

## Feats

### Shadow Iaijitsu Style (Combat, Style)

You use illusion magic to shroud the drawing of your sword.

**Prerequisites:** Dex 13, Weapon Finesse, ability to cast illusion spells or spell-like abilities

**Benefit:** While using this style with an illusion spell known or prepared, you can cast a glamor on yourself as a free action whenever drawing a melee weapon. Creatures do not perceive you as having drawn the weapon and believe the weapon remains in its scabbard. This lasts for 1 round or until you perform an attack or another interaction using the drawn weapon. This is a supernatural ability.

### Shadow Iaijitsu Strike (Combat, Style)

Through a mixture of illusion and speed, you deliver a strike too swift to be perceived.

**Prerequisites:** Dex 13, Shadow Iaijitsu Style, Weapon Finesse, ability to cast 2nd illusion spells or spell-like abilities

**Benefit:** When making an attack with a weapon shrouded by Shadow Iaijitsu Style, you can expend a spell slot or prepared illusion spell of 2nd level or higher to shroud this attack with a glamor that causes creatures to not perceive the attack. The target of the attack must succeed on a Will save to disbelieve the illusion or become denied its Dexterity bonus to AC against this attack. The DC equals 10 + the expended spell's level + the ability score modifier used to determine the expended spell's DC. After the attack, you may sheathe your weapon as a swift action and cause creatures fooled by your illusion to believe you never drew and attacked with the weapon.

## Spells

### Shadow Iaijitsu Strike

**School** illusion [glamer, shadow]; **Level** bard 2, magus 2, mesmerist 2, witch 2

#### CASTING

**Casting Time** 1 swift action

**Components** S, F (sheathed melee weapon)

#### EFFECT

**Range** touch or reach of melee weapon

**Targets** 1 creature

**Duration** 1 round or until discharged

**Saving Throw** Will disbelief (if attacked); **Spell Resistance** no

## DESCRIPTION

You cast this spell as you draw the sheathed focus weapon and shroud this action with an illusion that fools creatures into believing it has not been drawn. The spell discharges when you perform a single attack with the weapon after which you may sheathe it as a free action. If you sheathe the weapon after the attack, creatures observing you do not perceive you ever having drawn the weapon and attacking. The target of your attack is denied its Dexterity bonus to AC unless it succeeds on a Will save to disbelieve the illusion.

When casting the spell, you may optionally choose to have the attack's target become oblivious to its fatal wounds. If the creature fails to disbelieve the illusion, it becomes completely unaware it has taken any damage. The creature does not fall unconscious or become disabled if its hit points fall to 0 or lower as a result of the attack. A target with negative hit points is still dying and must attempt Constitution checks to avoid taking further damage as normal. Such a creature receives a new Will saving throw each round to disbelieve the spell's illusion. If successful, the creature realizes it has suffered a mortal wound, falls unconscious, and resumes dying as normal.

## Shadow Iaijitsu Flurry

**School** illusion [glamer, shadow]; **Level** bard 4, magus 4, mesmerist 4, witch 4

### CASTING

**Casting Time** 1 swift action

**Components** S, F (sheathed melee weapon)

### EFFECT

**Range** touch or reach of melee weapon

**Targets** 1 or more creatures

**Duration** 1 round or until discharged

**Saving Throw** Will disbelief (if attacked); **Spell Resistance** no

### DESCRIPTION

As *shadow iaijitsu strike*, except the spell discharges when you choose to sheathe the focus weapon as a free action. You can perform multiple attacks shrouded by the spell's illusion. Each target only receives a single saving throw to disbelieve the illusion. A creature that succeeds on its saving throw is not denied its Dexterity bonus to AC from any further attacks as a result of this spell.

## Shadow Iaijitsu Finish

**School** illusion [death, glamer, shadow]; **Level** magus 6, mesmerist 6, witch 7

### CASTING

**Casting Time** 1 swift action

**Components** S, F (sheathed melee weapon)

### EFFECT

**Range** touch or reach of melee weapon

**Targets** 1 creature

**Duration** 1 round or until discharged

**Saving Throw** Will disbelief (if attacked), Fortitude negates (see text); **Spell Resistance** no

**DESCRIPTION**

As *shadow iaijitsu strike*, except the target also takes an additional 10 points of damage per caster level from the attack. A creature that disbelieves the illusion takes an additional 3d6 + 1 per caster level instead. When casting the spell, you may choose that a creature dying as a result of this attack receives a saving throw every 10 minutes to disbelieve instead of every 1 round.

If the attack would kill the target, you can choose to delay the creature's death for up to 10 minutes per caster level. You can choose to prematurely will the creature's death as an immediate action instead of waiting for the full duration. Afterwhich, the creature must succeed on a Fortitude save or die.