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Chains of Shadow

Eighteen umbral feats for ghosts



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Some ghosts are not content to lurk in the shadows as mere haunts and corrupters. They peer deep into a twilight world, one that conceals mysteries and powers beyond the knowledge or ability of the corporeal.

Chains of Shadow provides eighteen new feats specifically designed for such ghosts; those who desire to dwell between light and dark, take and shape the shadows around them, and master umbral powers of both creation and destruction.

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Chains of Shadow

The following feats possess the [Ghost] descriptor, and may only be taken by ghosts or other appropriate incorporeal creatures. Where applicable and unless otherwise noted, these are supernatural abilities. Using a supernatural ability is usually a standard action which cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

Counter Fire [Ghost]

You are surrounded by a shadowy aura which can counter magical fire.

Prerequisites: Lesser Shadow Form, Shadow Form.

Benefit: Your counter aura is 30 ft. in radius. A spellcaster attempting to cast a fire spell (a spell with the fire descriptor) within or into this area must succeed on a Spellcraft check (DC 15 + your Charisma modifier + the level of the spell). If the check fails, then the spell is negated. A spell whose area of effect overlaps your aura may also be affected, but only the area of overlap is negated.

Craft Shadow [Ghost]

You can create equipment from shadow.

Benefit: You can craft shadow into non-magical, non-living, non-mineral materials, such as clothing, rope, leather, or wood. Items created out of shadow are obviously made of shadow, but otherwise function exactly like their normal counterparts. They possess the *ghost touch* ability, and can be picked up, moved, and used by corporeal and incorporeal creatures.

Creating an item out of shadow takes 1 full round per pound of weight. For example, creating a greatclub takes 8 rounds. Items which weigh less than 1 pound can be created as a standard action. You must make an appropriate Craft skill check to create complex items or those that require a high degree of craftsmanship, such as armor or weapons.

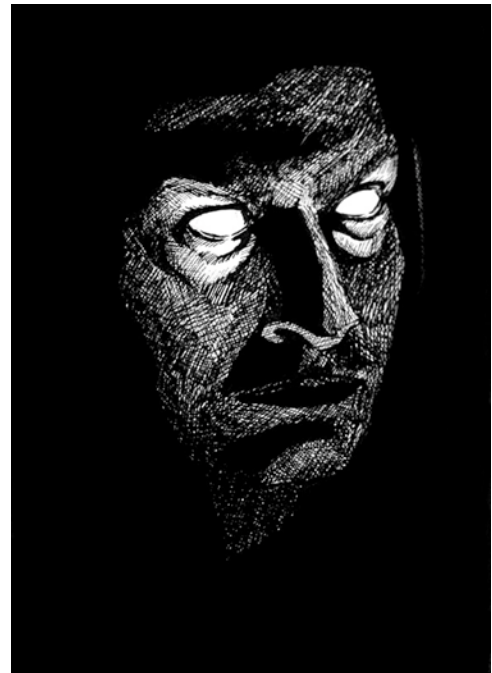
Crafted shadow items last for a number of minutes equal to your Hit Dice before dissolving back into shadow.

Darkvision [Ghost]

You can see even in total darkness.

Prerequisites: Lesser Shadow Form.

Benefit: You gain the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight. Darkvision does not grant you the ability to see in magical darkness.



Dire Gloom Strike [Ghost]

You can deal precision-based damage against your opponent's shadow.

Prerequisites: Lesser Shadow Form, Shadow Form, Gloom Strike.

Benefit: When you attack your opponent's shadow using any Gloom Strike ability, you can deal precision-based damage (such as a sneak attack) normally.

Forge Shadow [Ghost]

You can create durable equipment from shadow.

Prerequisites: Int 13, Craft Shadow.

Benefit: As the Craft Shadow feat, except that you can also forge shadow into mineral materials such as stone, crystal, or metal (but not rare metals such as adamantine or cold iron). Your shadow items last for a number of minutes equal to your Hit Dice x 10 before dissolving back into shadow.

Gloom Strike [Ghost]

You can make touch attacks against your opponent's shadow.

Prerequisites: Lesser Shadow Form, incorporeal touch attack.

Benefit: You can make any incorporeal touch attack (such as corrupting touch) against the shadow cast by your opponent. If your attack hits, you deal damage to or affect your opponent normally. You cannot score a critical hit or deal precision-based damage (such as a sneak attack) using this ability. A corporeal creature standing in an area of bright light casts a shadow. The shadow occupies the same space as the creature casting it, and is prone.



Greater Gloom Strike [Ghost]

You can attack your opponent's shadow with a weapon.

Prerequisites: Lesser Shadow Form, Shadow Form, Gloom Strike.

Benefit: You can use a weapon to make a gloom strike attack against an opponent's shadow. The attack is made as a melee touch attack, ignoring material armor, including natural armor and shields, unless it is made of force (such as *mage armor* or *bracers of armor*) or has the *ghost touch* ability.

Lesser Shadow Form [Ghost]

Your ghost form is shadowy and indistinct.

Benefit: In any condition of illumination other than bright light, you can disappear into the shadows, gaining concealment (20% miss chance).

Mirror Shades [Ghost]

You can create phantasmal decoys of yourself from shadow.

Prerequisites: Lesser Shadow Form, Shadow Form.

Benefit: You create 1d4 images plus one image per three Hit Dice (maximum eight images total), as the spell *mirror image*. Unless dismissed or destroyed, the images persist for a number of minutes equal to your Hit Dice. You may use this ability up to three times per day.

Special: You may take this feat multiple times, each time it grants three uses of the ability per day.



Morph Shadowcraft [Ghost]

You can change a crafted shadow item into another type of item.

Prerequisites: Craft Shadow.

Benefit: You can change a crafted shadow item which you are holding into another type of item, of the same or lesser type of material and of equal or lesser weight. For example, you could morph a greatsword (metal, 8 lbs.) into a greatclub (wood, 8 lbs.), or a greatsword (metal, 8 lbs.) into a warhammer (metal, 5 lbs.), but not vice versa.

Morphing a shadow item is a standard action. You must make an appropriate Craft skill check to create complex items or those that require a high degree of craftsmanship, such as armor or weapons.

Permanent Shadowcraft [Ghost]

You can create permanent equipment from shadow.

Prerequisites: Cha 13, Craft Shadow.

Benefit: Your shadow items can be made permanent, never dissolving back into shadow. Permanent shadow items brought into an area of antimagic wink out, reappearing only if the antimagic goes away. To create a permanent shadow item, you must spend 40 XP.

Rebuke Shadows [Ghost]

You can rebuke or command shadows and shadow creatures.

Benefit: You can rebuke shadows as a cleric of level equal to your Hit Dice. This ability affects shadow undead or shadow creatures only.

A rebuked shadow creature cowers as if in awe. The effect lasts 10 rounds.

A commanded shadow creature is under your mental control. You must take a standard action to give mental orders to a commanded shadow creature. At any one time, you can command any number of shadow creatures whose total Hit Dice do not exceed your own Hit Dice. You may voluntarily relinquish command on any commanded shadow creature or creatures in order to command new ones.

Shadow Cloak [Ghost]

You can cloak yourself or an object in shadows.

Prerequisites: Lesser Shadow Form.

Benefit: You can cause yourself or an unattended object to radiate magical shadowy illumination out to a 20 ft. radius, as the spell *darkness*. Unless dismissed or negated, the shadow cloak persists for a number of minutes equal to your Hit Dice. You may use this ability up to three times per day.

Special: You may take this feat multiple times, each time it grants three uses of the ability per day.

Shadow Form [Ghost]

Your ghost form possesses properties of shadow.

Prerequisites: Lesser Shadow Form.

Benefit: In any condition of illumination other than full daylight, you can disappear into the shadows, gaining total concealment (50% miss chance). Artificial illumination, even magical, does not negate this ability. A *daylight* spell, however, will.

Shadow Missile [Ghost]

You can quickly create missile ammunition from shadow.

Prerequisites: Dex 13, Craft (weaponsmith) 5 ranks, Craft Shadow.

Benefit: You can craft shadow into any type of normal weapon ammunition, such as arrows, crossbow bolts, or shuriken. Ammunition created out of shadow is obviously made of shadow, but otherwise functions exactly like its normal counterpart. It possesses the *ghost touch* ability, and can be picked up, moved, and used by corporeal and incorporeal creatures.

Shadow ammunition can be created as a free part of any attack or reload action, or as a swift action. If not used immediately, shadow ammunition lasts for a single round (until the end of your next turn).

Shadow Puppet [Ghost]

You can manifest a shadow puppet in the material world.

Prerequisites: Ethereal creature, Lesser Shadow Form, Shadow Form.

Benefit: You can create a shadow (as the monster) on the Material Plane while remaining on the Ethereal Plane. You can use the shadow's senses and control its actions, but cannot use any of your own abilities through your shadow puppet. Nothing which affects your shadow puppet affects you, unless it would do so normally (such as a force effect or gaze attack). If the shadow is destroyed, you are stunned for one round but suffer no other ill effects. You must remain in the same square as your shadow puppet, or it is instantly dismissed. You can use this ability once per day.

Spawn Shadows [Ghost]

You can extend your control of shadow to the spirits of others. Any humanoid creature you slay becomes a shadow under your control.

Prerequisites: Cha 13, non-good alignment, Lesser Shadow Form, Shadow Form, Rebuke Shadows.

Benefit: The spirit of any humanoid creature you slay becomes an undead shadow in 1d4 rounds. The target may resist your ability with a successful Will saving throw (DC 10 + one-half your Hit Dice + your Charisma modifier). A shadow created using this ability is automatically under your mental control, subject to your limit of commanded shadow creatures (see Rebuke Shadows).



Umbral Tentacles [Ghost]

You can cause an area of shadow to spawn a mass of writhing tentacles.

Prerequisites: Cha 13, Lesser Shadow Form.

Benefit: By touching an area within darkness or shadows, you can cause it to spawn a mass of tentacles, as the spell *black tentacles*. Your caster level for this effect is equal to your Hit Dice. The DC for saving throws against this ability is equal to 10 + one-half your Hit Dice + your Charisma modifier. Unlike the spell, the tentacles must remain in shadows, and are instantly destroyed by bright light. After using your umbral tentacles ability, you must wait 1d4 rounds before being able to use it again.

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