

PLAYER Paraphernalia



THE SHADOW FIRE ACOLYTE
(BASE CLASS)

#55

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.
System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
Pathfinder RPG Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.
Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.
The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.
Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
Anger of Angels. © 2003, Sean K Reynolds.
Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.
The Book of Hallowed Might. © 2002, Monte J. Cook.
Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.
Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.
Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.
Angel, Monadic Deva from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Angel, Movanic Deva from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Brownie from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Daemon, Derghodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Daemon, Hydrodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Daemon, Piscodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Frogemoth from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Ice Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene.
Iron Cobra from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.
Marid from the Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene.
Mihstu from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Nabasu Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Necrophidius from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.
Sandman from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
Scarecrow from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
Shadow Demon from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.
Wood Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.
Player Paraphernalia #55 The Shadowfire Acolyte (Base Class) © 2015, The Knotty-Works; Author: John Buckley with original concepts by Randy Price

"Some artwork in this book is © 2006 Reality Deviant Publications, used with permission."

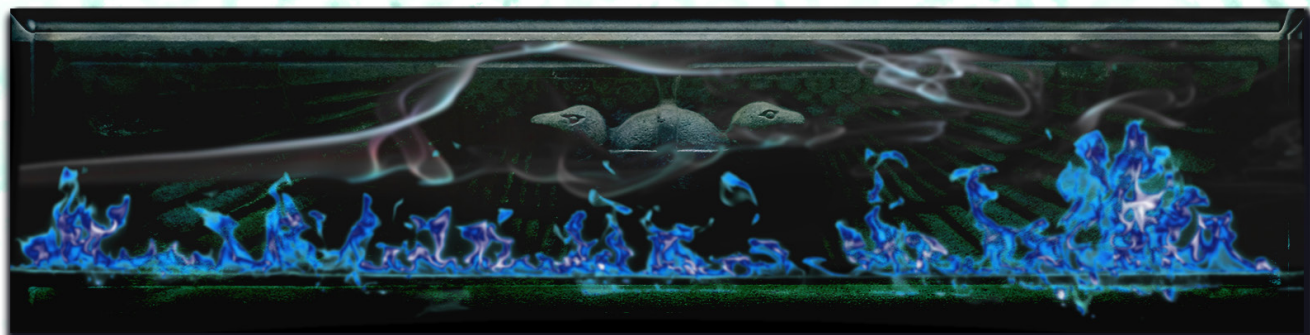
d20pfsrd.com. Copyright 2010, John Reyst.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.

PLAYER PARAPHISNALIA #55

By the Knotty-Works



Welcome to the fifty-fifth issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces the shadowfire acolyte, a new base class with a darker shadowy premise. Powered by the shadowfire, a new and deadly type of energy the shadowfire acolyte lurks in the seedier environs, seeking to convert others through temptation and fear. Both shadowfire and this class were inspired by ideas from Randy Price. Much appreciation goes to Palak Shah for his proof reading skills.

Shadowfire

Where the Plane of Shadow touches the Negative Energy Plane, a commingling of these energies produces an enigmatic energy known as shadowfire or the "black flame". The interaction between the two planes creates a fire based energy charged with negative energy. Despite the colloquial name, the flame itself ranges from light blue to an indigo based on the heat generated. The energy not only burn, but the negative energy utterly destroys the matter it comes into contact and not even smoke is generated from the burning of the flame. The flame does produce light, though much more muted than a normal flame of the same size. Shadowfire has the same audible intensity as normal fires, making a distinctive popping and crackle noise as it consumes.

As shadowfire consists both of fire and negative energy, resistance or immunity

to either will not completely protect an individual from the shadowfire damage. The damage produced is 50/50 so if resistance is granted, it only applies to half of the damage caused by the shadow flame. The same applies to immunity to either energy type, with the victim still suffering half damage from any burn caused by the shadowfire. If the victim is resistant or immune to both fire and negative energy, then the defensive adjustments are applied normally.

In regards to light shed, any source that generates shadowfire has $\frac{1}{2}$ its normal range while the increased or low-light range remains the same. Thus a shadowfire torch would shed 10 ft. of normal light with dim light up to 40 ft. The light from the shadowfire is considered magical for purposes of dispelling or countering darkness, treat it's effective spell level equal to $\frac{1}{10}$ th the radius of the normal light projected by the shadowfire. Thus, the shadowfire torch is equal to a 1st level *Light* spell.

The Shadowfire Acolyte

Born of darkness and deprived of hope, there are those that not only find solace in the darker aspects of life, but seek it out for both comfort and power. The promise of dreams darker than most nightmares, the shadowfire acolyte is drawn in by the most enigmatic principalities of the shadow realms. Through rituals as dark as his own



Shadowfire Acolyte Progression Table

Level	Base Attack	Fort	Ref	Will	Special	Shadowfire Damage	Spells per day			
							1 st	2 nd	3 rd	4 th
1	+0	+2	+2	+0	flame blade, shadowfire infusion	1d6	—	—	—	—
2	+1	+3	+3	+0	shadowfire power	1d6	—	—	—	—
3	+1	+3	+3	+1	Channel Negative Energy 1d6	1d6	—	—	—	—
4	+2	+4	+4	+1	shadowfire strike	2d6	0	—	—	—
5	+2	+4	+4	+1	shadowfire power	2d6	1	—	—	—
6	+3	+5	+5	+2	Channel Negative Energy 2d6	2d6	1	—	—	—
7	+3	+5	+5	+2	improved shadowfire strike	3d6	1	0	—	—
8	+4	+6	+6	+2	shadowfire power	3d6	1	1	—	—
9	+4	+6	+6	+3	Channel Negative Energy 3d6	4d6	2	1	—	—
10	+5	+7	+7	+3	evasion	4d6	2	1	0	—
11	+5	+7	+7	+3	shadowfire power	4d6	2	1	1	—
12	+6/+1	+8	+8	+4	Channel Negative Energy 4d6	5d6	2	2	1	—
13	+6/+1	+8	+8	+4	greater shadowfire strike	5d6	3	2	1	0
14	+7/+2	+9	+9	+4	shadowfire power	5d6	3	2	1	1
15	+7/+2	+9	+9	+5	Channel Negative Energy 5d6	6d6	3	2	2	1
16	+8/+3	+10	+10	+5	improved evasion	6d6	3	3	2	1
17	+8/+3	+10	+10	+5	shadowfire power	7d6	4	3	2	1
18	+9/+4	+11	+11	+6	Channel Negative Energy 6d6	7d6	4	3	2	2
19	+9/+4	+11	+11	+6	Shadowfire sacrifice	7d6	4	3	3	2
20	+10/+5	+12	+12	+6	shadowfire mastery	8d6	4	4	3	3

lusts of need and want, the shadowfire acolyte is transformed into a living reservoir of foul energy. By tapping into this energy, the shadowfire acolyte learns to unleash his wrath and fears upon others he believes has denied him his rightful life of entitlement.

Role: The shadowfire acolyte can be deadly on the battlefield, but his general frailty and lack of fearsome defense limits his effectiveness in a prolonged fight. Additional shadowfire powers grant him some additional defensive fortitude, but the shadowfire acolyte really comes into his own once he learns the secrets of launching his shadowfire from a distance. Until then the shadowfire acolyte provides what ranged support he can with other weapons including the crossbow or spear.

Alignment: The shadowfire acolyte may be of any non-good alignment.

Hit Die: d6

Starting Wealth: 2d6 X 10 gp (average 70 gp) and one set of clothing worth 10 gp or less.

Class Skills

Acrobatics, Appraise, Craft, Diplomacy, Fly, Intimidate, Knowledge (arcana), Knowledge (planes), Knowledge (religion), Perception, Sense Motive, Spellcraft, Stealth, and Use Magic Device

Skills per Level: 2 + Int modifier.

Class Abilities

Weapon and Armor Proficiencies: The shadowfire acolyte is proficient with all simple weapons and the hand crossbow. The shadowfire acolyte is proficient with light armor, but not with shields of any type.

If the shadowfire acolyte wears medium or heavy armor, he must overcome the chance of arcane failure when attempting to use his shadowfire infusion, shadowfire power, or

shadowfire strike and other class abilities may be hindered as well.

Flame Blade (Ex): The shadowfire acolyte starts with a flame blade at 1st level, a masterwork double edged wave shaped dagger tempered with shadowfire that allows it to be used freely with the shadowfire acolyte's shadowfire infusion (see below). The shadowfire acolyte may only have one flame blade at a time, attuned to his own energies. If he attempts to infuse another dagger with his energies to create a second flame blade, the previous dagger loses the shadowfire temperament and is subject to the effects of the shadowfire as any other weapon (see below).

If the flame blade is lost or destroyed, the shadowfire acolyte may replace it with another masterwork dagger of the same design by spending 100 gp per class level plus the cost of the dagger and 24 hours of uninterrupted time to infuse the blade with his shadowfire to give it the temper required to withstand his use of the normal shadowfire infusion.

The dagger may be enchanted as a normal masterwork dagger.

Shadowfire Infusion (Su): The shadowfire acolyte has the ability to infuse a manufactured melee weapon with shadowfire at 1st level. A successful strike with the shadowfire infused weapon causes additional 1d6 points of shadowfire damage. This damage increases as the shadowfire acolyte increases in level as listed in the shadowfire acolyte progression table. Damage from the shadowfire is an energy and as such is not multiplied by any critical hits, but added to the total damage once the critical hit damage is determined. Damage from the shadowfire automatically overcomes damage resistance (though DR applies to the damage caused by the weapon itself), but **energy resistance** and **immunity** may apply (see the Shadowfire description above).

In addition, the weapon sheds light as a torch with the shadowfire flame with a 10 ft. radius of normal light and a 40 ft. radius



with dim light. The shadowfire acolyte is never harmed by his own shadowfire infusion.

The shadowfire acolyte may use the shadowfire infusion a total number of rounds per day equal to his Charisma modifier +4 at 1st level. For each level beyond 1st, the shadowfire acolyte gains an additional 2 rounds of use per day. He initiates the shadowfire infusion as a **swift action** and may end it as a **free action**. However, weapons so infused gain the fragile condition other than the shadow acolyte's flame blade. masterwork and magic weapons are allowed a **Fortitude** saving throw with a DC equal to 10 + ½ the shadow acolyte's class level + his Charisma modifier. The shadowfire acolyte may not use his shadowfire infusion on a fragile or broken weapon. The shadow acolyte's flame blade never suffers from a shadow infusion.

Weapons that gain the fragile condition may be repaired by normal or magical means such as successfully applying a **Craft** skill check with the appropriate tools or the **Mending** or **Make Whole** spell.

If the shadowfire acolyte is rendered **helpless**, **unconscious**, or killed the shadowfire effect immediately ends. If the shadowfire acolyte releases the weapon or

attempts to give it to another, the shadowfire effect immediately ends.

Shadowfire Power: Beginning at 2nd level, the shadowfire acolyte may choose from the following powers when manifesting his shadowfire energies. He then gains another power every even level thereafter through 18th level. Unless otherwise noted, no power may be taken more than once and certain powers may have level or other requirements listed in their description that the shadowfire acolyte must meet before he may take the power. Only one shadowfire power may be used at a time unless its description states otherwise. The shadowfire power must be selected when the shadowfire infusion is initiated and is treated as part of the shadowfire infusion action, a swift action to begin the infusion and a free action to end the infusion and power.

Cold Blooded (Su): While the shadowfire infusion is in effect, the shadowfire acolyte's type changes to that of an Outsider (native). Negative energy used to heal undead also heals the shadowfire acolyte. The shadowfire acolyte must be at least 11th level before he may take this power.

Greater Hands of Shadowfire (Su): The shadowfire acolyte may imbue his unarmed attacks or two natural attacks with his shadowfire infusion. Any and all unarmed attacks made in a round apply the shadowfire infusion, including any special abilities that grant multiple unarmed attacks such as the monk's Flurry of Blows. However this power itself does not grant any additional attacks, though off handed attacks may be made with the normal penalties. The shadowfire acolyte must be at least 14th level before he may take this shadowfire power and have the Hands of Shadowfire power.

Hands of Shadowfire (Su): The shadowfire acolyte may infuse one unarmed or natural attack with his shadowfire infusion. This power grants no additional benefits in the attack itself, but if successful damage from the shadowfire applies. The shadowfire has

no ill effects to the shadowfire acolyte's physical body from this power.

Improved Shadowfire Focus (Ex): The shadowfire acolyte gains a +2 circumstance bonus to both attack and damage rolls made with a melee weapon infused with shadowfire. The shadowfire acolyte must have the Shadowfire Focus power and be at least 8th level before he may take this power.

Ironside Infusion (Ex): The shadowfire acolyte's infused weapon is treated as either cold iron or silver (chosen when the power is initiated) for the purpose of overcoming damage reduction for damage caused by the weapon itself (the damage from the shadowfire automatically overcomes DR since it is energy based). The shadowfire acolyte may expend 1 additional use of his shadowfire infusion to treat the infused weapon as adamantite for purposes of overcoming damage reduction and bypassing hardness. Once initiated the power remains while the shadowfire infusion is maintained by the shadowfire acolyte or dismissed to initiate another power.

The shadowfire acolyte must have the Shadowfire Blessing power and at least 11th level before he may take this shadowfire power.

Metacharged Shadowfire (Ex): The shadowfire acolyte may choose one of the following meta-magic feats as a bonus feat: *Dazing Spell*, *Disruptive Spell*, *Flaring Spell*, *Maximize Spell*, *Sickenning Spell*, and *Thundering Spell*. The shadowfire acolyte may prepare his spells with the meta-magic effect normally or he may use the effect with his shadowfire infusion or shadowfire strike, in which case the shadowfire acolyte expends a number of uses of his shadowfire infusion equal to the effective level increase required for the meta-magic effect. The shadowfire acolyte must be at least 11th level to take this power and he may take this power multiple times, choosing another feat each time this power is taken.

Overcharged Shadowfire (Ex): This power consumes two uses of the shadowfire infusion per round and increases the die type from

a d6 to a d8 for damage caused by the shadowfire base on the shadowfire acolyte's class level. The shadowfire acolyte must be at least 14th level before he may take this power.

Pierce the Shadows (Ex): The shadowfire acolyte may expend one use of his shadowfire infusion as a move action to gain **Darkvision** with a 60 ft. range for a number of hours equal to his class level. If the shadowfire acolyte already has **Darkvision**, his vision is extended 30 feet (with a maximum range of 90 ft granted by this power). This power may be active while another shadowfire power is used.

Quench the Flame (Ex): The shadowfire acolyte may spend a **standard action** to plunge his weapon into a natural or magical flame to extinguish it. Normal fires are extinguished unless they cover an area larger than a 10 feet square, in which case the fire in the 10 foot section is quenched. Magical flames are subject to a dispel attempt by the shadowfire acolyte as if he had cast the **Dispel Magic** spell, treating his class level as his effective caster level. If the magical flame is permanent, this effect nullifies the flame for a number of rounds equal to the shadowfire acolyte's class level.

Shadow Cloak (Su): The shadowfire acolyte extends a cloak of heavy shadows about himself while using his shadowfire infusion. As a result, he is treated as having **concealment** for all physical attacks made against him while this power is active. The shadowfire acolyte must be at least 5th level before he may take this power and its effect does not stack with other spells or abilities that provide concealment. The shadowfire acolyte takes the best effect granted from the multiple effects used.

Shadowfire Blessing (Ex): The shadowfire infused weapon is treated as magical for purposes of overcoming **damage reduction**. The shadowfire acolyte may expend 1 additional use of his shadowfire infusion to treat the weapon as aligned for purposes of overcoming **damage reduction** based on one of the shadowfire acolyte's alignment

aspects which must be chosen when this power is initiated. Once initiated the power remains while the shadowfire infusion is maintained by the shadowfire acolyte or dismissed to initiate another power.

Shadowfire Extension (Ex): The shadowfire acolyte may infuse a single ranged attack per round with his shadowfire infusion. Projectile weapons such as arrows and quarrels are automatically destroyed upon striking the target. Weapons firing projectiles do not suffer the effects of the infusion as the ammunition is infused, not the weapon itself. Thrown weapons, do however suffer the fragile effect once the shadowfire acolyte uses his infusion on the weapon and throws it at a target (unless the shadowfire acolyte is using his flame blade - see above).

Shadowfire Focus (Ex): While using his shadowfire infusion with a melee weapon, the shadowfire acolyte gains a +1 **circumstance bonus** to his attack rolls. If the weapon is light he is considered to have the **Weapon Finesse** with the weapon manifesting the shadowfire.

Shadowfire Jump (Su): The shadowfire acolyte may jump up to 90 ft as a **standard action** while using his shadowfire infusion. This functions as the **Dimension Door** except the shadowfire acolyte may not take others with him and he must have line of sight as to where he is going (though not necessarily see what is at the location he is jumping to). This power does not require the shadowfire acolyte to infuse a weapon with his shadowfire in order to use it. The shadowfire acolyte must be at least 11th level before he may take this power.

Shadowfire Mantle (Su): While using his shadowfire infusion, the shadowfire acolyte gains a DR/magic equal to ¼ his class level. He must be at least 5th level before the shadowfire acolyte may take this power.

Shadowfire Shroud (Su): While using his shadowfire infusion, the shadowfire acolyte gains an **energy resistance** versus fire and negative energy equal to ½ his class level.

Strike from the Shadows (Ex): The shadowfire acolyte's shadowfire is more effective

when is opponent is unaware. If the target is denied his Dexterity modifier to his armor class or if the shadowfire acolyte is flanking his opponent, the damage from the shadowfire is increased by 1d6. If the shadowfire acolyte successfully critically strikes, an extra 2d6 points of damage is caused (this is the only time extra damage is caused as a result of a critical hit). If the target is immune to critical hits or precision damage such as a sneak attack, then this extra damage is not applied.

Channel Negative Energy (Su): The shadowfire acolyte may channel negative energy as a result to his connection to negative energy plane beginning at 3rd level. Channeling negative energy affects everyone within a 30 ft radius centered on the shadowfire acolyte and may be used to either harm living creatures or heal undead creatures for 1d6 points, chosen at the time of use. The amount of damage or health generated increases by 1d6 every three levels thereafter with a maximum of 6d6 at 18th level. The shadowfire acolyte may use this ability a number of times per day equal to 3 + his Charisma modifier. Undead healed by the negative energy cannot be healed beyond their normal hit point maximum.

Initiating this effect is a standard action that does not provoke attacks of opportunity. This class ability allows the shadowfire acolyte to choose channel based feats including **Command Undead** (but not **Turn Undead**).

Shadowfire Strike (Su): At 4th level the shadowfire acolyte may sacrifice one round of shadowfire infusion to fire a blast of shadowfire as a ranged touch attack with a range increment of 30 feet. This is considered a ray attack for purposes of feats and class abilities that affect ranged attacks. The attack can target one individual and it causes shadowfire energy damage equal to the damage caused by the shadow infusion based on the shadowfire acolyte's class level.

Spells (Sp): The shadowfire acolyte gains access to cast divine spells found on the

Cleric/Oracle list within limitations given below beginning at 4th level. The shadowfire acolyte must have a Charisma equal to at least 10 + the spell level in order to cast the spell and begins with the ability to cast 0 1st level spells, but may apply any spell bonuses granted by his Charisma (per the **Ability Modifiers and Bonus Spells Table** found in the **Pathfinder Roleplaying Game Core Rule Book**).

The shadowfire acolyte must prepare his chosen spells per day after resting for 8 hours by spending 1 hour in meditation. He is limited to the number of spells per day as listed in the Shadowfire Acolyte Progression table and any additional spells granted by his Charisma score (see above) and any spell may be drawn from the Cleric/Oracle spell list. Once cast, the shadowfire acolyte no longer has access to that spell unless he prepared it multiple times or has rested and refocused his energies.

The shadowfire acolyte may not cast any spell from the Conjunction (healing) school nor any spell that affects has the Evil descriptor (such as **Detect Evil**, **Dispel Evil**, or **Protection from Evil**). He has no limitations for the other aspects of alignment (chaos, good, or law).

Shadowfire Acolytes do not receive orisons (0-level spells) in the same fashion as other divine spell-casters, but he may expend one 1st level spell to take a 0-level spell and may cast it as desired once prepared without expending that spell slot.

Improved Shadowfire Strike (Su): At 7th level, the shadowfire acolyte gains a +1 **circumstance bonus** to hit with his shadowfire strike. He may also expend 2 uses of his shadowfire infusion to cause the flame to strike a secondary target if he successfully strikes the initial target with the shadowfire. The shadowfire acolyte must make a second attack roll using his highest base attack bonus for the second target which must be within 30 feet and in line of sight of the first target. The damage caused to the second target is one die (d6) less than the damage caused to the first target.

Evasion (Ex): The shadowfire acolyte gains the ability to avoid damage from area-based attacks that cause half damage from a successful Reflex save at 10th level. If the shadowfire acolyte successfully makes his Reflex save when struck by an area base attack, he takes no damage from the attack. The shadowfire acolyte loses this ability if he is wearing medium or heavier armor or carrying a heavy load and gains no benefit from it if helpless or unconscious.

Greater Shadowfire Strike (Su): At 13th level the shadowfire acolyte has learned methods of burning through his personal energies to affect multiple opponents with his shadowfire. By spending 3 uses of his shadowfire infusion the shadowfire acolyte may either fire a 5 ft. wide plume of shadowfire that strikes everyone within the path up to 60 ft. away from the shadowfire acolyte or a ball of shadowfire with a 20 ft. radius up to 300 ft. away. The shadowfire does damage based on the shadowfire infusion damage based on the shadowfire acolyte's class level, though everyone within the affected area is allowed a Reflex saving throw for half damage. The DC is equal to 10 + ½ the shadowfire acolyte's class level + his Charisma modifier.

Improved Evasion (Ex): At 16th level the shadowfire acolyte's ability to evade area-effect damage improves to the point where he only suffers half damage if he successfully makes his Reflex saving throw against the attack. A helpless or unconscious shadowfire acolyte gains no benefit from this class ability, nor if he is wearing medium or heavier armor or carrying a heavy load.

Shadowfire Sacrifice (Su): At 19th level the shadowfire acolyte may sacrifice all of his remaining shadowfire infusions for the day to cause a burst of shadowfire centered upon himself with a 30 ft radius as a standard action. The burst causes 1d6 points of damage for the total number of rounds of infusion expended in the activation of this ability (with a maximum number of dice equal to the shadowfire acolyte's class level). The shadowfire acolyte automatically suffers half damage from this burst (the

shadowfire acolyte is not allowed a saving throw for this effect), while others within the area of effect are allowed a Reflex save for half damage with a DC of 10 + ½ the shadowfire acolyte's class level + his Wisdom modifier.

The shadowfire acolyte is fatigued for 1d4 rounds after using this ability. The shadowfire acolyte may not use this ability while exhausted, fatigued, helpless, paralyzed, stunned, or unconscious.

Shadowfire Mastery (Su): At 20th level the shadowfire Acolyte may regenerate additional uses of the shadowfire infusion during the day either by meditation or slaying opponents with his shadowfire attacks. The shadowfire acolyte regains 6 uses per hour spent in meditation. He also regains 2 uses when he successfully reduces an opponent to 0 hit points or less with his shadowfire as long as the opponent has more hit dice/levels than ½ the shadowfire acolyte's class level and the foe is not helpless, unconscious or otherwise incapacitated and unable to defend itself. The shadowfire acolyte may not gain more uses of his shadowfire infusion as allowed based on his class level and any other bonus rounds based on feats or magic items.

The shadowfire acolyte gains the effects of the Cold Blooded shadowfire power on a permanent basis and it is not counted in regards to an active shadowfire power. If he has chosen this power at an earlier level, the shadowfire acolyte may choose another shadowfire power in its place.

New Feats

The following feats are generally only available to the shadowfire acolyte.

Concentrated Infusion

You have learned how to harness one aspect of the shadowfire when infusing your weapon.

Prerequisite: Shadowfire Infusion class ability.

Benefit: You may use one additional use of your shadowfire infusions to change the energy of your infusion to purely



negative energy or fire energy. You must declare your use of this feat prior to making an attack roll and it consumes the extra use even if the attack fails.

Empowered Hands of Shadowfire

Your shadowfire infused hands can overcome the most powerful of defenses.

Prerequisites: Shadowfire Infusion class ability, Hands of Shadowfire power and Shadowfire Blessing power

Benefit: You may apply both the Hands of Shadowfire and Shadowfire Blessing shadowfire powers when manifesting your shadowfire infusion, though you burn through 2 rounds of infusion each round. If you possess Greater Hands of Shadowfire you may use it in place of the Hands of Shadowfire, and if you have Ironside Infusion you may use it in place of the Shadowfire blessing.

Extra Shadowfire Infusions

You can tap into additional stores of shadowfire.

Prerequisite: Shadowfire Infusion class ability.

Benefit: You gain an extra 6 uses of Shadow Infusion per day.

Special: You can take this feat multiple times, gaining an additional 6 uses each time.

Extra Shadowfire Power

You have discovered another secret to the powers of your shadowfire.

Prerequisite: Shadowfire Power class ability.

Benefit: You gain one additional shadowfire power chosen when this feat is taken as long as you meet the requirements of the power.

Special: You may take this feat multiple times, gaining a new shadowfire power each time.

Infusion Master

You have discovered how to empower two shadowfire powers at the same time.

Prerequisites: Shadowfire infusion class ability, two or more shadowfire powers.



Benefit: You choose two different shadowfire powers when you gain this feat. You may use both shadowfire powers at the same time, though 2 rounds of infusion are consumed each round both powers are used.

Special: You may take this feat multiple times, choosing two different shadowfire powers that may be combined when using your shadowfire infusion.



OTHIS KNOTTY WORKS PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these othis Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

