

Shadomancy

1 – Dark Mist

Time to Activate: 1 round
Resist Check: none
Target: LOS 60 + 15/F'
Duration: 1 + 1/F minutes
Area: cube of 5 + 2/F'
Effect: obscure

The Caster creates a shadowy mist that creates an effect of shadows, it can obscure even in light conditions. In existing shadows it is practically invisible and people make a 3d6 against perception to see it. People in the mist makes a 2d6 perception check to be able to see through it, so those that fail take a blind fighting debuff. The mist is affected by wind. Any alternative to normal vision such as heat vision or hear light will allow the user to see through the mist.

2 – Shadow Control

Time to Activate: 1 round
Resist Check: none
Target: LOS 60 + 15/F'
Duration: 1 + 1/F minutes
Area: 3' radius
Effect: move shadow

The caster can move a 3' radius of dark mist or shadow up to 60' per round.

3 – Blindfold

Time to Activate: 1 round
Resist Check: 3d6 vs PER negates
Target: LOS 60 + 15/F'
Duration: 4 + 2/F rounds
Area: single creature
Effect: blindfold

The caster creates a solid band of shadows around target's eyes and head. Spell effects involving eyesight such as all-round vision or night vision or any other effects or abilities that would allow the target to see through darkness or multiple points of vision are not affected by the spell. Failing the check will blind the target for that round giving a -8 to target to hit and preventing LOS spell targeting.

4 – Mist Solidify

Time to Activate: 2 round
Resist Check: none
Target: Dark Mist
Duration: 1 + 1/F minutes
Area: 20 lb object
Effect: solidify mist

The caster solidifies *Dark Mist* in the shape of objects that would normally be within the weight limit. The created item has no mass and is dispelled if dealt damage.

5 – Shadow Wall

Time to Activate: 1 round
Resist Check: none
Target: LOS 5'
Duration: 4 + 2/F rounds
Area: 10' x 10' x 3"
Effect: solid wall

The Caster creates a solid wall of shadow that hinders light passing through it, however things such as non-light based projectiles and people can freely pass through it. Any light-based projectiles or energy get a -3 to damage. Effectively this creates a shadow on the ground that a normal wall would do. Does not affect LOS.

6 – Inverse Darkness

Time to Activate: 1 round
Resist Check: 4d6 vs WIL negates
Target: multitouch
Duration: 4 + 2/F rounds
Area: single creature
Effect: inverse light

The target of this spell has their vision inverted, allowing them to see shadows as light and light as shadow. Ex. Dark, obscuring shadows become blinding light and vice versa. This allows the targets to effectively see in darkness as if it was light. Or if the area is well lit the target could be blinded. Should this be the case, the resistance check to avoid being blinded is 4d6 vs health.

7 – Shadowmeld

Time to Activate: 2 rounds
Resist Check: none
Target: caster
Duration: 4 + 2/F rounds
Area: self
Effect: shadowmeld

Meld into shadows where Caster practically is invisible, enemies can make a 4d6 against perception per round to see you (The amount check does not change after the first round so once the user has rolled what the check is it does not change). Caster may move but movement can reduce the die off the check by 2, the same goes for casting a spell. Move silently or other skills may be used in conjunction with this spell, but the checks exist in parallel, and are not cumulative. There must be actual natural shadows for shadow's check to be made with this spell.

8 – Shadow Split

Time to Activate: 2 round
Resist Check: willing target
Target: touch
Duration: 1 + 1/F rounds
Area: single creature
Effect: temporary remove from combat

The caster touches a willing target and they are scattered at the end of the initiative round amongst the shadows for 1 + 1/F rounds where then they immediately return at the end of the initiative round so they get their round next initiative. While scattered in shadows, they can't be targeted in any way. The creature being affected can't also make any actions while dispersed.

9 – Shadow Cast

Time to Activate: 1 round
Resist Check: none
Target: caster
Duration: max of 10 minutes
Area: caster's shadow
Effect: invisible casting

After casting this spell, the caster may use his shadow to cast the next spell he wishes to use. A 3d6 vs perception will allow any enemies to notice the oddly moving shadow, if the caster's shadow is surrounded in shadows, the check is 5d6 against perception as the shadow blends in with the environment.

10 – Sticky Shadows

Time to Activate: 1 round
Resist Check: 4d6 vs AGI negates
Target: LOS 40'
Duration: 4 + 2/F rounds
Area: 5 + 2/F' radius
Effect: slowing shadows

The caster designates an area of shadows to become sticky shadows. Creatures attempting to move through the area on the ground lose 15+5/f of movement speed while moving through the area.

11 – Shadow Jump

Time to Activate: 1 round
Resist Check: none
Target: caster
Duration: instantaneous
Area: self
Effect: short port

If the caster is currently in shadows, he may teleport instantly into any place in shadows within LOS 150'.

12 – Shadow Move

Time to Activate: 2 rounds
Resist Check: none
Target: touch
Duration: 4 + 2/F rounds
Area: single creature
Effect: insane speed

The target gains 200' to their movement speed only while in shadows. This does not stack with other magical modifiers of move speed.

13 – Liquid Shadows

Time to Activate: 3 rounds
Resist Check: none
Target: touch
Duration: 1 year
Area: weapon or equipment
Effect: acidic shadows

The caster Envelops a weapon or armor in acid shadows. This causes the weapon to deal an additional 1d6 of blight damage on the first strike of any round. When used on Armor, should the person wearing the armor be hit, the attacker takes 1d4 of blight damage as shadows leap and harm the attacker. This damage applies to single attack per enemy per round.

14 – Shadow Summon

Time to Activate: 4 rounds
Resist Check: none
Target: LOS 60 + 15/F'
Duration: 10 + 5/F minutes
Area: target area
Effect: summon dusk beasts

The caster summons 2 Dusk Beasts as per the manual to help them. At the end of the duration, they try to kill the caster.

15 – Shadow Absorb

Time to Activate: 1 round
Resist Check: 5d6 vs HEA halves
Target: caster
Duration: instantaneous
Area: 20' radius
Effect: drain shadows

The caster drains all shadows within 20' of them to heal 5d6 of damage, this gets rid of all shadows and undoes effects that extinguish light sources. People in the shadows take 5d6 of pain damage.

16 – Shadow Walker

Time to Activate: 3 rounds
Resist Check: none
Target: caster
Duration: 1 + 1/F minutes
Area: self
Effect: become shadow walker

The target becomes a shadow walker retaining all their mod, DV's and DP, but gaining all the shadow walker creature abilities except for Deliver.