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Nyctomancer's Handbook

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“You shouldn’t be afraid of the dark, child. The night is your friend. The sun burns your skin and blinds your eyes. The dark is cool, comforting, and quiet. There are many people about in the light of day, watching you, judging you, but the streets are empty ‘neath the new moon. The darkness doesn’t judge you, child. It embraces us all equally. The rules don’t apply to those unseen, so come out to play! I’ll not tell your mother that you’re up past your bedtime, and I promise you’ll find it...enlightening.” -Corvin Smythe, The Bogeyman of Lurkmoor.

Foreword

The darkness has an ominous place in storytelling. A source of fear based in the unknown; a hiding place for activities sinister and debauched. The foreboding murk is not usually dangerous in and of itself, but what lurks within, those threats both mundane and alien that are actually comfortable with the absence of light, eat away at the psyche. What one imagines is out there stalking in the night is often far worse than reality — but not always.

But for those who know how to use it, the darkness is not a thing to be feared. It's a comfort, a protector, a place to hide yourself and your secrets. This handbook provides talents, archetypes, and items designed for those who would embrace the darkness for their own ends, from the escaped slave hiding from her master's agents, to the humble pickpocket just trying to get by, to the serial killer who hunts the city by night.

This book introduces several new concepts, the largest being (shadow) talents and other forms of shadow manipulation. These abilities can only affect targets that cast a shadow.

Navigating this Book

Section 2 – Class Options: This section provides new archetypes and options based around the Dark sphere.

Darkshaper: An armorist that molds her own shadow into tools of violence.

Invidian: A symbiant playing host to a particularly dark entity.

Nocturnal Predator: A shifter who you don't want to meet in a dark alley. .

Shadow Boxer: A monk so insidious that you'll never see the blows coming.

Skulk: A fey adept who knows all your tricks.

Talent Thief: A rogue who can snatch away your very shadow.

Void Gazer: A thaumaturge who has seen some things, and would like to show them to you.

Section 3 – Basic Magic: This section covers new talents for exploring the Dark sphere.

Section 4 – Advanced Magic: New, powerful talents and incantations.

Section 5 – Player Options: This section covers new feats, drawbacks, and racial options for accessing and using the Dark sphere.

Section 6 – Equipment: This section describes new magic items and item properties to help you tap into your dark side.

Section 7 – Bestiary: Creatures and templates for giving your game a darker feel.

Class Options

Archetypes

Darkshaper (Armorist)

“What are you scared of, boys? She’s unarmed and alone. Just her and her shadow!” - Unnamed bandit leader, last words.

Where the typical armorist calls up arms and armor through the direct application of magical energies, the darkshaper instead uses her own shadow as a medium, giving it form through her force of will. The shape of a darkshaper's shadow is more malleable than summoned equipment, but its substance is less sturdy than conjured steel.

Class Skills: The darkshaper loses Knowledge (engineering) (Int) and Knowledge (nobility) (Int) as class skills and gains Acrobatics (Dex) and Stealth (Dex) as class skills.

Skill Ranks at Each Level: 4 + Int modifier.

Weapon and Armor Proficiency: The darkshaper is proficient in all simple weapons and light armor. This replaces the normal armorist weapon and armor proficiency.

Casting Ability Modifier: The darkshaper uses Charisma as her casting ability modifier.

Shadow Limb (Su): As a move action a darkshaper may animate her shadow as an extra limb. Her shadow limb possesses a primary natural attack with a reach of 5 ft. that deals 1d4 slashing and piercing damage (1d3 for small darkshapers). A darkshaper may use her Charisma modifier in place of her Strength modifier on attack and damage rolls and on combat maneuver checks using her shadow. Her shadow is dexterous enough to manipulate delicate objects and wield weapons, activate spell completion or spell trigger items. A shadow is too flimsy to function as a suit of armor or shield, though it may wield a shield.

At 5th level and every five levels thereafter, a darkshaper's shadow adds 5 ft. to her shadow limb's reach, to a maximum of 20 ft. at 20th level.

A darkshaper's shadow is not limited to moving along the ground, and cannot be sundered or attacked as a separate creature.

Dismissing a shadow limb is a free action. A shadow limb's natural attack gains a +1 enhancement bonus for every odd armorist level possessed beyond first, to a maximum of +10 at 20th level. These bonuses may be traded for special qualities according to Table: Bound Equipment, except that a shadow may not be imbued with the *dancing*, *returning*, or *throwing* special qualities. A shadow limb cannot have higher than a +5 enhancement bonus; enhancement bonuses beyond this amount must be traded for special qualities. A shadow limb is treated as bound weapon with respect to arsenal tricks. Arsenal tricks that modify a bound weapon's material may be applied to shadow limbs.

A darkshaper may have one shadow limb manifested at a time at first level, and may manifest an additional shadow limb at 6th, 12th, and 18th levels. She may manifest up to her maximum number of shadow limbs as part of the same action, each with abilities and enhancement bonus identical to the first. The shadow limbs' enhancement bonus and abilities may be changed any time they are manifested, though they must be the same for all of the darkshaper's shadow limbs.

This ability counts as the Animated Shadow advanced talent for all prerequisites. A darkshaper may not use Animated Shadow and shadow limb at the same time.

This ability replaces bound equipment, summon armor, and bind staff.

Shadow Residue (Su): A darkshaper is able to leave behind some of her shadow on her target. When she lands an attack with her shadow limb, she may cast a (shadow) talent on that target as a swift action at the talent's normal spell point cost.

This ability replaces summon equipment and armor training.

Swift Manifestation: At 15th level the darkshaper may use shadow limb as a swift action.

This ability replaces quick summons.

Tenebrous Touch: At 20th level the darkshaper may activate shadow residue as a free action.

Invidian (Symbiat)

"Symbiotic? Demons don't do symbiotic. I'm its cage, and let me tell you, it's angry. So maybe you should stop worrying about how you're going to kill me, and start worrying about what happens if you do." - Lucian Toth, suspected Invidian, from the files of the late Inquisitor Mercer.

Not all symbiats draw their power from psionic beings. Some pull from a darker source. Either through purposeful binding, a botched attempt at possession, or as the result of an ill-advised bargain, an invidian serves as a free-willed vessel for a dreaded shadow demon.

Dark Passenger: At 1st level, an invidian gains the Mind and Dark spheres as bonus magic talents. If the invidian has one or both spheres already, he gains a bonus talent in that sphere instead. This ability replaces mental powers.

Blackened Psyche (Su): An invidian's inner demon empowers him with strength and subtlety far beyond what most casters can achieve. If a blackened psyche effect calls for a saving throw, the DC is equal to $10 + 1/2$ the invidian's level + his Intelligence modifier. This functions and counts as the symbiat's psionics ability, with the following modifications.

Shadow Manipulation: The invidian may use his influence over shadows to manipulate the battlefield. So long as this effect is active, the invidian may, as an immediate action, grant concealment to an ally within 60 ft. of him until the beginning of the invidian's next turn. The miss chance for this concealment is 20% + 5% for every three levels in invidian. Darkvision and see in darkness do not thwart this ability, but creatures that lack the ability to see are immune to this effect.

This replaces telekinetic manipulation.

Jumping at Shadows: At 6th level, the invidian may attempt to make an opponent jump at their own shadow, flinching away from perceived movement at just the right moment to leave them open to another attack. One target within 60 ft. counts as being flanked for one attack of the invidian's choice each round. The invidian may affect an additional target at 9th level and every 3 levels thereafter, to a maximum of 5 targets at 18th level. In place of an additional target, he may affect an additional attack on the same target. Darkvision and see in darkness do not thwart this ability, but creatures that lack the ability to see are immune to this effect.

This replaces telekinetic edge.

Afraid of the Dark: At 11th level, through subtle manipulation of psyche and clever use of lighting, the invidian can influence the minds of her enemies. Opponents within 60 ft. of the invidian must make a Will save or become shaken until they leave the area of effect or the invidian ends the ability. Re-entering the area of effect forces a new saving throw. This is a fear effect, and escalates fear conditions already on a target.

This replaces psionic fortress.

Shadow Puppetry: At 16th level, the invidian may bind and manipulate a target's shadow to hinder their movements. The invidian may affect one creature within 60 ft., plus an additional creature for every 2 levels beyond 16th. The target must make a Will save every round at the beginning of its turn or be staggered and take a -6 penalty to Strength and Dexterity for 1 round.

This replaces telekinetic colossus.

Shadow Leap: At 1st level the invidian gains Step Through Darkness as a bonus talent. He is constantly under the effects of this (meld) talent and does not need to spend any spell points to activate its effect. At 3rd level he increases the range of his personal Step Through Darkness by +10 ft., and another +10 ft. for every three invidian levels possessed beyond 3rd, to a maximum of +60 ft. at 18th level.

This ability replaces pushed movement.

Nocturnal Predator (Shifter)

"I tried hunting in the light a few times. It was awful. They weren't sleeping, and most of them could see me coming. If I wanted to give my prey a sporting chance, I'd have gotten into a different business." - Simeon the Rake, Nocturnal Predator, to a prospective client.

By their very nature, shifters are a diverse group. Their ability to change their forms into just about anything grants them an incredible degree of versatility. But as with any form of power that gives a wide range of options, there inevitably arises experts in one very narrow field of use. The nocturnal predator is one such expert, having honed his skills and powers to a singular purpose: hunting and killing his prey in the dark. In any dim or lightless environment, these spellcasters can be either potent allies, or deadly enemies.

Shadowshifter: At 1st level the nocturnal predator gains the Alteration sphere and Dark sphere as bonus magic talents. The nocturnal predator uses his class level as her caster level for the Dark sphere and Alteration sphere. This stacks normally with caster levels gained from other sources. He also gains the Lycanthropic drawback and the Photophobic Casting drawback, but no bonus talents. If the nocturnal predator already has the Alteration sphere from another source, he does not gain the Lycanthropic drawback. If the nocturnal predator already has the Dark sphere from another source, he does not gain the Photophobic drawback. This modifies shapeshifter.

Hidden Transformation: When within an area of dim light, darkness, or supernatural darkness, the shifter may use the Alteration sphere to apply a *shapeshift* to herself and only herself as a move action. Maintaining this effect through concentration only requires a move action each round as long as the nocturnal predator begins its turn in an area of dim light, darkness, or supernatural darkness.

This ability modifies and counts as quick transformation.

Sneak Attack: At 3rd level, if a nocturnal predator catches an opponent unable to defend itself effectively from his natural attacks, he can strike a vital spot for extra damage. The nocturnal predator's natural attacks deal extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the nocturnal predator flanks her target. This additional damage is 1d6 at 3rd level, and increases by 1d6 every 3 levels thereafter. Should the nocturnal predator score a critical hit with a sneak attack, this additional damage is not multiplied. A

nocturnal predator may only make sneak attacks using his natural attacks. A nocturnal predator may deal nonlethal damage with a sneak attack if the natural attack he is using deals nonlethal damage, including by taking a -4 to the attack roll. Ranged natural attacks can count as sneak attacks only if the target is within 30 ft.

The nocturnal predator must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A nocturnal predator cannot use sneak attack while striking a creature with concealment.

This replaces endurance and enhanced physicality.

I Am the Night: At 1st level the nocturnal predator gains a bonus to Stealth equal to 1/2 his class level and Nightvision as a bonus Bestial trait.

At 10th level a nocturnal predator can use the Stealth skill even while being observed. As long as he is within 10 ft. of an area of dim light or darkness, a nocturnal predator can hide himself from view in the open without the need for cover or concealment. He cannot, however, hide in his own shadow.

This replaces wild empathy, steal language, boundless communication, and endless communication.

Shadow Boxer (Unchained Monk)

"The five of you brought swords and spears and...is that a repeating crossbow? This isn't close to fair. Tell you what. I'll beat you all with my hands bound behind my back. No, wait, I have a better idea. Tie me to that chair first." - YueYin, Shadow Boxer acolyte.

While most martial monastic traditions strive to cultivate the mental and physical self, a few tap into a murkier source of energy in search of self-perfection. For some adherents shadow boxing is solely a means of gathering power, but others consider mastering their own inner darkness to be a necessary step towards attaining enlightenment.

Alignment: Any

Class Skills: The shadow boxer loses Knowledge (religion) (Int) as a class skill and gains Knowledge (planes) (Int) and Bluff (Cha) as class skills.

Forceful Personality: A shadow boxer uses her Charisma score in place of her Wisdom score for determining all monk class abilities, including AC Bonus and *ki* powers.

Shadow Boxing (Su): At 1st level the shadow boxer may manipulate her shadow as an extension of her body, delivering blows as if from her own fists. Her shadow can retrieve stored items, wield and attack with weapons, accomplish delicate tasks like disabling a lock, and deliver touch attacks. A shadow

boxer's shadow can not be used to gain additional attacks, nor does she gain extra magic item slots. Activating and dismissing shadow boxing are free actions.

Her shadow deals damage as her unarmed strike, and its attacks may be substituted freely into her flurry of blows or used to execute combat maneuvers. A shadow boxer's shadow is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. When making attacks with wielded weapons, her shadow uses the weapon's damage. Even when wielded by her shadow, only weapons with the monk special quality may be used with flurry of blows.

A shadow boxer's shadow has a reach of 10 ft. at 1st level. At 5th level and every five levels thereafter, the reach of the shadow's boxer's shadow increases by +5 ft., to a maximum of +25 ft. at 20th level. This reach extends in three dimensions and is not limited to targets touching the ground.

This ability replaces stunning fist and fast movement.

Tenebrous Mysticism: At 1st level the shadow boxer gains Basic Magical Training as a bonus feat, but must select the Dark sphere. At 2nd level she gains Advanced Magical Training as a bonus feat. She may take Extra Magical Talent as a monk bonus feat, but may only select talents from the Dark sphere when she does so.

This replaces the bonus feats gained at first and second level.

Dark Ki (Su): At 3rd level, a shadow boxer gains a pool of dark *ki* points, supernatural energy supplemented with the subtle influence of her shadow self. The number of points in a shadow boxer's dark *ki* pool is equal to $1/2$ her level + her Charisma modifier.

Dark *ki* points may be used as spell points for activating Dark sphere talents, but spell points may not be used in place of dark *ki* points. The dark *ki* pool and dark *ki* points otherwise function and count as a *ki* pool and *ki* points.

A shadow boxer may select talents from the Dark sphere in place of *ki* powers, including advanced talents she qualifies for.

This modifies *ki* pool and *ki* power.

Skulk (Fey Adept)

"That's quite a trick you have there. You should be proud of that, really. But...well...ten gold crowns say that I can do it better." - Rajani the Liar, Skulk.

The fey have always fascinated the more civilized races, but for those in more rural areas, they can be a source of terror. Ranging from mere tricks and pranks to outright murder, those fey creatures who dwell

in the darker places of the world often have a well earned reputation for not being something to be trifled with. How much more frightened would the common folk be if they were to learn that those dark creatures sometimes take apprentices? These are the skulks, non-fey (and sometimes partially-fey) individuals who have learned the feys affinity with darkness and shadows. They wield darkness as both sword and shield, and even have the power to snatch away other people's' shadows and using them for their own ends, whether that end is just or vicious.

Umbral Adept: The skulk gains the Dark sphere as a bonus magic talent at first level. If the skulk has the Dark sphere already, she gains a bonus talent for this sphere instead. This replaces fey magic.

Master Nyctomancer: Whenever the skulk ceases to concentrate on a Dark sphere talent she is maintaining through concentration, or if she decides not to maintain a Dark sphere talent at all after its creation, it remains for a number of rounds equal to $1/2$ her skulk level (minimum 1) before disappearing.

This replaces master illusionist.

Siphon Shadow (Su): At 6th level the skulk may spend a shadow point to attempt to siphon away a creature's shadow as a melee touch attack. If this attack is successful, the target must make a Will save equal to $10 + 1/2$ the skulk's class level + her casting ability modifier or have its shadow stolen.

The skulk gains 1 temporary spell point for every two die of her shadowmark damage when she successfully steals a shadow. These temporary spell points do not stack with spell points from other targets, other instances of this ability, or any other source and expire after 1 round per caster level. The skulk may not gain more temporary spell points than the target has Hit Dice.

The target becomes immune to all abilities that target its shadow until the shadow returns, including additional uses of this ability. If the target has items in a shadow stash, they are inaccessible until the shadow returns. The target's shadow returns when the temporary spell points are spent or expire. Siphon shadow cannot be used against a creature that has been conjured or summoned, or against a creature lacking an Intelligence score. A target can't be subject to a successful use of this ability more than once every 24 hours.

This ability replaces create reality.

Arcane Forgery (Su): When a skulk successfully steals a target's shadow, she gains immediate knowledge of the target's available repertoire of spells, spell-like abilities, and talents and can spend another shadow point as a free action to temporarily duplicate one sphere and a number of sphere talents possessed by the target. She may duplicate advanced talents, but must meet prerequisites to use them. She may duplicate one talent at 6th level, two at 10th level, three at 14th level, and four at 18th level. These talents must be within the copied sphere. These arcane forgeries last for 1 round per caster level, during which time the skulk may spend her own spell points to use these talents as if she possessed them.

If the target of arcane forgery has spells or spell-like abilities, the skulk may copy one or more of these in place of a forged sphere or talent, gaining the ability to cast it as a spell-like ability. A forged spell or spell-like ability must have a spell level of no more than half the skulk's caster level. These spell-like abilities expire after 1 round per caster level or when cast, and a skulk may not use this ability to duplicate a spell with a costly material component or a focus.

Consummate Forger (Su): At 20th level, the skulk may use advanced talents replicated by arcane forgery without meeting any prerequisites. Additionally, she may copy a second sphere, though her pool of stolen talents remains the same. This replaces feytouched.

Talent Thief (Unchained Rogue)

"So you're saying that this...person walked up behind you, cut off your shadow with a straight razor, and took your coin in the bargain? And I suppose he poured the rotgut down your gullet and wet your trousers, too." - Guard Captain Adiya Siddiqui, case files.

No one has ever denied that rogues very often come with larcenous tendencies. They steal your treasures. They steal your secrets. Some steal your very lives. But there is one class of rogue that is a breed apart from all of them; the ones who steal your very abilities and use them for themselves. These are the talent thieves, rogues who have been indoctrinated in the secret world of shadows.

Class Skills: The talent thief loses Knowledge (dungeoneering) (Int) and Perform (Cha) as class skills and gains Knowledge (arcana); (Int) and Spellcraft (Int) as class skills.

Casting: At first level a talent thief may combine spheres and talents to create magical effects. A talent thief is considered a Low-Caster and uses Intelligence as his casting modifier. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature). This replaces rogue's edge.

Spell Pool: At first level a talent thief gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level + his casting ability modifier (minimum 1).

Magic Talents: A talent thief may select a magic talent from the Dark sphere in place of a rogue talent. He may do this more than once.

Shadow Theft: At 4th level, whenever the talent thief confirms a critical hit on a melee attack that qualifies for sneak attack damage, he may forgo all sneak attack damage in order to steal the target's shadow. He gains 1 temporary spell point for each die of his sneak attack. These temporary spell points do not stack with temporary spell points from other instances of this ability or any other source and expire after 1 round per caster level of the talent thief. The target becomes immune to all abilities that target its shadow until it returns, including additional uses of this ability. If the target has items in a

shadow stash, they are inaccessible until the shadow returns. The target's shadow returns when the temporary spell points are spent or expire. The talent thief may not gain more temporary spell points than the target has Hit Dice.

Shadow theft cannot be used against a creature that has been conjured or summoned, or against a creature lacking an Intelligence score. A shadow thief gains no temporary spell points from this ability unless the target possesses at least half as many Hit Dice as he does.

A creature that has had its shadow stolen cannot be the target of this ability again for 24 hours. A talent thief may steal the shadow of a willing or helpless target as a full-round action that deals no damage and does not provoke attacks of opportunity. This replaces debilitating injury.

Arcane Larceny: At 10th level, when a talent thief steals a target's shadow, he can opt to examine target's repertoire of magical talents and temporarily steal one sphere possessed by the target and one sphere talent for ever four sneak attack damage dice he possesses instead of gaining temporary spell points. The stolen sphere and talents last for 1 round per caster level, during which time the talent thief may spend his own spell points to use these talents as if he possessed them. The talent thief must meet any prerequisites to use stolen talents. The target loses access to the stolen talents, but not the basic ability of the stolen sphere, until the effect expires. If the target has the ability to shuffle magic talents, such as the Spiritualism hedgewitch tradition, arcane larceny does not prevent them from swapping stolen talents for new ones.

The talent thief may instead steal a spell or spell-like ability with a spell level equal to or less than 1/2 his highest caster level. He gains this spell or spell-like ability as a spell-like ability that he may use one time within a number of rounds equal to the talent thief's highest caster level. The target is denied access to this spell or spell-like ability until the talent thief expends his use of it or the effect expires. If the target is treated as if the spell were no longer on their spell list for the duration of the effect, and may not cast it even if they have prepared multiple instances of the spell or multiple uses of the spell-like ability.

Alternatively, the talent thief may steal one feat possessed by the target for every four dice of his sneak attack, gaining use of the feats and denying their use to the victim for a number of rounds equal to the talent thief's caster level. If a stolen feat has a variable benefit, the talent thief gains the same benefit the target he stole the feat from selected. The talent thief must meet all prerequisites to use a stolen feat, though he may steal a feat that he doesn't qualify for. Stealing a feat in this way does not prevent the target from using other feats and abilities with the stolen feat as a prerequisite.

This replaces the second and third weapons selected for finesse training.

Void Gazer (Thaumaturge)

"Twice I've warned you not to ask what shaded my eyes. Now you've asked thrice, and I'm going to show you." - Chausiku the Opaque, Void Gazer

For those who truly want it, there are many paths to power. Some serve the gods. Some make deals with the denizens of the upper (and lower) planes. Some commune with nature itself. But then there are some who do not turn to any presence, but rather turn their eyes to the void in between. For these rare few, known as void gazers among those who delve into the obscure occult world, the dark spaces between and beyond holds many secrets, some too terrible to even contemplate for most mortal souls. But if they are willing, for whatever reason, to pay the price, great and terrible powers can be theirs.

Occulted Visions: Coaxing out the secrets of the dark tapestry comes with a price. Her eyes are stained black by what she's seen, a physical manifestation of the unfathomable source of her knowledge. At 1st level the void gazer gains the Dark sphere as a bonus magic talent and the Clouded Vision oracle curse. If the void gazer has the Dark sphere already, she gains a bonus talent for this sphere instead. For determining the effects of the curse her oracle level is equal to her levels in void gazer plus one for every two Hit Dice or levels in classes other than void gazer. The void gazer may not increase the maximum range of her vision by any means save progressing the curse.

The void gazer may, as part of the action required to use a spell or sphere effect, increase her caster level by 2 for that effect. This bonus increases by +1 at 5th level, and by an additional +1 for every 4 levels thereafter to a maximum of +6 at 17th level.

Whenever a void gazer uses occulted visions, there is a 15% chance she will suffer occulted backlash. When this occurs, the range of her vision, including blindsense and blindsight, is reduced by 5 ft. until she rests to regain spell points. This reduction is cumulative and can not be removed in any other way. Magic that grants additional senses or extends the limits of existing senses cannot extend beyond this limit. If her vision is reduced to 0 ft., she is blinded and unable to use occulted visions until the penalty is removed. A void gazer using occulted visions with a Dark sphere talent or effect only has a 5% chance of suffering a backlash.

This modifies and counts as forbidden lore.

Eldritch Invocations: In an act of madness or desperation, the void gazer may attempt to channel the eldritch powers of the void directly through her psyche to power her magic. The void gazer only gains a number of uses of invocations per day equal to half her casting ability modifier. She may, as a free action, purposely suffer occulted backlash in order to gain an additional use of invocations. At 3rd level, the void gazer gains Stygian Immersion as a bonus talent.

The void gazer gains the following invocations in addition to the normal list of invocations:

Glimpse of Beyond: At 1st level, when using occulted visions to augment a Dark sphere effect, the void gazer may use an invocation to cause the affected targets to become confused for one round (Will negates).

Slip between Worlds: At 3rd level, when using occulted visions to augment a Dark sphere effect, the void gazer may apply the Stygian Immersion meld to one affected target (Will negates).

Shared Vision: At 7th level, if the void gazer suffers backlash when using occulted visions, she may share a fleeting impression of the void's terrible secrets with another creature within 30 ft. The void gazer suffers backlash as normal, but the target must make a Will save or be blinded for a number of rounds equal to 1/2 the void gazer's caster level.

Fall into the Void: At 11th level, when using occulted visions to augment a Dark sphere effect, the void gazer may apply the Stygian Immersion meld to all targets within that sphere effect's area of effect (Will negates).

Descent into Madness: At 15th level, when using occulted visions to augment a Dark sphere effect, all target currently immersed within an area of *blot* or *darkness* as a result of her Stygian Immersion meld must succeed a Will save or be confused for a number of rounds equal to her caster level. Leaving the void gazer's area of *blot* immediately ends the confusion.

The void gazer loses access to the channel punishment, empowered defense, empowered resistance, lingering blessing and soulfire invocations. This ability modifies and counts as invocations.

Arsenal Tricks

Dark Materials

Your bound and summoned weapons gain the *tenebrous* quality. Your bound and summoned armor gains the *shaded* and *shadow** qualities.

**Pathfinder® Roleplaying Game: Ultimate Equipment™ (PZO1123)*

Occulted Arms

Add *umbral edge* (+1) and *quenching* (+1) to the list of special qualities that you may add to your bound and summoned weapons. Add *shadow warded* (+1) to the list of qualities you may add to your bound and summoned armor.

Shadow Armory (Sp)

You gain the Shadow Stash Dark sphere talent, even if you do not possess the Dark sphere. You may use your armorer level as your caster level for this ability if it is higher.

Basic Magic

"Our order is bred in shadow, steeped in it. I've not endured light brighter than a star's twinkle since I was a girl. Some of my siblings have only heard of the sun's tyranny in bedtime stories. You think that you can

flip through a book and access the depths of our knowledge? You are a fool. Only the truly Benighted may properly wield the darkness.” - Scholias Nisha of the Benighted Order.

New Talent Types

Blot Talents

Masters of the Dark sphere aren't limited to creating globes of murk. Instead, they can spread pools of darkness to deliver their magic. A *blot* is a *darkness* effect created on a two-dimensional surface, such as the ground or a wall, appearing as an inky coating rather than a volume of decreased illumination. *Blots* do not affect the light level of the area. The Clearsight meld functions on *blots* the same as it does on areas of *darkness*.

Dark talents listed with the (blot) tag can be applied to an area of *darkness* to add additional effects and to cause it to manifest as a *blot*. Only one such talent may be applied to an individual *blot*, but *blots* and *darkness* with different effects may overlap. Individual *blots* do not stack with themselves, nor do they stack with similar (darkness) talents. If a talent is labeled as (blot) and (darkness), the caster may decide whether to manifest an area of *blot* or *darkness* when the sphere effect is created. This decision cannot be changed. In order for a *blot* to affect a target, it must be in contact with the *blot*.

Blots count as areas of *darkness* with respect to melds and interactions with Light sphere effects and talents.

Shadow Talents

Dark talents listed with the (shadow) tag manipulate the target's own shadow directly, without manifesting an area of *darkness* at all. Unless otherwise indicated, a *shadow* may be applied to a target within medium range as a standard action. Only one *shadow* may be applied to any one target at a time. An unwilling target is allowed a Will save to negate a *shadow*. The duration of each *shadow* is specified in its description. If a *shadow* can be maintained through concentration, you must remain within medium range of the target to do so.

Shadows function normally within areas of *glow*, neither suppressing nor being suppressed by areas of glow simply by entering them. If a Light sphere effect and *shadow* are cast directly upon the same target, however, the caster of the Light sphere effect must pass a magic skill check against the MSD of the *shadow's* caster. If the check succeeds, the the Light sphere effect functions normally and the *shadow* is suppressed. If it fails, the *shadow* functions normally and the Light sphere effect is suppressed. Time spent suppressed counts against the duration of the effect in either case.

New Dark Talents

Black Lung (darkness)

Your *darkness* takes on a foul, miasmic quality that causes creatures to choke and retch. Creatures within must make a Fortitude save or become sickened until they leave the area of Black Lung. Creatures who succeed at this save but remain in the *darkness* must save again at the end of their turn. If any creature enters this area of *darkness*, they must save or immediately become sickened. Creatures with the Verbal Casting drawback suffer 50% spell failure while they are sickened by Black Lung. Creatures that do not breathe are unaffected by Black Lung.

By taking this talent a second time, you may imbue your Black Lung with a dose of contact or inhalation poison held in your hand. Using this ability consumes the dose of poison. Any creature that fails its save against the Black Lung talent must make an additional Fortitude save against the poison's DC or suffer its effects. Those immune to your Black Lung are also immune to the poison. There is no chance of accidentally poisoning yourself when using this ability.

Blindfold (shadow)

By spending a spell point, you concentrate a target's shadow into a band of supernatural darkness across their eyes, rendering the target blinded. The blindfold lasts as long as you concentrate or, if you spend an additional spell point as a free action, 1 round per caster level. A creature under the effects of a blindfold receives a new Will save to end the effect every round at the end of its turn. Darkvision has no effect on Blindfold, but creatures with the see in darkness ability are immune.

Clinging Darkness

You may center an area of *darkness* or *blot* on a creature or item rather than an area. If targeting a creature or its attended item, that creature may attempt a Will save to negate the effect initially and again each round at the end of its turn. A successful save ends the *darkness* or *blot* immediately.

Creeping Lethargy (darkness, blot)

Your *darkness* fogs the mind, causing those within to slip towards slumber. By spending a spell point you may create a *darkness* or *blot* effect that forces creatures within it to make a Will save or become staggered. Creatures that fail this save and remain staggered must make another Will save at the beginning of your next turn or fall asleep for 1 round per caster level or until the *darkness* expires, whichever happens first. A successful save negates all effects and the target is immune to that instance of Creeping Lethargy. Leaving the area of *darkness* automatically rouses the creature and removes the staggered condition, but does not render the creature immune should it re-enter the area of effect. This is a mind-affecting effect.

Directional Darkness (darkness)

Your area of *darkness* only blocks the light from one vantage point. If your *darkness* is in the form of a wall, it hampers vision from one side and appears clear from the other. If it is spherical, the caster may choose either for those within the area of *darkness* to see outside of it clearly or for those outside to see within clearly. The boundaries of the area of *darkness* remain obvious to those who can see through it unhindered.

Extinguish

You may opt to instantly extinguish all non-magical light sources within your areas of *darkness*, not merely suppress them. This includes fire, incandescence, and alchemical sources. Coals turn cold, glowing-hot metal is made cool, and luminous chemicals are rendered inert. Additionally, your *darkness* can be used to dispel sources of magical flame (such as an Energy Wall consisting of fire) with a magic skill check. This is an instantaneous effect that occurs when the area of *darkness* is created. Creatures made of flame or other luminous materials or energies are not harmed by this talent.

Flat Black (blot)

Your *blot* causes its area of effect to appear as a flat, featureless plane of blackness, masking any terrain, traps, or unattended objects within at the time it is cast. Some types of terrain may easily be deduced from context (e.g., a river flowing in one side and out the other). This talent does not hide creatures or hamper attempts at non-visual detection. The DCs for all vision-based perception checks to find something obscured by Flat Black are increased by 10. Darkvision does not pierce Flat Black unless augmented with the Clear sight meld.

Flowing Darkness

Your areas of *darkness* and *blot* flow through cracks and crevices like a viscous liquid, allowing them to extend around corners and pass through small cracks and crevices to reach their full radius. Your *blot* and *darkness* can flow through porous obstacles such as the gaps around a typical door, a wall rife with rodent holes, or ill-fitting masonry, but not through sealed structures like a ship's hull, a secure safe, or a properly mortared wall.

Gaze into the Abyss

You tap into a well of blackness so deep that it extends beyond the merely visible, threatening to draw in anyone attempting to examine your spellwork with magically enhanced vision. Anyone attempting to *divine* or determine magical, alignment, or psychic auras of a person or object under the effect of your (blot), (darkness), or (shadow) talents must make an MSB check against your MSD or becomes stunned as if viewing an overwhelming aura. Those who fail this check gain no information and automatically fail any further attempt against any target protected by the same caster's Gaze into the Abyss for 24 hours.

Insinuate

You are skilled at slipping your magic into the natural surroundings, subtly manipulating natural murk and shadows to fit your purpose. You may overlap an area of *blot* with the natural shadows in an area in such a way that it is indistinguishable without magically augmented senses. This ability functions in any lighting condition so long as there are shadows present, and does not change the prevailing lighting condition. This area of *blot* may be imbued with a Dark sphere talent as normal, though talents with obvious or harmful effects will immediately reveal the ruse. If the lighting in an area is such as to eliminate the casting of any shadows, then insinuate cannot be used. Otherwise, a *blot* created using this feat covers its normal area of effect.

Intoxicating Darkness (blot, darkness)

You may create a *darkness* or *blot* effect that erodes the mental capacity of those inside. Any creature inside the *darkness* must pass a Fortitude save or suffer 1 point of Wisdom damage. Creatures who remain within this area of *darkness* must save at the end of your subsequent turns or suffer another point of Wisdom damage. If a creature enters this area of *darkness* or *blot* after it is created, they must immediately save or also suffer this damage. A creature may only be affected by Intoxicating Darkness once per round, regardless of how many times they enter or exit the area that turn.

Mass Meld

When using a (meld) talent, you may spend an additional spell point to apply the same (meld) to an additional target. You may use this ability more than once in the same casting.

Numbing Darkness (blot, darkness)

You may create a *darkness* or *blot* effect that subtly anesthetizes those inside. Any creature inside the *darkness* must pass a Fortitude save or suffer 1 point of Dexterity damage. Creatures who remain within this area of *darkness* must save at the end of your subsequent turns or suffer another point of Dexterity damage. If a creature enters this area of *darkness* or *blot* after it is created, they must immediately save or also suffer this damage. A creature may only be affected by Numbing Darkness once per round, regardless of how many times they enter or exit the area that turn.

Obfuscation

Creatures and items within your area of *darkness* or subject to one of your (shadow) talents are treated as if shielded by a veneer of lead, and any attempt to locate them via scrying fails. Divination talents benefitting from a single instance of Penetrating Divination* may bypass obfuscation with a successful MSB check. Those benefitting from a second instance of Penetrating Divination bypass Obfuscation automatically.

You may take Obfuscation a second time, increase protection to the equivalent of 1 ft. of lead. Scrying attempts using a single instance of Penetrating Divination automatically fail. Attempts using two instances of Penetrating Divination require an MSB check.

Obfuscation does not affect the caster's own divinations.

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Obscure Passage (blot)

By spending a spell point, you modify your *blot* to serve as a portal through a surface, passing through up to 5 ft. of material per caster level. Obscure Passage can not penetrate a surface with a hardness greater than 5 plus its caster level. Attempting to create an obscure passage through a target that is too thick or too hard causes the spell to fail and all spell points spent to be lost. An Obscure Passage has a maximum diameter of 1 ft. per caster level, and leaves the surface whole and unmarred when it expires. Light does

not pass through an obscure passage, nor do low-light vision or darkvision allow a creature to peer through it, though Clairsight and see in darkness do. A creature standing above an obscure passage as it opens may attempt a Reflex save to avoid falling in.

Rolling Blackout

You gain the ability to move your areas of *darkness* or *blot*. You can move one instance of *darkness* or *blot* up to 25 ft. + 5 ft. per 2 caster levels as a move action, within the maximum range of the effect. If moving an area of *darkness* or *blot* causes a creature to leave its area of effect, any ongoing effects the creature is under related to that area of *blot* or *darkness* end immediately.

Shadow Coterie

You've learned to manipulate a target's shadow more efficiently, allowing you to apply one additional (shadow) talent to a target for every 5 caster levels, up to 5 at 20th caster level. You may not apply the same (shadow) talent to a single target more than once, save for the Shadow Lurk talent. Using the Shadow Lurk talent or Shadow Double advanced talent no longer removes the target's shadow or renders its Shadow Stash inaccessible unless you wish it to.

Shadow Lurk (shadow)

As a standard action you may spend a spell point to have a target's shadow split off from them and form a shadow lurk that acts as an independent creature unwaveringly loyal to you for 10 minutes per caster level. A shadow lurk appears as a shaded, obviously spurious version of the target. It is weightless and its equipment is entirely illusory. It has the same skills, feats, and attributes as the target, except that its Strength score is 3, and only has a number of hit points equal to your caster level. The shadow lurk cannot attack, use extraordinary or supernatural abilities, cast spells or use spell-like abilities, or employ its target's class features, though it can manipulate objects and use skills. A shadow lurk must remain within long range of its original source or it ceases to exist. The target lacks a shadow while this effect is active.

Retracting a shadow lurk is a move action that does not provoke attacks of opportunity. Either the target or the shadow lurk may spend this action. If a shadow lurk is killed or exceeds its range, it winks out of existence and the target's shadow returns to them with a surge of energy that causes them to be stunned for 1 round. In either case, the target immediately gains the knowledge of everything their shadow lurk observed and did while it was detached.

By investing a second talent in Shadow Lurk you master the art of weaving shadowstuff into your shadow lurks, giving them and their equipment increased substance. Your shadow lurks use the full Strength score of their source, have 2 hit points per caster level, and possess non-magical versions of their sources' equipment. It may flank, threaten, and make a single attack per turn using non-magical versions of whatever weapons or natural attacks its source possesses. It attacks using its source's full base attack bonus, Strength score, feats, and proficiencies, but deals only half damage. A shadowstuff-imbued lurk may not attempt combat maneuvers, cast spells, or use its source's class features. Alchemical Items created as part of your lurks do not function.

Normal: A shadow lurk has a strength score of 3 and may not make attacks, flank, or threaten. Its equipment is entirely illusory.

Shadowed Mien (shadow)

As a standard action you cloak the target in an aura of menacing shadow that conceals its appearance, subtle movements, and intentions behind a curtain of disconcerting murk. This dark aura hides distinguishing features from observers and grants a competence bonus of 1/2 your caster level to Bluff checks to lie or feint, as well as to Intimidation checks to demoralize. Sense Motive checks to get a hunch about Shadowed Mien's target have their DC increased by your caster level. The target has no problem seeing out of Shadowed Mien, but the effect cannot be penetrated by darkvision. Clear sight and see in darkness allow the target of Shadowed Mien to be seen clearly. Shadowed Mien lasts for as long as you concentrate or, if you spend one spell point at any time as a free action, ten minutes per caster level.

You may spend an additional spell point as part of the action to initiate Shadowed Mien to grant substance to the shadowy aura. The target gains a number of temporary hit points equal to your caster level for the duration of the effect. Exhausting these temporary hit points does not end the other effects of Shadowed Mien.

Shadow Slick (blot, shadow)

Your *blot* takes on a slick, nearly frictionless quality. Any creature attempting to move more than half their speed through the blot must make a Reflex save to avoid falling prone. If used as a (shadow) talent, the target must also make a Reflex save to avoid dropping what is in its hands, and must spend a full-round action to retrieve stored or dropped items as they fumble with compromised grip, but gains a +10 bonus to CMD to avoid a grapple and on Escape Artist checks and CMB rolls made to escape a grapple.

Shadow Stash (shadow)

You may stash items in your shadow, storing each as a move action. The items appear on your shadow as if you were wearing or using them. A small item (a ring or a key) might be unnoticeable, while a larger item (a greatsword, a tower shield) would be quite obvious. You may store up to 5 lbs. of non-living material per caster level. Items have no weight while stashed and can not be used, activated, or provide passive bonuses.

You can retrieve an item as a move action at no cost, or spend a spell point to retrieve an item as an immediate action. Items stored in your shadow stash cannot be the subject of pickpocket attempts, Sunder attempts, or the Steal combat maneuver unless the creature attempting the maneuver also has the Shadow Stash talent. If your shadow is removed or animated, such as by shadow theft class ability or Shadow Lurk talent, you may not access your shadow stash until your shadow returns. If you die or enter an antimagic area, the contents of your shadow stash immediately appear in the nearest unoccupied space.

Shadow Stash may be used in conjunction with other (shadow) talents.

Investing a second talent in Shadow Stash allows you quicker access to your stashed items, allowing you to withdraw them as free action. Furthermore, your shadow gains the ability to don items in your place. For instance, you may store a *cloak of resistance* in your shadow, and you yourself gain the benefit as if you were wearing it. This does not increase your number of magic item slots. If you and your shadow don an item in the same slot, you only gain the benefit of the item your physical body is wearing. You may activate magic items worn by your shadow as normal. This does not allow your shadow to wield weapons or shields, or to activate hand-held magic items.

Items worn by your shadow can only be sundered, stolen, or disarmed by creatures with the ability to access your shadow stash. Items worn by your shadow count against the weight limit of Shadow Stash. Your shadow does not have actions of its own, and uses your actions to don and activate items. You may withdraw un-donned items from your shadow stash as a free action at no spell point cost.

Your shadow can only don items in slots that your physical body possesses. If you are subject to a polymorph effect, armored donned by your shadow mannequin does not provide any benefits and you may not activate magic items that would otherwise meld with your body.

Shadow Tag (blot, darkness, shadow)

Anyone passing through your area of *darkness* or *blot* picks up a bit of your magic in their shadow, allowing you to know their relative direction and status (alive, unconscious, dead) for 1 hour per caster level. If used as a (shadow) talent, you cast this ability directly upon a creature instead, gaining the same benefits. You may track up to 1 creature per caster level in this way. If you are at this limit, you must cease tracking an old target in order to begin tracking a new one that passes through your *darkness* or *blot*. The effect immediately ends for a target that moves more than one mile away from you.

Sinister Surprise

When spending a spell point to create an area of *darkness* or *blot* that persists without concentration, you may opt to create a *darkness* or *blot* effect that remains dormant until triggered by a creature entering the 10 ft. square area at the center of your dormant *darkness* or *blot* effect. A sinister surprise can be spotted and disabled as a magical trap, with a DC for both of $25 + 1/2$ your caster level. You may also trigger the sinister surprise as an immediate action as long as it is within medium range. You may have multiple sinister surprises active, but their trigger areas may not overlap. An untriggered sinister surprise persists for 1 hour per caster level or until disabled or dismissed. A triggered sinister surprise has the duration of a typical area of *darkness* or *blot*.

You may take this talent a second time to add extra conditions to the trigger of your Sinister Surprise. You may trigger it yourself from up to long range as an immediate action. Additionally, you may choose any of the following additional conditions: You may allow a number of specific individuals up to your caster level, designated at the time of the casting, to pass through the sinister surprise without setting it off.

You may set it to be triggered only by a certain creature type or specific individual with whom you are familiar. You may set your sinister surprise to go off at a specified time within the effect's duration.

Stygian Immersion (meld)

You may spend a spell point to force a target to treat your *blots* as if they were a pool of water for 1 round per caster level. Unwilling creatures receive a Will save to negate this effect. This volume of liquid is an extradimensional space 5 ft. deep per caster level, and does not damage the surface the *blot* has been cast upon. If the target possesses the ability to breathe underwater, it can breathe within the *blot*. Light does not pass through the *blot* liquid, and those within have their senses limited as if by the Pure Darkness talent. Creatures are deposited safely on the surface of the *blot* directly above their position when the duration expires. Stygian Immersion does not function on a *blot* imbued with the Obscure Passage talent.

Tenebrous Legerdemain (blot, darkness)

You create an area of *darkness* or *blot* which you may manipulate to perform minor feats of legerdemain. Once per round as a free action you may make a pickpocket attempt or a Steal combat maneuver against a target that is within your *darkness* or *blot*. You may use your own Sleight of Hand modifier or Steal CMB or your caster level + your casting ability modifier, whichever is higher.

You may instead retrieve one unattended item that is within your area of *blot* or *darkness* once per round as a free action. Whether the item is retrieved or stolen, it appears in your hands or in the nearest adjacent space if your hands are full. An item retrieved or stolen cannot weigh more than 5 lbs. per caster level.

Augmented Dark Talents

Clearsight (meld)

By investing a second talent, you may choose to have your Clearsight apply to (darkness) and (blot) talents cast by allies. If you or your ally gains the benefit of Clearsight from another source, you may choose to allow it to apply to your own *darkness* and *blot* effects as well. Status as an ally is determined at the time Clearsight is cast and does not change for its duration.

Disorienting Darkness (darkness)

Investing an additional talent in Disorienting Darkness allows you a modicum of control over your targets' delusions. When a creature that has failed its save against your Disorienting Darkness and become disoriented attempts to move, you may spend an immediate action to choose their direction of travel instead of rolling randomly.

By spending a third talent on Disorienting Darkness, you gain even more influence over your victims. When a creature that has failed its save and become disoriented by your Disorientating Darkness makes an attack, casts a targeted spell or spell-like ability, or uses a supernatural or extraordinary ability with a specified target, the attack or ability is randomly directed to another legal target within range. If there is no other legal target within range, the attack or ability is not affected. If the affected spell or ability has more than one target, all its targets are randomly chosen from among the legal targets within range. Alternately, you may select the new target or targets as an immediate action instead of determining them randomly. Chosen targets must be legal and you must be able to perceive them.

Step Through Darkness (meld)

By investing a second talent you increase the maximum teleportation distance of your Step Through Darkness meld talent by +10 ft. per 3 caster levels, minimum +10 ft. Any target you cast this talent on benefits from the additional range.

Advanced Magic

"You dare to call yourself a nyctomancer? Novice, that 'darkness' of yours is barely a gloom. I've seen more foreboding sunsets. My shadow could best you in a duel, while maintaining a shady spot for me to nap in." Nightcaster Otieno, interviewing a prospective apprentice.

Advanced Talents

Animated Shadow (shadow)

Prerequisites: Dark sphere, Shadow Lurk, 5th caster level or higher.

By spending one spell point you lend your shadow animation and substance, allowing it to move and manipulate objects as if they were an additional set of limbs for 1 hour per caster level. Your animated shadow has two arms and a reach of 10 ft. It can retrieve and use stored items, wield and attack with weapons, activate magical items, accomplish delicate tasks like disabling a lock, and deliver touch attacks, all using your own statistics and bonuses. These arms can not be used to make additional attacks above your normal maximum, gain extra magic item slots, or grant additional actions. You may not use other abilities or talents that allow you to use your shadow to manipulate objects, such as shadow limb and Shadow Boxing, while Animated Shadow is active.

Black and Black Morality (blot, darkness, shadow)

Prerequisites: Dark sphere, Gaze Into The Abyss, 10th caster level or higher.

By spending additional 2 spell points you may empower a *shadow*, *darkness*, or *blot* so that the alignments of those within are rendered utterly null. Any new spell or effect targeting a creature or object of a particular alignment, or with a variable effect determined by alignment, automatically fails

against targets protected by Black and Black Morality. Creatures lose the benefit of alignment-based damage reduction when affected by Black and Black Morality. Any ongoing spell or effect targeting alignment, such as a paladin's smite ability or the penalties inflicted by a strongly aligned plane, are suspended for as long as the target is protected by Black and Black Morality, but not ended. Time spent protected by Black and Black Morality counts against the duration of ongoing effects.

Lightless Penumbra (shadow)

Prerequisites: Dark sphere, Shadowed Mein, 1st caster level or higher.

By spending an additional spell point you may render your Shadowed Mein entirely opaque, protecting the target from harm from daylight, magical or normal, and granting a bonus equal to your caster level on saves against light, pattern, and vision-based effects. You are always treated as having your eyes averted with respect to gaze attacks, though you suffer none of the associated penalties. Creatures with extreme vulnerability to daylight, such as vampires and shadow demons, are protected from daylight by this talent.

Melt into Shadow

Prerequisites: Dark sphere, Animated Shadow, Flowing Darkness, 10th caster level or higher.

By spending 2 spell points as a standard action you may become an area of *blot* for one minute per caster level. You gain a climb speed equal to the land speed and may pass through small cracks and openings as if using the Flowing Darkness talent. You gain a bonus to your reach equal to the radius of your *darkness*.

In *blot* form you can manipulate objects and use your items (which also take on *blot* form) as if using the Animated Shadow talent. In this form you lose AC bonuses from armor and natural armor, but gain DR/- equal to 1/2 your caster level. You cannot be tripped in *blot* form. Losing contact with a solid surface, either through your own actions or those of an ally or opponent, immediately ends Melt into Shadow.

You may imbue yourself with one (blot) talent at normal spell point cost. This talent affects all targets within the area of your reach. You may change your active (blot) talent as a standard action, though you must pay any spell point cost associated with the new talent. You may end Melt into Shadow as a swift action, rematerializing in any unoccupied space within your reach.

One with the Void

Prerequisites: Dark sphere, Step Through the Darkness, 10th caster level or higher.

By spending 2 spell points as a standard action you may become an area of your own *darkness* for one minute per caster level. You become incorporeal and gain a fly speed of 30 ft. (good). You may share spaces freely with allies and enemies, without any benefit or penalties to either party from doing so. You cannot make attacks in this form and do not threaten, though you may still cast spells and use talents.

You may adjust your size as a move action from a 5 ft. radius sphere up to the maximum volume of your darkness, and you may imbue yourself with one (darkness) talent at its normal spell point cost. Changing your active (darkness) talent is a standard action, and you must pay any spell point cost associated with the new talent. You may not manipulate objects or use your own items in this form. Ending this effect is a swift action allowing you to rematerializing in any unoccupied space within your personal area of darkness.

Shadow Double (shadow)

Prerequisites: Dark sphere, Shadow Lurk, Animated Shadow, 15th caster level or higher.

You may spend 3 spell points as a standard action to split off your shadow to act as an independent creature unwaveringly loyal to you for one hour per caster level. Your shadow double has the same attributes and statistics as you do, but half as many hit points, and its copies of your equipment are entirely non-magical. You may give your shadow double magical equipment, but you share one set of magic item slots and may not both benefit from an item in the same slot. It casts spells and uses spell-like abilities as you do, but you both draw from the same pool of spell points, spell-like abilities, spell slots, and memorized spells. Your shadow may move any distance from you as long as it remains on the same plane of existence. You do not cast a shadow while this ability is active, nor may you use or be the target of any abilities or talents that affect your shadow while your shadow double is active.

Reattaching your shadow double is a move action that does not provoke attacks of opportunity. Either you or your shadow double may spend this action. If your shadow double is killed or removed from the same plane of existence as you, it winks out of existence and your shadow returns with a surge of energy that causes you to be stunned for 1d4 rounds. In either case, you immediately gain the knowledge of everything your shadow double observed and did while it was detached.

Incantations

Rite of the Revenant Shade

In some cultures, it is considered only just for a victim to render their own judgment. Most often, though, the Rite of the Revenant Shade is a tool used by the desperate to strike at those too wealthy, powerful, or well-connected to reach by normal means.

Sphere: Death and Dark; **Level** 7th

Skill Checks *in order*---Knowledge (Arcana) DC 28, 2 successes; Knowledge (Planes) DC 24, 2 successes;

Special: knowledge check of the type and DC used to identify the target of the incantation, DC variable, 1 success.

Casting Time: 4 hours on the night of the new moon

Components: S, V, M (Body of the victim; blood, nail clippings, hair, or similar from the intended target; an obsidian statuette of the victim worth 500 gp per HD)

Range: Touch

Effect: Summons a revenant shade bound to the obsidian statuette.

Duration: Until the next full moon (15 days)

Saving Throw: none; **SR:** None

Description: This incantation is as infamous as its details are obscure. Many claim to know the secret of liberating a dead person's own shadow to gain vengeance on its killer, but relatively few have actually managed the feat successfully. Those that do usually find the results quite efficacious.

Each check takes one hour to complete as the shadow is carefully coaxed from its physical anchors and bound to the obsidian statue through a series of Knowledge (arcana) and Knowledge (planes) checks. The final check, a special knowledge check determined by the creature type of the intended target of the revenant shade, must succeed on the first attempt or the incantation is a failure.

Should the rite be a success, the revenant shade will immediately begin seeking out its intended target — either its direct killer or the one who ordered the murder, whichever the caster of the incantation decides. A revenant shade appears as a shadowy vestige of the body used in the rite, and functions with all the attributes, skills, and abilities, and items that person had in life, in addition to taking on the darkened template. The revenant shade knows the location of its target at all times as if using the Dowsing talent, but without a range limitation.

If the revenant shade is reduced to 0 hit points or killed by other means, it disperses and reforms at the location of its obsidian statuette the next night. If the obsidian statuette is broken, the target dies, or the next full moon comes, the revenant shade disperses permanently and cannot be reformed by this incantation.

Backlash

Part of your own shadow is caught up in the binding to make up for the animating energies the dead body lacks. All performers gain 1 temporary negative level that lasts for 24 hours or until the revenant shade is dispersed, whichever is longer. This negative level does not become permanent.

Failure

If you fail 2 consecutive checks or name a target that had no hand in the revenant shade's demise, the revenant shade manifests and immediately turns on the summoners, attacking until destroyed. It is not bound to the obsidian statue and cannot be destroyed by breaking it.

Player Options

"You think you've seen all my tricks? You've barely scratched the surface. The light cannot penetrate the depths of my abilities! They are beyond your doltish comprehension. Come at me again and tumble endlessly into the unfathomable chasm of talent that separates us." - Cleon Iskios, former apprentice of the Seven Shadows and master dissembler.

Feats

Aura of Mystery

Prerequisite: Dark sphere, Obfuscation.

Benefit: You gain the benefit of the Obfuscation talent as a constant effect whenever you are in an area of dim light or darkness, whether it is mundane or magical. You may raise and dismiss this effect as a standard action with no spell point cost.

Body Double

Prerequisites: Dark sphere, Illusion sphere, Shadow Lurk, Illusionary Disguise, Shadow Clone.

Benefit: By spending an extra spell point you may summon a single shadow lurk that remains bound to its host, serving as a combat decoy. Every successful attack requiring an attack roll from an opponent that failed to see through the shadow lurk's disguise has a 50% chance of hitting the shadow lurk instead of the intended target. A shadow lurk acting as a body double does not stun the target if it is destroyed.

Dark Comedy

Prerequisites: Dark sphere, Mind sphere.

Your mental manipulations tap into shadowed depths of the psyche best left unplumbed. Any time you cast a Dark or Mind sphere effect that inflicts the fascinated condition or use the fascinate bard ability, you may, as part of the same action, spend a spell point to also inflict the sickened condition on affected targets. If a target successfully saves against the fascinated condition, it does not become sickened. The sickened condition lasts for as long as the target is fascinated, plus an additional 1d4 rounds.

Dark Portal

Prerequisites: Dark sphere, Step Through Darkness.

Benefit: When you use your Step Through Darkness meld talent, you may opt to keep a dark portal open behind you until the start of your next turn. Any creature that can reach the spot you departed from while the portal is open may spend a move action to follow you. You may not choose who is able to use the portal. Those who follow through the portal appear in any space of their choice that is adjacent to your exit point. If all such spaces are occupied, they may not follow.

Dark Room

Prerequisites: Dark sphere, Warp sphere, Extradimensional Room.

Benefit: Rather than a shimmering portal, the entrance to your extradimensional room may appear as a deep shadow, difficult to discern from a normal shadow by mundane means. An active Perception check with a DC of 10 + 1/2 caster level + your casting ability modifier is required to find the entrance if it is cast in conditions of dim light or darker or positioned so as to overlap with an existing shadow. Those inside the room can look out through the portal unhindered.

Normal: The portal to an extradimensional room shimmers conspicuously.

Emergence from the Darkness

Prerequisite: Meld into Dark sphere-specific drawback.

After spending a talent to buy off the Meld into Dark drawback, you retain the ability to use melds in all areas of dim light and darkness.

Normal: Clairsight only grants immunity from effects created by the caster herself.

Event Horizon

Prerequisites: Dark sphere, Telekinesis sphere, Gravity Well.

Benefit: You may use the Gravity Well talent as a (darkness) talent covering the full area of a *darkness* or *blot*. You may do the same with the Gravity Shift talent. If you have Gravity Manipulation advanced talent, you may use it as a (darkness) or (blot) talent. When used as (darkness) or (blot) talents, Gravity Shift and Gravity Manipulation count as Dark sphere talents for determining caster level and bonus effects.

Flexible Talent

Prerequisites: Dark sphere, at least one (darkness) talent and at least one (blot) talent.

Benefit: Pick up to three (darkness) talents. You may use them as (blot) talents. If you do not have three (darkness) talents, or do not wish to spend all three uses of this feat immediately, you may save unspent uses of this feat and apply them to (darkness) talents you gain later. You may take this feat more than once. Pure Darkness cannot be made into a (blot) talent.

Hypnotic Darkness

Prerequisites: Dark sphere, Mind sphere, Looming Darkness.

Benefit: Those within your *darkness* are particularly vulnerable to your charms and suggestions. Your areas of *darkness* and *blot* are always treated as if imbued with Looming Darkness when you use the Confusion, Fascinate, Fear, or Sleep Mind talents.

Imbue Shadow

Prerequisite: Dark sphere.

Benefit: Pick up to three (darkness) or (blot) talents. You may use them as (shadow) talents. If you do not have three (darkness) or (blot) talents, or you do not wish to use all three uses of this feat immediately, you may save unspent uses of this feat and apply them to (darkness) or (blot) talents you gain later. You may take this feat more than once. Directional Darkness, Pure Darkness, Directional Darkness cannot be made into a *shadow* talent. (Darkness) and (blot) talents used as (shadow) talents affect a single target within close range and have a duration of concentration, but you can always spend 1 spell point as a free action to allow the effect to persist for 1 round per caster level.

Lurking Surprise

Prerequisites: Dark sphere, Shadow Lurk, Sinister Surprise.

Benefit: You may imbue your shadow lurk with the ability to cast a single persistent Dark sphere effect. You must pay the spell point cost of this effect when you create the shadow lurk. This effect may include Dark sphere talents, though not advanced talents. These spell points are lost if the shadow lurk expires or is destroyed, but regained if the lurk is retracted. Casting the Dark sphere power destroys the shadow lurk.

Shadow Doppelganger

Prerequisites: Dark sphere, Illusion sphere, Shadow Lurk, Illusionary Disguise.

Benefit: You may create your shadow lurks and shadow double with an Illusionary Disguise to look and sound like you or the target they are spawned from at no additional cost in spell points or actions. This additional effect functions exactly as the Illusionary Disguise talent, using your ranks in the disguise skill with a +10 bonus circumstance bonus to the check. Your shadow lurk can speak in your voice. Anyone physically interacting with your shadow lurk or shadow double receives a Will save to disbelieve the disguise. Certain actions, such as your shadow lurk being hit with an attack or displaying its diminished Strength, automatically reveal the ruse. If you have taken the Shadow Lurk talent a second time, your shadow lurk's attacks deal full damage as long as its disguise remains intact.

Shadow Feast

Prerequisite: Dark sphere.

Benefit: You may consume your own shadow as a free action, gaining 1 spell point for every 2 points of burn to your casting ability score you accept. No matter how many spell points you regain, you can only consume your shadow once a day. You may not gain spell points in excess of your normal maximum spell pool. Spell points gained this way are available immediately, but the the ability burn does not take effect until the end of your turn. These spell points can only be spent on Dark sphere talents. Your shadow disappears until the burn heals, and you are immune to any spells or abilities that manipulate or target your shadow until it returns. Any items stored in your Shadow Stash are inaccessible until your shadow returns.

Shadow Swap

Prerequisites: Dark sphere, Shadow Lurk, Step Through Darkness.

Benefit: Anyone under the effects of your Step through Darkness talent and your Shadow Lurk talent may switch places with their shadow lurk as a move action as long as the distance between them does not exceed the range of Step Through Darkness. If you have the Shadow Coterie talent, they may switch places with any of their shadow lurks within range. They may switch places even if neither the user nor the shadow lurk is in an area of *darkness*.

Twilight Adept (Teamwork)

Prerequisite: Dark or Light sphere.

Benefit: Your Dark sphere talents or abilities continue to function in areas where you or someone else with the Twilight Adept feat cast a Light sphere talent or ability. Your Light sphere talents or abilities continue to function in areas where you or you or someone else with the Twilight Adept feat cast a Dark sphere talent or ability. The MSD to dispel a Light or Dark sphere effect overlapping in this way is increased by +2. You may choose to have your Dark and Light sphere talents or abilities interact normally if you wish. The light level in overlapping areas defaults to the ambient lighting conditions.

Normal: If a Light sphere effect interacts with a *darkness* effect (such as from the Dark sphere), the creator of the Light sphere effect must pass a magic skill check against the creator of the *darkness* effect.

Traits

Nightbringer (Magic)

You spent your youth steeped in shadows, lending a depth to your darkness that defies illumination.

Benefit: You gain a +2 trait bonus to the MSD of Dark sphere effects that interact with Light sphere effects.

Scotopic Arcana (Magic)

Your darkness knows its own.

Benefit: You gain darkvision 60 ft. with respect to your own areas of *darkness* only.

Umbral Blood (Racial)

Your family tree has roots in dark places.

Benefit: You gain a +2 trait bonus to your caster level with the Dark sphere. This bonus cannot cause your caster level to exceed your HD.

Drawbacks

Coy Caster

Your magic is a fickle thing, or perhaps you're simply possessed of performance anxiety. If you attempt to use magic while you know you're being observed, you must make a concentration check (DC 15 + 1/2 the caster level) to produce the desired effect. Failure means time (and any spell points) are spent, but no effect happens. If you believe you are hidden or alone, even if you're not, you may use magic normally.

Sphere-Specific Drawbacks

Dark Sphere

Cloaking Darkness

You're adept at turning a target's own shadow against them, but your ability to craft areas of *darkness* from nothing is lacking. You may use (shadow) talents at long range, but you cannot form and maintain areas of *darkness* or *blot* unless you're standing within their area of effect.

Crepuscular

Your magic draws on the interplay of darkness and light and the contrast of shadows rather than pure blackness. You may not use Dark sphere talents when you are positioned within lighting conditions of darkness or bright light, even if they were created by your own magic.

Photophobic Casting

Your magic draws on the darkness, to the point that the light evaporates away your power. You suffer a -1 penalty to your caster level when attempting to cast in normal light, and -2 when attempting to cast in bright light, to a minimum of 1. The location of the caster is used to determine the light level for this drawback. (Shadow) talents, such as Shadowed Mein and Lightless Penumbra, which do not impact the ambient light level of an area, do not prevent this caster level penalty.

Shadow Dependence

Rather than summon darkness from nothing, you draw upon your own shadow to produce your magic. You stretch and manipulate your shadow to create areas of *darkness* or *blot*, and may only have one active at any given time. When your *darkness* or *blot* is active you do not cast a shadow and can't use or be the target of abilities or talents that depend on possessing a shadow. You may otherwise use (shadow) and (meld) talents normally. You may not take the Meld into Dark drawback if you take Shadow Dependence.

Light Sphere

Nyctophobic Casting

The night is dark and full of terrors, not the least of which is your inability to properly mold magical energies within it. You suffer a -1 penalty to your caster level when attempting to cast in dim light, and -2 when attempting to cast in area of darkness, to a minimum of 1. The location of the caster is used to determine the light level for this drawback.

Alternate Racial Traits

For any race receiving the Basic Magical Training feat, upon gaining the casting class feature, exchange the Basic Magical Training feat for one instance each of the Extra Magical Talent feat for the sphere or a talent from the sphere that was originally granted.

Fetchling - Darkness Adept

Born of shadow, fetchlings are natural practitioners of magics relating to darkness and deception. They gain Basic Magic Training in the Dark sphere at 1st level. At 13th level, they receive the Extra Magical Talent feat. This replaces spell-like abilities.

Tiefling - Obscured Heritage

The light doesn't shine evenly across the multiverse, and those tieflings tracing their heritage to one of the benighted planes tend to show a particular talent for manipulating darkness. They gain Basic Magic Training in the Dark sphere at first level. This replaces spell-like ability.

Wayang - Shadow Symbiosis

Believing they will one day return to the shadow from which they emerged, wayangs have an almost symbiotic relationship with the darkness. At 1st level they gain +2 bonus to all saves against Dark sphere effects as well as spells of the shadow subschool, a +1 bonus to the DC of Dark sphere effects they cast, and Basic Magic Training feat in the Dark sphere. This replaces shadow resistance and shadow magic.

Familiar Archetype

Shadow Familiar

Class Skills

Sleight of Hand and Stealth become class skills for a shadow familiar.

Adumbral

A shadow familiar has hit points equal to $\frac{1}{4}$ the master's total hit points. If a shadow familiar dies, it vanishes, re-emerging from its master's shadow with 1 hit point the next time its master rests and refreshes her pool of spell points or prepares spells. The shadow familiar similarly vanishes if it is ever caught in normal light or brighter more than 100 ft. from its master.

A shadow familiar does not need to eat, breathe, or sleep.

This ability replaces deliver touch spells and improved evasion.

Shadow Rider

At 7th level, a shadow familiar can make a single Stealth check to covertly merge with another creature's shadow. When merged, it is completely undetectable by non-magical means, and may safely travel through bright conditions beyond 100 ft. from its master so long as its target casts a shadow to hide in. A shadow familiar can merge with a willing target's shadow without need of a Stealth check.

The master always knows the location of her shadow familiar, as if using the Dowsing Divination talent without a range limitation.

At 13th level, once per day the master may use Shared Perception*, as the Divination sphere talent, between herself and her shadow familiar over any distance. This effect is not blocked by the master's use of the Obfuscation talent.

This replaces speak with animals of its own kind and scry on familiar.

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Equipment

"Oh, this object comes with an interesting story. It was found in a room with a dozen skeletons. The only other items of note: an everburning torch and a sign that read 'Do Not Touch.' We hypothesise that it was meant as a test for.... You touched it, didn't you? There's one in every group." - Guillian Hoffstadt, docent at the Hall of Arcane Curiosities.

Wondrous Magic Items

Contrast Spectacles

Aura: weak Divination

CL: 3

Slot: Eyes

Price: 2,000 gp

The light pair of wire-rimmed lenses reveal natural levels of illumination from unnatural, even in conditions where the wearer can not otherwise see. *Contrast spectacles* instantly reveal the location and boundaries of all areas of *darkness*, *blot*, and *glow*, even if they don't change the ambient lighting conditions. As a swift action the wearer may attempt a Spellcraft check to identify any active (darkness), (blot), (glow), and (nimbus) talents. This does not grant low-light vision or darkvision, nor does it allow the wearer to notice magical lighting conditions through physical barrier to vision. The Obfuscation talent thwarts the effects of *contrast spectacles*.

Construction Requirements: Craft Wondrous Item, Divination sphere.

Cost: 1,000 gp

Obdurate Douter

Aura: moderate Dark

CL: 7

Slot: None

Price: 5,000 gp

The soot-stained bell of this ornate silver candle snuffer seems immune to cleaning, but closer examination reveals that the metal has somehow been contaminated with darkness. As a standard action, an *obdurate douter* can be used to snuff out any source of non-magical light or fire within 40 ft. as per the Extinguish feat. For diffuse light sources and conflagrations, it can extinguish up to one 5 ft. square per turn. Magical fires with a duration longer than instantaneous can be extinguished with a successful MSB check with a +7 modifier. If the *obdurate douter* is plunged directly into the magical flame the MSB check is made with a +10 modifier, but the wielder takes damage from the magical fire should the attempt fail.

Construction Requirements: Craft Wondrous Item, Dark sphere, Extinguish.

Cost: 2,500 gp

Obsidian Key

Aura: weak Dark

CL: 5

Slot: Neck

Price: 3,000 gp

This faceted key is carved from volcanic glass and hangs around the wearer's neck on thread of spider silk. Each obsidian key must be attuned to a particular Dark sphere user in a ritual using a small sample of the caster's blood, hair, or similar token piece of her body. Once attuned, a creature donning the *obsidian key* is treated as having the Clairsight and Darkvision melds with respect to the attuned Dark sphere user's areas of *darkness* or *blot*. As a swift action, the wearer may immediately dispel all ongoing *darkness*, *blot*, or *shadow* effects within medium range that were created by the attuned caster, at which time the *obsidian key* becomes non-magical.

Construction Requirements: Craft Wondrous Item, Dark sphere.

Cost: 1,500 gp

Shadow-Dipping Gloves

Aura: weak Dark

CL: 5

Slot: Hands

Price: 5,000 gp

These skin-tight kid gloves look more like a coating of liquid pitch than a typical article of clothing. Donning a pair of *shadow-dipping gloves* allows to wearer to make pickpocket checks and Steal combat maneuvers in order to take items stored in another person's Shadow Stash or to surreptitiously deposit items into it. The gloves grant the wearer the ability to use her own shadow as a Shadow Stash with a caster level of 5th, even if she does not have access to the Dark sphere and Shadow Stash talent. If she has the Shadow Stash talent, she is treated as if she has taken it a second time. If she has taken the Shadow Stash talent twice, *shadow-dipping gloves* provide no benefit.

Construction Requirements: Craft Wondrous Item, Dark sphere, Shadow Stash.

Cost: 2,500 gp

Minor Artifacts

Spike of Affixion

Aura: strong Dark

CL: 15

Slot: None

When a creature's shadow passes over it, this rusty, gnarled iron nail sinks into the earth and spikes the shadow in place, anchoring the creature that cast the shadow to the spot. The victim is powerless to remove the nail, but anyone else can pluck it from the earth with a DC 20 Strength check. A spiked creature can not move more than 5 ft. away from its location while the nail is affixed. A creature can not be spiked if it is not in contact with its own shadow, such as when flying. A spiked creature can not fly, jump, or otherwise lose contact with its shadow.

Applying a *spike of affixion* directly to a target requires a melee or ranged touch attack. A *spike of affixion* has a range increment of 10 ft. when thrown. Any creature attacked with a *spike of affixion*, moving through the same square the *spike* occupies, or attempting to pick it up off the ground must make a DC 20 Reflex save in order to avoiding being spiked. A *spike of affixion* can spike as many creatures as fit within 5 ft. of it, though an attack using the *spike of affixion* can only target one creature at a time.

A *spike of affixion* loses its hold on its target if they cease to cast a shadow, such as in areas of darkness or utterly diffuse light. A target pinned by a *spike of affixion* can not use spells or abilities that directly target, manipulate, or remove its own shadow, nor can its shadow be consumed or stolen.

Destruction: To destroy a *spike of affixion*, it must be hammered into a beam of light from the noon sun on the day of the equinox at the equator.

Weapon Enhancements

Shade-Hexed (5,000 gp)

A *shade-hexed* weapon feeds on darkness and is more powerful when wielded inside it, but is weaker when in areas of illumination. When in areas of darkness, *shade-hexed* weapons gain a +1 to their enhancement bonus, but they suffer a -1 to their enhancement bonus when wielded in areas of bright light. In areas of dim light or normal light their enhancement bonus is unchanged. A *shade-hexed* weapon with an effective enhancement bonus of 0 no longer counts as a magic weapon for bypassing damage reduction, but retains its +1 bonus to hit as a masterwork weapon.

Tenebrous (4,000 gp)

A *tenebrous* weapon can be stored in your shadow as if you possessed the Shadow Stash talent. It may be stored and retrieved at any time at the same action cost as drawing the weapon normally. If you already possess the Shadow Stash talent, you may store or retrieve it as a free action. Weapons with the *tenebrous* quality can be used to make disarm or sunder attempts against items stored in a Shadow Stash.

Umbral Edged (+1)

An *umbral edged* weapon's blade is particularly effective at severing a target's shadow. A creature using an *umbral edged* weapon only has to threaten a critical hit in order to activate the shadow theft ability rather than successfully confirm a critical threat.

Armor Enhancements

Shaded (7,500 gp)

A set of *shaded* armor lines the wearer in gloom. She is treated as being under the effects of a the Shadowed Mien talent, using the armor's effective enhancement bonus to determine the caster level of the effect. This effect does not grant temporary hit points. It can be suppressed or resumed on command, and does not count against the limit of one active (shadow) talent on a target.

Shadow Warded (+1)

A set of *shadow warded* armor's protection extends beyond the physical, providing shielding against effects that would target or manipulate her shadow. *Shadow warded* armor adds its full armor bonus to touch AC against attacks delivered by a caster's shadow or targeting the wearer's shadow. The wearer adds *shadow warded* armor's enhancement bonus to saves against effects targeting her shadow.

Bestiary

"Folk think everything is scarier in the dark. That the screech in the alley is a dragon instead of a house cat. That the snapping twig isn't just a frightened deer, but a hungry bear. They believe that anything with the bones to brave the pitch black night must be the biggest, baddest, hungriest beastie around. But let me tell you, lads, the scariest monsters don't hide in the darkness. They bring it with them." - The Venerable Storvald Witchum, Royal Huntmaster, retired.

Darkened (Template)

Through accident of birth, deliberate ritual, or simple long-term exposure, this creature's very being has been suffused with darkness.

Creating a Darkened Creature

"Darkened" is an inherited or acquired template that can be applied to any creature. A darkened creature retains the base creature's statistics and special abilities except as noted here.

CR: 8 HD or less, as base creature +2; 9 HD or more, as base creature +3.

Type: The creature gains the darkened subtype.

Senses: A darkened creature gains low-light vision and darkvision 60 ft.

Weaknesses: A darkened creature gains light blindness.

Special Abilities: A darkened creature gains one of the following special abilities for every 4 HD or fraction thereof.

Hide in Plain Sight (Su): A darkened creature can use the Stealth skill even while being observed. As long as it is within 10 ft. of an area of dim light or darkness, it may hide itself from view in the open without the benefit of cover or concealment. It cannot, however, hide in its own shadow.

Evasion (Ex): In areas of dim light or darker a darkened creature gains evasion, as the rogue ability of the same name. This ability may be selected a second time, granting improved evasion in areas of dim light or darker.

Occulted (Su): A darkened creature is protected from divinations as if under the effects of a permanent Obfuscation talent using its HD as its caster level. This ability can be taken a second time, granting the benefits of a second instance of Obfuscation.

See in Darkness (Su): The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

Shadow Rake (Su): A darkened creatures can strike with its shadow. It gains a claw primary natural attack in addition to any attacks it already possesses. The damage for this attack is 1d6 plus its Charisma modifier. This special ability can be selected multiple times, each granting an additional claw attack.

Casting

A darkened creature gains a caster level equal to its racial Hit Dice and a spell pool equal to its CL plus its Charisma modifier, as well as a number of bonus talents equal to 1/2 its caster level (minimum 1). A darkened creature gains the Dark sphere, as well as the Photophobic Casting drawback. This drawback does not grant an additional talent and may be bought off as normal. If the darkened creature already possesses the Dark sphere, then it gains the Dark sphere without the drawback. Magic talents gained by the darkened creature must be used to acquire talents from the Dark sphere.

Devouring Hole CR 8

This circle of pitch-black fabric hides an extradimensional space sized to fit a dozen bodies.

XP 4,800

N Large Construct

Init +0 **Senses** Darkvision 60 ft., low-light vision, perception +0

Defenses

AC 18, touch 14, flat-footed 14 (+4 dex, +4 natural)

hp 75 (10d10+20)

Fort 2 **Ref** 6 **Will** 2

DR 5/magic **Immune** Construct Traits, Magic

Offense

Speed 20 ft.

Melee Bite (1d6+7 plus Devouring Darkness and Grab)

Space 10 ft.; **Reach** 5 ft.;

Special Attack Extradimensional Gullet (1d6+7 plus Devouring Darkness), Devouring Darkness

Statistics

Str 20 **Dex** 18 **Con** -- **Int** -- **Wis** 10 **Cha** 14

Base Atk +10; **CMB** +15 (+23 grapple); **CMD** +30 (can't be tripped)

SQ Compression, Nothing to See Here

Special Abilities.

Extradimensional Gullet (Su)

A devouring hole can swallow a creature it is grappling and hold it inside its extradimensional space. This functions as the swallow whole special ability, except that it can swallow a creature up to its own size and the victim can not cut its way free, though it can escape through a successful grapple check. If the devouring hole is killed with a creature inside its extradimensional gullet that creature is shunted out into the nearest open space.

Devouring Darkness (Su)

A devouring hole can create or dismiss an area of *darkness* within its extradimensional space as a free action. This *darkness* is augmented with a more potent version of the the Hungry Darkness talent, inflicting 2 points of ConstitutionCon damage per round to targets that have been swallowed, grappled, or successfully struck with a bite attack. A creature can not be affected by Devouring Darkness more than once in a round.

Nothing to See Here (Ex)

A devouring hole functions in all ways as a normal *portable hole* when not feeding, and interacts with a *bag of holding* as would a normal *portable hole* under all circumstances. When not active, a DC 32 Spellcraft check is required to distinguish a devouring hole from a *portable hole*.

Construction

A devouring hole is created from a normal *portable hole* given animation and purpose through an elaborate ritual requiring rare reagents. The crafting cost assumes the creator must purchase a *portable hole* at market price. Adjust the cost down if the creator can supply one by other means or craft one herself.

CL 12th; **Price** 50,000 gp

Feats Craft Construct **Spells** Dark sphere, Enhancement sphere, Warp sphere, Animate Object, Extradimensional Storage, Hungry Darkness, creator must be at least caster level 12th. **Skill** Craft (Cloth) DC 15; **Cost** 25,000 gp.

OGL Stuff

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Pathfinder Roleplaying Game Advanced Race Guide © 2012, Paizo Publishing
Pathfinder® Roleplaying Game Core Rulebook™ (PZO1110)
Pathfinder® Roleplaying Game: Advanced Race Guide™ (PZO1121)
Pathfinder® Roleplaying Game: Ultimate Equipment™ (PZO1123)
Pathfinder® Roleplaying Game Bestiary™ (PZO1112)
Pathfinder® Roleplaying Game: Pathfinder Unchained™ (PZO1131)

Note to layouter:

This note and everything below is not to be part of the book!

Complex Trigger

Prerequisites: Dark sphere, Sinister Surprise.