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AUGMENTED ATTACK

As part of casting this spell, you make an attack with a weapon. You make the attack roll with 1 boon and can use Intellect instead of the attack's normal attribute.

SHADOW 118

ATTACK 0

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CELERITY

You move up to twice your Speed. This movement does not trigger free attacks.

Triggered You can use a triggered action on your turn to cast this spell. If you do so, you instead move up to your Speed without triggering free attacks.

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CLOSE WOUNDS

You heal damage equal to your healing rate.

Triggered You can use a triggered action on your turn to cast this spell. If you do so, you instead heal damage equal to half your healing rate.

SHADOW 118

UTILITY 1

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MIGHTY ATTACK

As part of casting this spell, you make an attack with a weapon. You make the attack roll with 1 boon and can use Intellect instead of the attack's normal attribute. On a success, the target takes 2d6 extra damage.

SHADOW 118

ATTACK 1

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RESOUNDING ATTACK

As part of casting this spell, you make an attack with a weapon. You make the attack roll with 1 boon and can use Intellect instead of the attack's normal attribute. On a success, the target takes damage as normal and becomes dazed for 1 round.

SHADOW 118

ATTACK 1

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ARC OF DEATH

Target Each creature you choose that you can reach

You sweep your melee weapon around you in a deadly arc, dealing $3d6 + 3$ damage to each target instead of the weapon's normal damage. Each target takes half the damage with a success on an Agility challenge roll.

SHADOW 118

ATTACK 2

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MOUNTAIN FALL

You fly up to twice your Speed, then land. When you land, a shock wave spreads out through the ground in a 4-yard radius from a point within your space. Each creature on the ground must make an Agility challenge roll. On a failure, the creature takes 2d6 damage and falls prone.

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BATTLE PROWESS

Duration 1 minute

You bolster your fighting skills. For the duration, whenever you attack with a weapon, you can make the attack roll twice and use the better result. As well, your weapon attacks deal 1d6 extra damage for the duration.

SHADOW 119

UTILITY 3

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METEORIC ASSAULT

You move up to twice your Speed in a straight line. During this movement, you can make a weapon attack against each creature you can reach, but no more than once per creature. For each attack after the first, you make the attack roll with 1 bane and each attack deals 1d6 extra damage. You can use Intellect instead of the attack's normal attribute.

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WALL OF SWORDS

Area A line, 20 yards long, 5 yards high, and 2 yards wide originating from a point within long range

Duration 1 hour

A wall of slashing swords forms in the area and remains for the duration. It totally covers everything behind it. When the wall appears, everything in the area takes 5d6 damage. A creature takes half the damage with a success on an Agility challenge roll.

Creatures can move through the area, treating it as difficult terrain. When a creature enters the area from outside, or if it is inside the area at the end of the round, it must get a success on an Agility challenge roll or take 3d6 damage.

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STRIKE LIKE LIGHTNING

Area A sphere with a radius equal to half your Speed centered on a point you can reach

You move like a blur, striking furiously as you go. Each creature you choose in the area must make an Agility challenge roll with 1 bane. On a failure, it takes $4d6 + 3$ damage. Then move up to half your Speed. This movement does not trigger free attacks.