

## Shadowcaster

*Shadowcasters are trained in dark mysteries, their training allows them to harness the power of shadows to bolster their spellcasting.*

The shadowcaster is an archetype of the illusionist class.

**Class Skills:** A shadowcaster gains Stealth as a class skill.

**Shadow Spells (Su):** At 1st level, a shadowcaster uses his shadow to store additional MP. He must spend his entire period of spell preparation in dim illumination to use this ability. He may store MP equal to the level of the highest-level illusionist spell he can cast. For example, if he can cast 6th-level illusionist spells, he could store 6 MP. These MP are stored in his shadow. He can only cast these spells when he is in an area of normal light or lower. He gains Shadowtongue as a bonus language.

This ability replaces deceptive flourish.

**Wall of Darkness (Su):** At 1st level, a shadowcaster can summon a thin wall of shadow anywhere within 30'. The wall is 1 foot thick and no bigger than 10 feet in any other dimension. This wall lasts for 1 round and obscures vision giving 20% concealment in both directions. Creatures passing through the wall must make a Will save (DC 10 + half of the illusionist's level + his Charisma modifier) to avoid becoming disoriented (dazed) for the remainder of their turn. The concealment effect of the wall always works but a creature can only be affected by the disorienting effect once per day. The shadowcaster can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces blinding ray.

**Shadow Mask (Sp):** At 3rd level, a shadowcaster can alter the shadows around him to conceal his presence. The shadow mask lasts up to one minute per level, the duration need not be continuous but must be used in one minute increments. Shadow mask gives a +3 enhancement bonus to Stealth checks while it is active. At 9th level the bonus to Stealth increases to +6 and for the duration of the effect the shadowcaster has 20% concealment. At 15th level the bonus to Stealth increases to +9 and he can summon the shadow mask as a swift action.

This ability replaces haze.

**Stealthy Illusions (Ex):** At 4th level, a shadowcaster can make a Stealth check with a penalty of -5 to cast any spell in the illusion school without being detected. If the shadowcaster is using Stealth at the time he remains hidden. If the shadowcaster is in plain sight he is still visible but the spellcasting is not noticed.

This ability replaces social cloaking.

**Shadowsight (Ex):** At 5th level, a shadowcaster gains darkvision 60 feet. If the shadowcaster already has darkvision 60 feet, then he gains darkvision 120 feet.

This ability replaces true illusion.

**Shadowy Specialization (Ex):** At 8th level, when a shadowcaster casts *shades*, *shadow summoning*, *shadow elemental*, and similar illusion spells that have a listed fraction of the strength of real effects, he increases the percentage of damage caused by the spell's effect or summoned creatures by one-fifth (+20%) against creatures that make their saving throw against the effect, up to a maximum of 100% of the strength. For example, *shadow elemental* and *shadow summoning* deal 40% normal damage on a successful save instead of 20%.

This ability replaces tenacious illusions.

**Shadow Step (Su):** At 9th level, as long as the shadowcaster is in any area of shadowy illumination he can step into and move through the Plane of Shadow as a standard action. Every round spent moving through the Plane of Shadow, the shadowcaster moves up to 50' in the Material Plane. A shadowcaster can spend up to 1 round per level in the Plane of Shadow and the duration does not need to be consecutive. When returning to the Material Plane the shadowcaster appears in a random unoccupied location within a 10' square. This ability is otherwise similar to the *shadow walk* spell.

This ability replaces extended illusions.

**Deeper Shadows (Su):** At 15th level, any spell cast with the Shadow descriptor that is partially real is 10% more real than normal. For example, *shadow summoning* cast by a shadowcaster with this ability is 30% real. This ability stacks with shadowy specialization.

This ability replaces doublecast.

**Cloak of Shadow (Su):** At 20th level, the barrier between the Plane of Shadow and a shadowcaster blurs forming a cloak of shadows around the shadowcaster. The cloak of shadows is a 10' radius effect anywhere except full natural daylight where it's reduced to 5'. The shadowcaster has full concealment against anyone outside the cloak of shadow but his vision is unimpaired. Illusions whose area effect is within the cloak of shadow are partially real and much more difficult to disbelieve. The DC to disbelieve illusions within the cloak increases by 2 and any quasi real effects are 20% more real than normal (this supersedes but does not stack with any other similar abilities) as long as they remain within the cloak. The cloak of shadows lowers the ambient light level by one level and is equivalent to a 9th level effect for the purposes of raising the light level. A shadowcaster can suppress this effect at will.

This ability replaces bend reality.