a trait bonus against illusion, gets a bunch of neat abilities and spells around illusion, and all and all, are designed to be illusionists.
 4. **Fetchling (S) [Shadow Magic]**: If you want to play around darkness a bit more in general, fetchling is another fantastic choice. Shadow blending means you get really strong miss chance in dim light (which you'll be using with tenebrous spell) and you get the mandatory +1 trait bonus to shadow spells as necessary.
 5. **Elf (F, SR) [Illustrious Urbanite / Arcane Focus]**: So this does not get a trait bonus to our saves (awww) but it does get on the list because it gives us access to Spell Focus for free, +2 to concentration checks AND gives us a +2 against SR, both of which are incredibly welcome.
 6. **Human (F or SR)**: So this is less appealing because it basically just gives you a feat or SR bonus. Still this build is VERY feat hungry. So its okay.
 7. **Samsaran (SA) [Mystic Past Life]**: So this is probably the least useful option for optimization but if you want to play one of the weird classes, mystic past life can get you all of the shadow spells you'd otherwise be denied. Saves you any prestiging!
- **Classes**
 1. **☆Blood Arcanist☆ (S++,F,SR,SA) [Arcane Bloodline]**: *Deep breath...* can boost CL or DC by 2 because of potent magic, get metamagic feat and cast it easier, gets DC boost from bloodline arcana, and DC boost from school power (which we can get earlier with Robe of Arcane Heritage) and casts spontaneously, and gets all of the spells on its list natively. Fuck the hell yes.
 2. **☆Dual Cursed Oracle☆ (S+,SR+,R,SA) [Shadow Mystery / Shadowbound Curse]**: Gets all of the best shadow spells via dark secrets and the shadowbound curse, is a spontaneous caster, can force re-rolls with misfortune and fortune, increase realness with Shadow Mastery, and is just strong in general woo!!! Also dreamed secrets for even more access!
 3. **☆Sorcerer☆ (S+,F,SA,SR++) [Arcane Bloodline/Blood Piercing Mutation]**: Gets spell focus as a bonus feat (really late tho...), can cast metamagic easier (for tenebrous), gets DC boost from bloodline arcana, and DC boost from school power (which we can get earlier with Robe of Arcane Heritage) and casts spontaneously, and gets all of the spells on its list natively. They also trade their 9th level ability to get the Blood Piercing Mutation which makes it EVEN EASIER to get through SR.
 4. **☆Exploiter Pact Wizard☆ (S++,F,SR,SA) [Shadow Patron]**: Can boost DC or CL by 2 with potent magic, get a metamagic feat, gets rerolls on SR checks, and all of the spells are naturally on its list, and you can spontaneously cast shadow spells from your patron, also can use caster level checks for disbelieve DC's with resilient illusions
 5. **Shadowcaster Wizard (R, S++,SA) [Void School]**: Gets +20% more realness on all shadow spells, and can throw people huge penalties with reveal weakness, can pick up resilient illusions to use CL checks for disbelieving illusion DC. Yes it

can be cheesed to be hilariously high, but I am assuming you AREN't doing that for once.

6. **Invoker Witch (S++, SR++) [Shadow Patron]:** So...you don't get all of the shadow spells. You even get most of them and you won't unless you jump into like a veiled Illusionist or Pathfinder Savant...BUT, your spells can HURT, and basically kick SR in its shins. A level 8 invoker can treat SR as 5 lower than usual which is massive. Hell, even its patron spells get +3 DC. Along with evil eye, Ill omen and misfortune? You can REALLY fuck someone up. I'd suggest taking 10 levels in Invoker, and then taking the rest of your levels in a prestige class that can get you the shadow spells you need.
 7. **Chaneler of The Unknown Cleric (S++, SR) [Art or Music or Luck Variant Channel / Darkness+Madness Domain]:** Has the least access to shadow spells, so you'll need Dreamed Secrets, and another prestige class (again pathfinder savant and veiled illusionist are the go-tos) but between your channel variant and your domain powers, you can REALLY fuck peoples saves. Take 8 levels of cleric, and then spend the rest in prestige class.
- Prestige Classes
 1. **Veiled Illusionist (SA, SR+):** So there are other prestige classes you can take...BUTTT I don't really consider any of them worth it when compared to veiled illusionist, which gets you a few illusion spells straight from the wizard list (but only adds them to your spell list if you don't already have them on your spell list) and can reroll SR and a bunch of other tricks. Based on how its read, it seems like you can switch which spells you take every time you activate human veil, making it great for prepping in the morning.
 - Must-Have Feats
 1. ☆**Deific Obedience** or **Fiendish Obedience**☆ (S+) [**Mahathallah**]: In exchange for getting high for an hour and thinking about how cool you are, you get a +2 to ALL illusion spells. For one feat. At level 3. **Every Mirror Mage will be taking this as soon as possible.** No Question.
 2. ☆**Spell Focus**☆ (S) [**Illusion**]: Boosting DC for illusions boosts all your shadow spells. Thank me later. And it also opens you up to a lot of other illusion abilities
 3. **Greater Spell Focus** (S) [**Illusion**]: Second verse same as the first.
 4. ☆**Ominous Mien**☆ (S)*: Faction Feat but gets you +1 DC to shadow spells. If your DM lets you take it, its great. Otherwise, **obviously skip!**
 5. ☆**Tenebrous Spell**☆ (S) [**+0 Spell Level**]: Gets us another +1 to our DC without raising the level of the spell. All we need is a little darkness (like from dancing darkness, or an **Umbral Arcane Mark**) and we are golden basically forever.
 6. **Esoteric Illusion** (S+): +2 to DC but ONLY against disbelief, not just in general. Still. Make sure you have a spell component pouch or false focus.

- Other Useful Feats

1. **Spell Perfection (Varies)**: Pick one spell! This doubles the numeric bonuses from all of our feats for that one spell and lets us apply 1 metamagic for free. Did I hear +15 DC? Still sucks that you have to pick one.
2. **Dreamed Secrets (SA)**: Gets oracles and clerics more spell access! Woo!
3. **Spell Penetration / Greater Spell Penetration (SR)**: More SR is MORE SR!!!
4. **Persistent Spell (S+) [+2 Spell Level]**: Every now and then, someone is going to NEED to fail. Here is how you get them to.
5. **Piercing Spell (SR+) [+1 Spell Level]**: SR sucks and there aren't that many ways around it. This is a way around it.
6. **Knowledgeable Spellcaster (SR+)**: Okay so this one is hilariously powerful because in exchange for a knowledge roll, you can get +3 to overcoming SR and then when you have 10 ranks, its +5. That beasts out and stacks with spell penetration and all you have to do is be decent at knowing things.
7. **Solid Shadows (R) [+1 Spell Level]**: +20% realness for +1. If you use it with a shadowcaster, you can actually boost your realness up significantly!
8. **Extend Spell [+1 Spell Level]**: Extra duration is nice.

- Traits

1. **Outlander (Campaign Trait) (S)**: Technically only for RotR campaigns but it lets you choose 3 spells and boost their DC's by 1. Choose our main shadow spells and enjoy!

- Items

1. ☆**Shadow Stencil Set**☆ (S) [30gp] : It's Wayang only but its 30gp for another +1. This is the reason they are the best.
2. ☆**Alchemical Reagent - Silver**☆ (S) [10gp per cast]: Guess what? 10gp per spell for another +1 to saves against disbelief! Super cheap and an amazing get. Remember: every little bit counts!
3. **Rod of The Wayang (S) [12,000gp]**: Gets you another +1 to shadow spell DC. A bit more expensive, but hey, we couldn't keep it cheap forever.
4. **Crook of Cilhurdeen (R) [16,800 gp]**: Expend charges to get more realness! Its hard to recharge staves though.
5. **Numerology Cylinder (SR) [5000gp]**: +2 SR if you can beat the DC 25 skill check.
6. **Phantasmal Gem [4000gp]**: Does this help us with any of our main concerns? No, but it becomes really useful for weird concentration spells that we might cast, which illusion as a lot of, and its not too expensive for what it gives.
7. **Yliaster (S,SR) [200gp per spell level per cast]**: +2 CL or +1 DC. Both of these are really good effects...but this is EXPENSIVE. Silver is fine because we are losing, literally 5% of this for a similar effect. Seriously, we like nickel and dime but we want CONSISTENT effects. This will eat up all of our finances before we can even pull out the big guns! **When we have a ridiclous amount of money, this gets better**, but its still stupidly expensive.
8. **Metamagic Rods (Varies, F)**: Basically gets us metamagic feats a limited amount of times per day which can be incredibly useful.

- [Focused Spell](#) (S): Affect less people for higher save.
- [Quicken Spell](#): More action economy is more action economy
- [Piercing Spell](#) (SR+): -5 SR, that's dope as hell.
- [Persistent Spell](#) (S+): Make someone save twice! Still great as a rod!
- [Extend Spell](#): More duration is more duration
- [Dazing Spell](#): Anti action economy is always dope.

Shadow Spell Selection

So I've talked a lot about how to use the spells in general and why they are good and how to maximize them. Which means really, the only thing left to talk about is the spells themselves. So we are going to go down one by one and review all of the shadow spells, and give suggestions on how to use them and how useful they are. There are 2 basic types of shadow spells. Spells that copy a variety of spells from a specific school, and then spells that mimic a SPECIFIC effect or set of effects. Also the assumption is that you are pumping your saves to the heavens.

○ Mirror Magic Spells

- (3rd) [Shadow Enchantment](#) [R: 20%]
 - **Spell Mirrorable:** All Enchantment from Wizard/Sorcerer or Psychic spell lists from levels 0-2
 - **Why We Love It:** It gives wiz/sorcs access to the Psychic list to cast spells like Hold Person and Suggestion at level, with even more variety, along with other spells that we just wouldn't get access to. Mindless creatures do autopass though (but are not strictly immune).
 - **Suggested Spells:** [Hold Person](#) (Psy), [Suggestion](#) (Psy), [Charm Person](#), [Sensory Overload](#), [Ill Omen](#) (Psy)
- (4th) [Shadow Conjunction](#) [R: 20%]
 - **Spell Mirrorable:** All Conjunction (Creation/Summoning) spells from Sorcerer/Wizard list from levels 0-3
 - **Why We Love It:** We get the best spells, mainly making things and summoning them, and a lot of them don't even allow disbelief before you touch it!
 - **Suggested Spells:** [Obscuring Mist](#) (one-way fog), [SM III](#), [Spiked Pit](#), [Communal Mount](#), [Grease](#), [Web](#), [Stinking Cloud](#), [Phantom Steed](#), [Draconic Ally](#), [Grasping Tentacles](#)
- (5th) ☆[Shadow Evocation](#)☆ [R: 20%]
 - **Spell Mirrorable:** All Evocation spells from Wizard/Sorcerer list from levels 0-4
 - **Why We Love It:** HORRIFICALLY versatile. Blasting. Buffs. Defenses. Battlefield Control. A little bit of everything all of the time.

- **Suggested Spells:** [Resilient Sphere](#), [Dragon's Breath](#), [Dragon's Breath](#), [Deeper Darkness](#) (One way shadow), [Draconic Reservoir](#), [Telekinetic Charge](#), [Contingent Action](#), [Wall of Ice](#)
- (6th) **Shadow Transmutation** [R: 20%]
 - **Spell Mirrorable:** [animal growth](#), [anthropomorphic animal](#), [enlarge person](#), [fins to feet](#), [longarm](#), [polymorph](#), [reduce person](#), and [stone fist](#).
 - **Why We Love It:** So... this clearly offers much less variety than normal. What's worse is that most of these spells don't benefit from a higher DC, and a level later we get greater polymorph...that and any one polymorph spell probably will serve us better. The only benefit is that we can still cast in beast forms, but..that's about it.
 - **Suggested Spells:** [Polymorph](#)
- (6th) ☆**Greater S.Enc**☆ [R: 60%]
 - **Spell Mirrorable:** All Enchantment from Wizard/Sorcerer or Psychic spell lists from levels 0-5
 - **Why We Love It:** SO MANY FUCKING SPELLS JESUS and most of them are off list! Wow!!! Again, people get to save twice but can benefit A LOT from those bonuses.
 - **Suggested Spells:** [Id Insinuation IV](#), [Mind Fog](#), [Dominate Person](#), [Lesser Geas](#), [Mind Swap](#), [Moonstruck](#), [Mass Suggestion](#), [Synaptic Pulse Greater](#), [Modify Memory](#), [Cognitive Block](#), [Emotive Block](#), [Debilitating Pain](#), [Mass](#)
- (7th) ☆**Greater S.Con**☆ [R: 60%]
 - **Spell Mirrorable:** All Conjunction (Creation/Summoning) spells from Sorcerer/Wizard list from levels 0-6
 - **Suggested Spells:** [Wall of Stone](#), [SM VI](#), [Greater Grease](#), [Summon Genie Greater](#), [Wall of Iron](#), [Shadow Invasion](#), [Genius Avaricious](#), [Minor Creation](#), [Major Creation](#)
- (8th) ☆**Greater S.Evo**☆ [R: 60%]
 - **Spell Mirrorable:** All Evocation spells from Wizard/Sorcerer list from levels 0-7
 - **Suggested Spells:** [Chain Lightning](#), [Prismatic Spray](#), [Grasping Hand](#), [Wall of Force](#), [Sending](#), [Contingency](#), [Augmenting Wall](#)
- (9th) **Greater S.Trans** [R: 60%]
 - **Spell Mirrorable:** [animal growth](#), [anthropomorphic animal](#), [enlarge person](#), [fins to feet](#), [longarm](#), [greater polymorph](#), [reduce person](#), and [stone fist](#).
 - **Suggested Spells:** Don't. Just get Shapechange.
- (9th) **Shades** [R: 80%]
 - **Spell Mirrorable:** All conjunction spells of 8th level or lower*
 - **Suggested Spells:** [All Conjunction \(Healing\) spells](#), [Greater Teleport](#), [Greater Planar Binding](#), [Create Demiplane](#)

○ Other Shadow Spells

- (2nd) **Twilight Haze**
 - SR No/Save No that blocks sight . emember: Not mind affecting.
- (2nd) **Haunting Mist**
 - Same as twilight haze but without the darkness and instead does wisdom damage and shaken on a failed save.
- (3rd) **Twine Double**
 - Lesser, lesser simulacrum. Good for spying when you want to be safe about it, and this one is an animated object, not an illusion so im not sure if it can be disbelieved...so its weird but it can have its uses as a scout.
- (4th) **Minor Phantom Object**
 - Just take Minor Creation
- (4th) **Shadow Dragon Aspect***
 - Dragon mode! Usually not great for us caster types, but might be fun for a magus or the like....or ya know if you are doing army across time shenanigans, and getting infinite caster level to damage. Also gives us flight!!!
- (4th) ☆**Shadowform**☆
 - Treat OTHER peoples abilities as shadow spells. Basically they get a will save to disbelieve that you are made of shadow. If they fail, now THEIR spell/attack is less real. It either does 20% damage OR only has a 20% chance of working in the first place. Sure it has SR, but thats DUMB! Especially if you are pumping your will saves!
- (5th) **Fabled Tapestry**
 - It's mutli-shadow summon, so not horrible but also not amazing either.
- (5th) **Major Phantom Object**
 - Just take Major Creation
- (5th or 6th) **Shadow Endurance**
 - YEET body. Lasts hours per level and if you get knocked out, then you get yeeted into the shadow realm. You stablize and get a shadow monster to pretend to be you butttt you have 1/4th caster level which sucks. Still, there are spells that don't really need caster level to function and ways
- (5th or 7th) **Simulacrum**
 - Somehow still one of the most busted spells in the game. Create anything and its only limitation is its HD...which most abilities aren't HD dependent. Its a almost perfect copy, and gets all of their abilities and is 100% under your command no questions asked and is permanent. Make a pet tarrasque. Or a pet solar. Or a pet Balor. Or whatever other CR 57 creature you can find. Sure its expensive but then you can just use miracle to pay for the rest

of them, ya know from your pet angel. WHY is this a shadow spell?

- (6th) **Baleful Shadow Transmutation**
 - SOMEHOW entirely better than its base version. Why???? Because it basically forces a will save to disbelieve, and if they FAIL then then IMMEDIATELY lose their extraordinary abilities, supernatural abilities, any spells, AND get the int/wis/cha of their new form, effectively lobotomizing them (Did you know that [immunities](#) count as extraordinary abilities? I didn't). For most monsters, this completely negates 90% of their kit and turns them into useless health balls. This is TERRIFYING and the fact that the fort save is whatever is hilarious. Welcome to god slaying.
 - *Weird Things that can be removed:* DR, Flight, Powerful Racial Traits, Blindsight/Sight, Incorporeality???, the ability to not breathe, ALL RESISTANCES AND IMMUNITIES, SPELL RESISTANCE???????????????
- (7th) ☆**Project Image**☆
 - THE GREATEST IN SCUMBAG CASTER TECHNOLOGY. Project a pseudo real image of yourself that can CAST SPELLS!!! Now a bunch of your spells get more range than they'd normally have, and you can contribute to fights without being there! WOW! TAKE this and ruin someone's day!

Sample Build

- Consistently Silly DC
 - **Lvl 11 Wayang Blood Arcanist**
 - **Feats:** Spell Focus / Deific Obedience / Spell Focus Greater / Ominous Mien / Persistent Spell / Esoteric Illusion
 - **Items:** Silver, Rod of Wayang, Shadow Stencil Set, Robe of Arcane Heritage, Umbral Arcane Marked dull gray ioun stone
 - **Exploits:** Potent Magic, Metamagic Secret (Tenebrous Spell)
 - **Will Save To Disbelieve Piercing Shadow Spell:** Base + 2 (SF+GSF) + 2 (DO) + 2 (EI) + 1 (OM) + 1 (Silver) + 1 (Stencils) +1 (Rod) +1 (race) + 1 (Tenebrous) + 1 (Bloodline arcana) +2 (Bloodline Power) +2 (Potent Magic) = Base +16
 - Also -5 SR because heck you.
 - **Save for Actual Effect:** Base + 13