

DIRE PRESS

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.

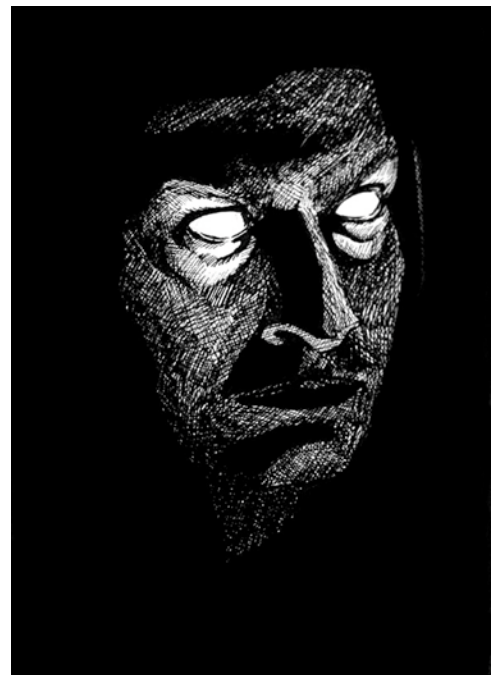
Crafted shadow items last for a number of minutes equal to your Hit Dice before dissolving back into shadow.

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.



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