



GENIUS GUIDE TO

THE SHADOW WARRIOR



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Owen K.G. Stephens

The shadow warrior is a new 20-level base class designed for use with the *Pathfinder Roleplaying Game Core Rulebook* (using some material from other hardback rules, especially the *Pathfinder Roleplaying Game Advanced Player's Guide*). It is a combat-oriented class, with an emphasis on fighting effectively with exotic weapons and drawing on the powers of shadow and darkness. The shadow warrior functions best in areas of dim illumination or darkness, maneuvering easily through such areas and drawing confidence and eldritch power from the shadow.

Not everyone can become a shadow warrior. More than just combatants, shadow warriors are students of styles of fighting they learn from the shadows themselves. Most, first talk to the shadows when young, and often don't initially realize others can't hear the shadows talk back. As they age, shadow warriors begin to spar with their own shadows and seek out weapons and gear unlike anything used by their own cultures. Some of these

accidental shadow speakers learn to hide the source of their unusual skills, while others are driven out of their homelands as possessed or worse. Regardless, most end up lone travelers and hired blades, either serving a line of powerful masters or seeking to grow their control over shadow to a point where they can travel to the Plane of Shadow, and speak to their childhood friends in person.

Less often, shadow warriors are the result of primeval rituals that link them to the shades of ancient battles. It can be a side effect of being too close to a necromantic ceremony that goes terribly wrong; or a desperate act of a people threatened by foes they cannot hope to defeat, using tomes and legends they ill-comprehend. These shadow warriors are created by those who don't truly understand what they have done. The resulting creatures are left gaining more guidance from the whispers from the darkness than from flesh-and-blood teachers of the world.

Some shadow warriors come away from these origins as quirky individuals who have difficulty relating to typical friends and allies. Others see danger in listening to unseen voices and embrace the warmth of light and life (reserving their darker skills for foes). In many cases, regardless of what path the shadow warrior takes, others see him as strange and dangerous; a killer with one foot in shadow, who prefers to fight with weapons that are as much about causing pain as they are felling enemies. As many shadow warriors turn to sadism or necromancy as natural compliments to their own skills, this does nothing to ease the path for those who seek to do good with their unusual talents.

Role: A shadow warrior is an effective combatant, but must be mindful of where his strengths lie. A shadow warrior is unmatched in battles fought with poor visibility, but often lacks the armor to survive long in a straight up toe-to-toe slugfest. He is a master of weapons and fighting styles with which few foes are familiar, and learns to use this to his advantage. A shadow warrior can focus on more traditional fighting options, but doing so often means giving up the synergy of his shadowy secrets. Exotic weapons come naturally to him, and he is well served to choose feats, talents, and tactical options that complement his odd fighting style.

Alignment: Shadow warriors may be of any alignment. In some campaigns, they

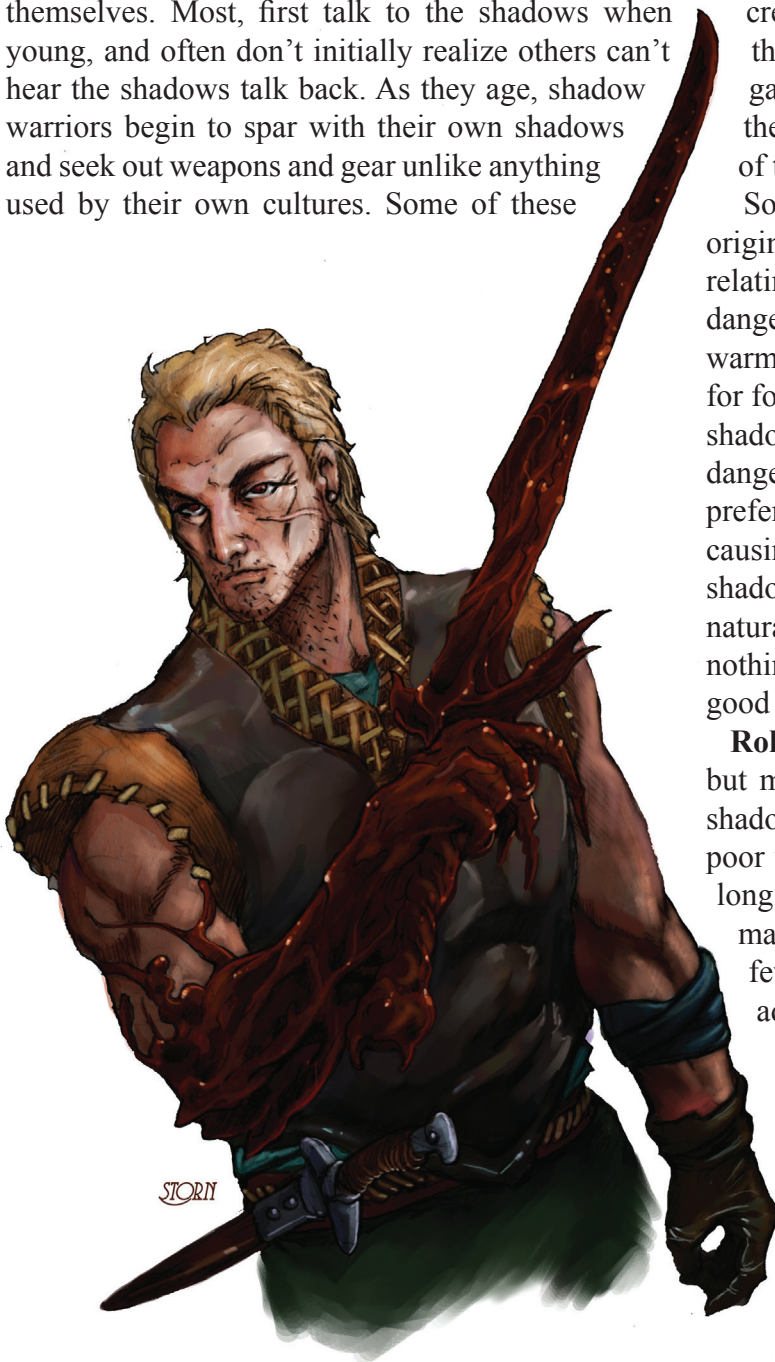


TABLE 1: THE SHADOW WARRIOR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Exotic weapon mastery, shadow affinity (Blind-Fight, bonuses in darkness)
2	+2	+0	+3	+3	Shadow talent, walk in shadow (Stealth bonus)
3	+3	+1	+3	+3	Bonus feat
4	+4	+1	+4	+4	Dread tactics (1d6), shadow affinity (Improved Blind-Fight, bonuses in dim illumination)
5	+5	+1	+4	+4	Shadow talent
6	+6/+1	+2	+5	+5	Bonus feat
7	+7/+2	+2	+5	+5	Walk in shadow (Stealth without concealment or cover)
8	+8/+3	+2	+6	+6	Shadow talent, shadow affinity (Greater Blind-Fight), shadow whispers (darkness)
9	+9/+4	+3	+6	+6	Bonus feat, dread tactics (2d6)
10	+10/+5	+3	+7	+7	Shadow style
11	+11/+6/+1	+3	+7	+7	Shadow talent
12	+12/+7/+2	+4	+8	+8	Bonus feat, shadow affinity (blindsense, normal illumination)
13	+13/+8/+3	+4	+8	+8	Walk in shadow (Stealth when observed)
14	+14/+9/+4	+4	+9	+9	Dread tactics (3d6), shadow talent
15	+15/+10/+5	+5	+9	+9	Bonus feat
16	+16/+11/+6/+1	+5	+10	+10	Shadow affinity (blindsight), shadow whispers (dim illumination)
17	+17/+12/+7/+2	+5	+10	+10	Shadow talent
18	+18/+13/+8/+3	+6	+11	+11	Bonus feat
19	+19/+14/+9/+4	+6	+11	+11	Dread tactics (4d6), shadow talent
20	+20/+15/+10/+5	+6	+12	+12	Shadow affinity (planar vision), shadow lord, shadow whispers (normal illumination)

CLASS FEATURES

may have a reputation for being evil, whether it is deserved or not. See “The Shadow Warrior in Your Campaign” on page 10 for more information.

Hit Die: d10

Starting Wealth: At 1st level a shadow warrior begins play with 3d6 x 10 gp.

Class Skills: The shadow warrior’s class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

The following are class features of the shadow warrior.

Weapon and Armor Proficiency: A shadow warrior is proficient in all simple and martial weapons, light and medium armor, and all shields (except tower shields).

Exotic Weapon Mastery (Ex): The shadow warrior’s connection to ancient and lost forms of combat leads him to pick up weapons rarely used by others. At 1st level a shadow warrior may select any one exotic weapon with which to be proficient. The shadow warrior also gains Weapon Focus with this weapon as a bonus feat. At 2nd level, and every level thereafter, the shadow warrior may select an additional exotic weapon with which to be proficient.

The shadow warrior's bonus Weapon Focus also applies to these exotic weapons.

When using a weapon with which he has the Weapon Focus feat, the shadow warrior may add his Wisdom bonus to the damage dealt (to a maximum of his class level). This is in addition to the shadow warrior's Strength score, though his bonus damage from Wisdom is not multiplied by x1.5 for a 2-handed weapon, nor reduced to ½ for an off-hand weapon.

Shadow Affinity (Ex): The shadow warrior draws agility, confidence, and insight from the darkness, and can easily move and fighting in situation where he cannot see his foe. The shadow warrior gains Blind-Fight at 1st level as a bonus feat. At 4th level he gains Improved Blind-Fight, and at 8th level he gains Greater Blind-Fight. He does not need to meet the prerequisites for these feats. At 12th level, the shadow warrior gains blindsense with a range of 60 feet, and at 16th level he gains blindsight with a range of 60 feet. At 20th level, the shadow warrior can make Perception checks to see things in the Plane of Shadow within 60 feet of the point within that plane that corresponds to his location on the Material Plane (and similarly, make Perception checks to see things on the Material Plane when in the Plane of Shadow).

Additionally when in an area of darkness, the shadow warrior gains a +2 circumstance bonus

on initiative checks and Knowledge (planes), Perception, Stealth, and Survival skill checks. A shadow warrior traveling through an area of darkness leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

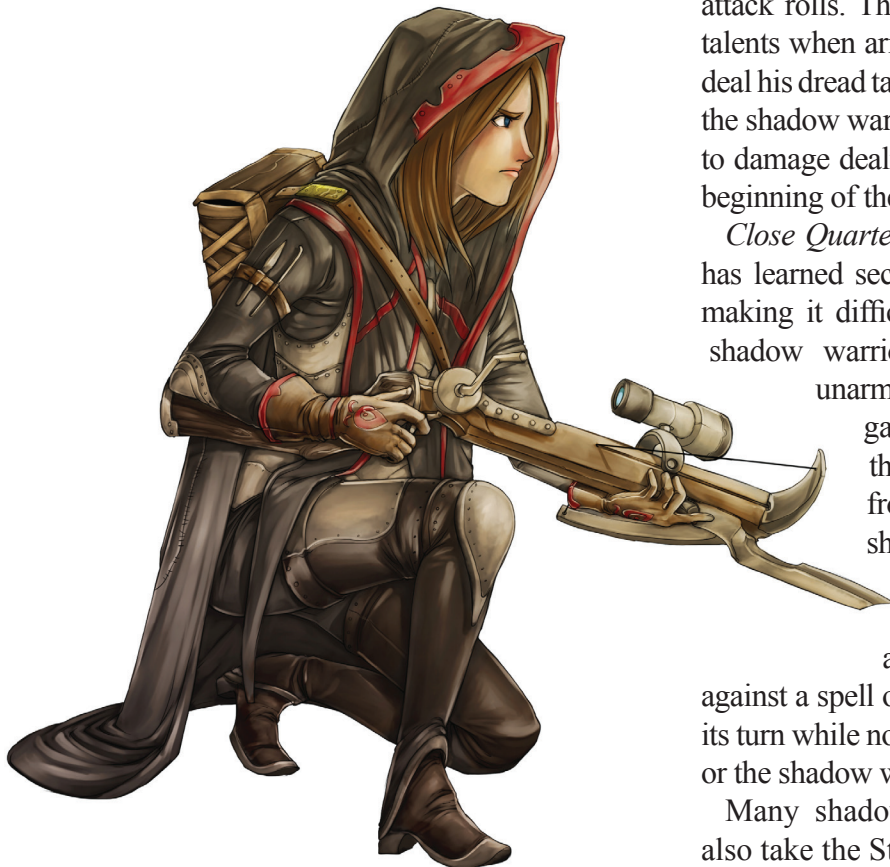
At 4th level, this applies when the shadow warrior in is an area of dim lighting, and the bonuses increase to +4 in areas of no illumination. At 12th level this applies in normal lighting, and the shadow warrior gains a +2 bonus in normal illumination, +4 in dim illumination, and a +6 shadow affinity bonus in darkness.

Shadow Talent: As a shadow warrior gains experience, he learns a number of talents that aid him and confound his foes. Many of these are learned from the shades of ancient warriors, echoes of the great heroes and villains of long-lost empires that exist only as legends and shadows of their former selves which speak to the shadow warrior in ways only he can hear. The shadow warrior gains one talent at 2nd level. He gains an additional shadow talent at 5th level, and every 3 levels thereafter. A shadow warrior cannot select an individual talent more than once unless it specifies otherwise.

Talents marked with an asterisk* replace the shadow warrior's dread tactics dice with some other effect. Only one of these talents may be used in each round, and the decision to use it must be made prior to making any attack rolls. The shadow warrior may only use these talents when armed with a weapon with which he can deal his dread tactics damage. When using these talents, the shadow warrior does not gain his dread tactics dice to damage dealt. The talent remains in effect until the beginning of the shadow warrior's next turn.

Close Quarters Fighting (Ex): The shadow warrior has learned secrets of getting inside a target's range, making it difficult for the foe to hit him. When the shadow warrior strikes an adjacent foe with an unarmed attack or light melee weapon, he gains a bonus to his AC and saving throws against attacks, spells, and effects from that foe. This bonus is equal to the shadow warrior's Wisdom modifier. The bonus lasts until the foe successfully hits the shadow warrior with an attack, the shadow warrior fails a save against a spell or effect from the target, the target ends its turn while no longer adjacent to the shadow warrior, or the shadow warrior attacks another target.

Many shadow warriors with this shadow talent also take the Step Up feat.



Darkvision (Ex): The shadow warrior gains darkvision with a range of 60 feet. If the shadow warrior already has darkvision, he instead increases the range of his darkvision by +30 feet.

*Dread Block (Ex)**: The shadow warrior gains a shield bonus to AC equal to the number of dice of his dread tactics. A shadow warrior must be 4th level to select this talent.

*Dread Maneuvers (Ex)**: When the shadow warrior makes a combat maneuver check while using a weapon with which he has Weapon Focus, he gains a bonus to his CMB equal to the number of dice of his dread tactics. A shadow warrior must be 4th level to select this talent.

*Dread Mobility (Ex)**: The shadow warrior can use his weapons to help him spin, slip, climb, and dodge past foes. He adds a bonus equal to his number of dread tactics dice to his AC against attacks of opportunity and all Acrobatics, Climb, Escape Artist, and Fly checks he makes.

*Dread Parry (Ex)**: The shadow warrior gains DR/adamantine equal to the number of dice of his dread tactics. A shadow warrior must be 4th level to select this talent.

Evasion (Ex): The shadow warrior can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the shadow warrior is wearing light armor, medium armor, or no armor. A helpless shadow warrior does not gain the benefit of evasion.

Low-Light Vision (Ex): The shadow warrior gains low-light vision.

Improved Evasion (Ex): This works like evasion, except that while the shadow warrior still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless shadow warrior does not gain the benefit of improved evasion.

A shadow warrior must have evasion to select improved evasion.

Improved Uncanny Dodge (Ex): The shadow warrior can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels in a class that grants sneak attack than the shadow warrior's class level.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level in a class that grants sneak attack required to flank the character.

A shadow warrior must already have uncanny dodge before selecting this talent.

*Offensive Combat Training (Ex)**: The shadow warrior has learned to use special weapons to his maximum potential. The shadow warrior selects one of the following weapon qualities: disarm, grapple, sunder, or trip. While using a weapon with this weapon quality, with which he has Weapon Focus, whenever the shadow warrior successfully performs the combat maneuver matching the quality, the shadow warrior may also deal damage to the target of the maneuver. The damage dealt is equal to the weapon's base damage (including any damaging magic weapon properties it has) plus his dread tactics dice. The damage is not modified by other feats or abilities such as Power Attack or Vital Strike.



Skill Mastery: The shadow warrior is so confident in the use of certain skills that he can use them reliably, even under adverse conditions. Upon gaining this ability, he selects a number of skills equal to 3 + his Wisdom modifier. When making a skill check with one of these skills, he may take 10, even if stress and distractions would normally prevent him from doing so.

A shadow warrior must be at least 10th level to select this talent.

Twin Weapon Fighting (Ex): The shadow warrior has learned techniques to use a weapon equally with either hand. When the shadow warrior is using two

of the same light or 1-handed weapon (or a double weapon where both ends are the same) with which he has Weapon Focus, he treats his off-hand weapon as if it is a light weapon for the purposes of calculating his attack penalties for fighting with two weapons. The shadow warrior adds his full Strength bonus to the damage dealt with his off-hand weapon.

Uncanny Dodge (Ex): A shadow warrior with this talent can react to danger before his senses would normally allow him to do so. He cannot be caught flat footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A shadow warrior with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

A shadow warrior's uncanny dodge does not function in heavy armor.

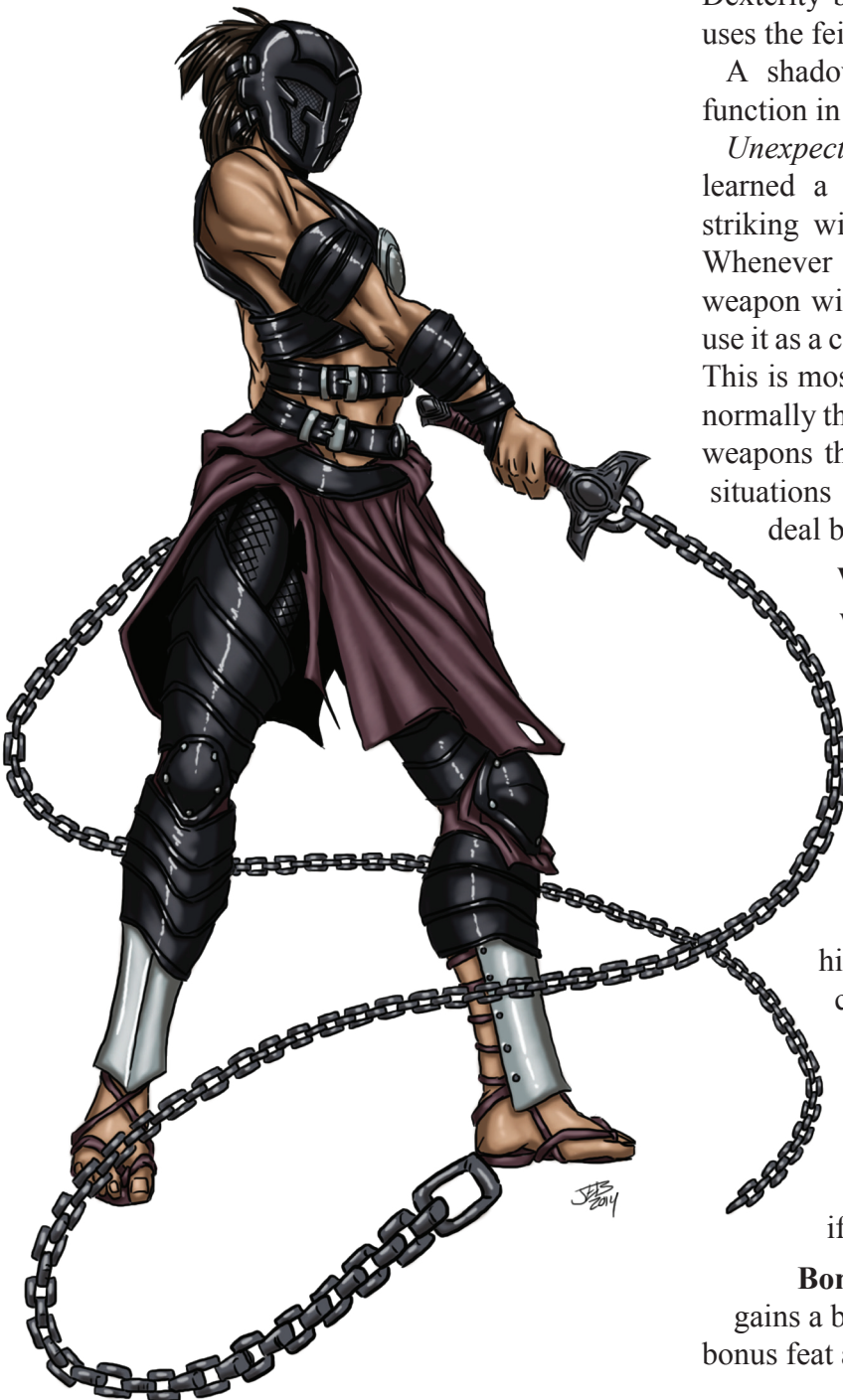
Unexpected Strike (Ex): The shadow warrior has learned a vicious fighting style that emphasizes striking with a weapon's pommel, haft, or stock. Whenever the shadow warrior is armed with a weapon with which he has Weapon Focus, he may use it as a club in addition to its normal weapon type. This is most useful for reach weapons (which don't normally threaten adjacent spaces), ranged weapons, weapons that deal less damage than a club, and in situations in which the shadow warrior needs to deal bludgeoning damage.

Walk In Shadow (Ex): The shadow warrior is comfortable in the shadows, and knows how to use them to best conceal his movements. At 2nd level, the shadow warrior gains a bonus to Stealth checks equal to half his class level in areas of darkness and dim lighting. This bonus does not stack with any bonus to stealth gained from invisibility effects.

At 7th level the shadow warrior gains his bonus to Stealth even in normal light, and can make Stealth checks in any lighting condition other than bright light, even if he has no cover or concealment.

At 13th level the shadow warrior can make Stealth checks in any lighting condition other than bright light, even if he is being observed.

Bonus Feat: At 3rd level the shadow warrior gains a bonus combat feat. He gains an additional bonus feat at 6th level, and every 3 levels thereafter.



Additionally, he counts ½ his total class level as his fighter level for the purpose of qualifying for these feats. If he has levels in fighter, these levels stack. He may also use his Wisdom score as his Str, Dex, Con, Int, or Cha score to meet a feat's prerequisites.

Dread Tactics (Ex): The shadow warrior trains in ancient fighting styles of the gladiators, executioners, and terror troops of long-dead legions and shadowy immortal beings. At 4th level he learns to deal greater damage with his weapons than other combatants, naturally swinging his tools of death at weak points in foes' armor and tearing through vital organs. When using a weapon with which he has Weapon Focus, the shadow warrior deals an additional 1d6 points of damage on a successful attack. This damage is of the same type as the weapon being used. Creatures and objects immune to critical hits do not take this additional damage. At 9th level this bonus damage increases to 2d6, and it gains an additional +1d6 every 5 levels thereafter to a maximum of 4d6 at 19th level.

Shadow Whispers (Su): At 8th level, the shadow warrior can hear the whispers of the shadows in combat, telling him his foes' fears and weaknesses, as well as other dangers of the dark. In darkness, the shadow warrior gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival check. Likewise, he gets a +2 bonus on weapon attack and damage rolls. A shadow warrior may make Knowledge skill checks untrained when attempting to identify creatures in these lighting conditions.

At 16th level, these bonuses also apply when the shadow warrior is in an area of dim lighting, and increase to +4 in areas of no illumination. At 20th level, the shadow warrior gains a +2 bonus in normal illumination, +4 in dim illumination, and a +6 shadow whispers bonus in darkness.

Shadow Style: At 10th level the shadow warrior's connection to the powers of the dark are so great, he gains the power to command, create, or become eldritch shadow. The

exact form of this power varies based on the shadow warrior's experiences and what dark whispers he has listened to. The shadow warrior selects a single shadow style. Once this choice is made, it cannot be changed. The shadow warrior selects a second shadow style at 19th level. A shadow style cannot be selected more than once unless it says otherwise.

Animate Shadows (Sp): The shadow warrior can briefly grant the semblance of life to shadows. This acts as *shadow conjuration*, but the only conjuration spell the shadow warrior can emulate is a *summon monster* or *summon nature's ally* spell with a spell level no greater than half his class level. His caster level is equal to his class level. He may use this ability a number of times per day equal to 3 + his Wisdom modifier (minimum 1/day).



At 13th level, the shadow warrior can expend two daily uses of this ability to instead summon a shadow demon, as if he had cast *summon monster VI*.

At 16th level, if the shadow warrior chooses to use the shadow conjuring version of this ability, it acts as *greater shadow conjuration*. If he chooses to use the shadow demon version, he summons 1d3 shadow demons as if he had cast *summon monster VII*.

Death from the Darkness (Su): The shadow warrior has learned how to extend the properties of shadow onto his weapons. When he has total concealment against a target, his weapon attacks against that target are made against the target's touch AC. The shadow warrior may also strike ethereal and insubstantial targets and deal full damage to them with his weapon attacks. Force effects that grant AC bonuses (such

as mage armor and shield) still grant their bonus to attacks made using this ability.

Shadow Caller (Sp): The shadow warrior can call shadows to him at will, causing twisting and irregular shapes of dark grey shadow to flow around him. This acts as the *darkness* spell, with a caster level equal to the shadow warrior's class level. A number of times per day equal to his Wisdom bonus (minimum 1/day) the shadow warrior can instead have this ability act as *deeper darkness*, with an effective spell level equal to half his class level.

Shadow Form (Sp): The shadow warrior can assume a shadow form, making him a living patch of darkness. This acts as *greater invisibility*, except that in areas of normal or bright light the shadow warrior's exact location is easily discerned (though he still has total concealment and his exact appearance is not revealed). Additionally the shadow warrior gains a 30 foot fly speed with good maneuverability while in shadow form, and can move through tight spaces as if three sizes smaller than his true size. He may use this ability a number of times per day equal to 3 + his Wisdom modifier (minimum 1/day).

Shadow Spells (Sp): The shadow warrior learns a very small number of arcane spells from the necromancy and illusion schools of the sorcerer/wizard spell list. He gains the ability to learn and prepare four 0-level spells (which he may then cast as often as desired, as a wizard does cantrips), two 1st level spells (which he may cast twice a day each), and one 2nd level spell (which he may cast once per day). If the shadow warrior is 18th level, he also gains one 3rd level spell he may cast once per day, and can cast all his lower-level shadow warrior spells one additional time per day. The shadow warrior's caster level is equal to his class level, and the save of any shadow warrior spell he casts is equal to 10 + spell level + his Wisdom modifier.

The shadow warrior can cast these spells in light or medium armor without penalty, but if wearing heavy armor he suffers normal arcane spell failure for any spell with somatic components.

Shadowblade (Su): As a free action, the shadow warrior can create a weapon made of solid shadows. The weapon takes the form of any weapon with which he is proficient. This weapon is treated as magic for purpose of bypassing DR, and has an enhancement bonus



to attack and damage equal to +2, +1 for every three full levels above 10th.

These bonuses can be used to add any of the following weapon properties: *advancing*, *agile*, *cruel*, *deadly*, *disruption* (even to ranged and non-bludgeoning weapons), *endless ammunition*, *frost*, *ghost touch*, *heartseeker*, *icy burst*, *keen*, or *speed*.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates do not stack. (As the shadowblade is a magic object, it is not necessary to maintain at least a +1 enhancement bonus when adding other properties.) These bonuses and properties are decided when the shadowblade is created and cannot be changed on the same round the blade is created or until one round after the previous change.

A shadowblade has the same hardness and hit points as a normal magic weapon of its type, and dissipates at the end of any round it is not held in the shadow warrior's hand. A shadow warrior may dissipate the weapon as a free action.

Shadowbolt (Su): The shadow warrior can call upon the power of shadow to draw the strength from his foes. As a standard action he can fire a bolt of shadow up to 60 feet as a ranged touch attack. If the attack hits, the target must make a Fortitude save (DC 10 + $\frac{1}{2}$ shadow warrior level + Wisdom modifier) or take 1d4 points of Strength damage, +1 point/2 shadow warrior levels. On a successful save, the target takes only 1d4 points of Strength damage. The shadow warrior gains 5 temporary hit points for every point of Strength damage dealt. These points fade after 1 minute.

The shadow warrior may use this ability a number of times per day equal to 3 + his Wisdom modifier (minimum 1/day). This is a negative energy effect.



Shadow Lord (Sp): At 20th level the shadow warrior can travel to and from the Plane of Shadow, or partially slip into it. This functions as *ethereal jaunt* or *plane shift*, as decided by the shadow warrior when he uses the ability. When used as *plane shift*, the shadow warrior cannot send other creatures without going himself, and he can only shift to the Ethereal Plane, the Plane of Shadow, or (if on either of those two planes) to the Material Plane. He may do this a number of times per day equal to his Wisdom bonus (minimum 1/day).

THE SHADOW WARRIOR IN YOUR CAMPAIGN

Like the paladin or ranger, the shadow warrior is a combat class that has strong ties to supernatural powers beyond the ken of most mortals. Adding classes of this type to a campaign deserves some thought about how common they are, where they come from, and how NPCs and other characters are likely to react to them. Like other classes with ties to magic powers, the existence of the shadow warrior codifies certain assumptions about a campaign's cosmology and history. The shadow warrior class assumptions most likely to have an impact on a campaign are the existence of long-lost empires from which shades or echoes of lost fighting knowledge can originate, and the presence of a Plane of Shadow that is a dark reflection of the Material Plane.

A GM has multiple options if a campaign doesn't have a history that supports the "shades of a lost civilization" concept the shadow warrior is based upon. The empire in question might have only existed in the Plane of Shadow (explaining why the last remnants of it are themselves shadows), or could have existed in an alternate Material Plane that was destroyed (sending shades of its greatest champions and villains to the dark places of the shadow warrior's realm). Alternatively, the GM could decide that such an empire never existed, and either assume the shadow warrior is simply trained by a small modern cult, or that the character's belief that shadows speak to him are part of a delusion so strong it truly allows the shadow warrior to forge a link to eldritch powers of darkness. In this regard, the shadow mentors of the class are similar to the patrons of the witch class—the true nature of both is up to the GM, and has no real impact on the rules that define the classes' powers and abilities.

The existence of a Plane of Shadow is more crucial to the shadow warrior, as many of his higher-level powers directly interact with such a plane, but is also less likely to cause problems. Most cosmologies using this set of RPG rules assume some set of alternate planes, and the Plane of Shadow is well-defined in the *Pathfinder Roleplaying Game Gamemastery Guide*. If the Plane of Shadows does not exist in your specific campaign, it can easily be replaced by the Ethereal

Plane, or with some shadow-themed outer plane. Of course if a shadow warrior draws his power from the abyssal Domain of Living Shadows it may affect how scholarly NPCs regard such a character, as opposed to a world where shadow warriors are linked to the Paradise of Cool Suns (which might well be seen as a tremendously heroic source of power in civilizations surrounded by merciless desert).

The shadow warrior does not need support in the form of churches or thieves guilds, so adding just one as a character to a campaign where such organizations are already well-defined and carefully balanced doesn't need to lead to any significant change to the political landscape. Further, unlike classes that introduce entirely new forms of power or rules unlike anything classes already have access to, the shadow warrior mostly plays with existing ideas such as talents, combat feats, and shadow-themed magic similar to what spellcasters already have access to. It rearranged how those powers are used and the justification for gaining them, but nothing requires a GM to make new rulings on how shadow warrior abilities interact with existing spells and abilities.

Beyond the question of cosmology, a GM should give some thought to where shadow warriors are most common, and how well-known they are within a campaign. The shadow warrior works well as a class that isn't common anywhere, and may be a good match for an NPC designed to feel rare and unusual (or, if allowed, for a player who wants such a character as a PC). A lone shadow warrior can play the part of "the only one of his kind" without having to add a lot of new history or backstory to a campaign, or preventing a future PC from playing one of the more traditional classes. Since a shadow warrior doesn't truly understand why shadows of lost ages speak to him, the GM need not worry too much about explaining it in detail when the character is first introduced (though a quest to answer such questions can also form the basis for a good adventure).

Alternatively, the class can be used (perhaps in conjunction with the shadow assassin, from the *Genius Guide to the Shadow Assassin*) as the basis for a foreign land or secret society. If a GM wants to drive home how different the Land of 10,000 Cranes is from the Daggermarch Cities the PCs call home, having shadow warriors guard the Eternal Emperor, while shadow assassins from the Black Lotus Society seek to kill the PCs to prevent the spread of their "heretical ideas" is a great way to give the PCs the feel that they are dealing with a truly alien culture.

SHADOW WARRIOR ARCHETYPES

Not every shadow whispers the same secrets to those blessed with the power to hear them.

DEATHSTALKER

The shadows that whisper to the deathstalker are more than just animate darkness, they are flickering remnants of the once-living who have learned the secrets of the dead. Some deathstalkers use this knowledge to fight the restless dead, putting to rest shadows and spirits who trouble the living. Others embrace the powers of death, becoming agents of the unliving.

Dread Inquisitions: At 3rd level, the deathstalker gains access to an inquisition, selected from the following list: Anger, Damnation, Final Rest, Heresy, Oblivion, Sin, Torture, True Death, Vengeance, and Zeal. He gains additional inquisitions at 9th and 15th level. He uses his shadow warrior level as his inquisitor level for these inquisitions.

This replaces the shadow warrior's bonus feats.

Deathstalker Spells: At 4th level The deathstalker casts spells drawn from the necromancy school of the sorcerer/wizard spell list, as well as the death and repose domains and bones mystery. He casts these as divine spells.

To prepare or cast a spell, a deathstalker must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a deathstalker's spell is 10 + the spell level + the deathstalker's Wisdom modifier.

Like other spellcasters, a deathstalker can cast only a certain number of spells of each spell level per day. His spells/day are the same as a ranger of the same level. In addition, he receives bonus spells per day if he has a high Wisdom score.

A deathstalker must spend 1 hour per day meditating in an area of dim illumination or darkness to regain his daily allotment of spells. A deathstalker may prepare and cast any spell he has access to, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a deathstalker has no caster level. At 4th level and higher, his caster level is equal to his shadow warrior level -3.

This replaces dread tactics (and prevents the deathstalker from taking any shadow talent that modifies dread tactics).

SHADOWSINGER

Some shadows don't just whisper. They sing.

Skills: The shadowcaller gains Perform (oratory) as a class skill, and gains 6 skill points per level.

Exotic Weapon Mastery: The shadowsinger does not gain Weapon Focus with exotic weapons until 3rd level. He gains one exotic weapon proficiency at 1st level, but gains additional proficiencies at 3rd level and every odd level thereafter.

Dread Charisma: All shadow warrior class features that function off Wisdom instead function off the shadowsinger's Charisma.





Dread Song (Su): At 1st level the shadowcaller can summon the shadow of an ancient skald, who sings dread songs to inspire, boost, and confound. This acts as the bardic performance class feature, except it does not end if the shadowcaller is paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Instead if the shadowcaller is incapacitated its shadow keeps singing (expending rounds of the ability). The shadow is dismissed (and the performance ends) if the shadowcaller is ever in an area of bright illumination.

At 1st level, the shadowcaller does not have access to the inspire courage performance, which is gained at 2nd level. Otherwise, for purposes of this ability, the shadowcaller's effective bard level is equal to half his shadow warrior level (minimum 1st).

This replaces all shadow talents.

Well Versed: The shadowcaller gains the well versed bardic class feature at 4th level. This replaces the dread tactics gained at 4th level.

Lore Master: The shadowcaller gains the lore master bardic class feature at 9th level. This replaces the dread tactics gained at 9th level.

Dread Tactics: The shadowcaller gains the dread tactics shadow warrior class feature at 14th level. This begins at 1d6, and increases to 2d6 at 19th level.

Shadow Choir: At 10th level, the shadowcaller's shadow style must be shadow caller. At 19th level, it must be animate shadows.

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