

shadow

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NIGHTFALL BLADE

Duration 1 minute; see the effect

Wisps of darkness form a solid blade in your hand that remains for the duration or until it leaves your hand. The blade functions as an off-hand swift weapon with the finesse property that deals 1d6 damage. It deals 1d6 extra damage when you get a success on an attack roll against a target in an area obscured by shadows or darkness.

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WALL OF DARKNESS

Area A circle with a 2-yard radius, with any orientation, centered on a point within medium range

Duration 1 minute

The area becomes opaque for the duration and totally obscures everything within or behind it, blocking all light created by natural sources.

SHADOW 139

UTILITY 0

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DARKNESS

Area A sphere with a 5-yard radius centered on a point within short range

Duration 1 minute

Inky darkness fills the area, totally obscuring it for the duration. The darkness cancels all light from natural sources and that created by rank 0 spells, and it blocks all nonmagical vision other than truesight.

If you cast this spell on an object you touch, the area of darkness moves with it. If you completely cover the object, the spell's effect is suppressed until it is no longer covered.

SHADOW 139

UTILITY 1

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DARKSIGHT

Target One creature you can touch

Duration 1 hour

You touch the target, which gains darksight for the duration.

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UTILITY 1

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SHADOW DART

Target One creature within medium range

A missile of inky darkness leaps from your hand. Make an Intellect attack roll against the target's Agility. On a success, the target takes 2d6 damage and makes Perception challenge rolls with 3 banes for 1 minute.

SHADOW 139

ATTACK 1

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SHADOW MONSTER

Area A cube, 1 yard on a side, originating from a point within medium range

Duration 1 minute

Threads of darkness gather in the area to form a compelled **medium monster** with the flier trait. The shadow monster can have any appearance you choose. If it becomes incapacitated, the effect ends.

SHADOW 139

UTILITY 2

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SHADOW STRIDE

Duration 1 minute

For the duration, when you enter a space obscured by shadows or darkness, you can instantly exit from an open space obscured by shadows or darkness within medium range of the space you entered. You can move in this way once per round.

SHADOW 139

UTILITY 2

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BLACK BOLTS OF THE UNDERWORLD

Target Up to three creatures within medium range

Three missiles of seething darkness leap from your hand, divided as you choose among the targets. For each missile, make an Intellect attack roll against the target's Agility. On a success, the target takes 2d6 damage and is moved 1d6 yards away from you.

Attack Roll 20+ The target takes 1d6 extra damage.

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SHADOW MAGIC

Choose one of your rank 2 or lower spells from a tradition other than Shadow. You cast the spell without expending a casting, even if you have no castings of that spell remaining.

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DARK PORTALS

Area Six cubes, each 1 yard on a side, within long range

Duration 1 minute

Darkness fills each cube, totally obscuring its space and blocking all nonmagical vision other than truesight. Assign a number, from 1 to 6, to each cube. When a creature enters one of the cubes, it must make an Intellect challenge roll to choose which cube it exits. On a success, the creature instantly exits into an open space from the chosen cube. On a failure, the creature rolls a d6 to determine the cube from which it exits. In either case, the creature decides in which direction it exits the cube.

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ENERVATION

Target One living creature within long range

A black beam leaps from the palm of your hand. Make an Intellect attack roll against the target's Agility. On a success, the target takes a -20 penalty to Health for 1 hour. While this penalty applies, the target is also impaired.

Attack Roll 20+ The penalty is instead -30.