

# Book of Shadows

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Last updated: August 31, 2003

**Name of Spell: Shadow Bomb** by [Robert Reed](#)

Spell Level: 9

Spell Type: conjuration

Components: a piece of shadow-mentium

Casting Time: special

Range: special

Target, Effect, Area: varies

Duration: special

Saving Throw: half

Spell Resistance: normal

Spell Description: this spell is similar to the technique used in dragon ball z called the spirit bomb with the exception of it being comprised of shadow energy. The damage area is 10 feet circled upon casting expanding every 1 rounds by another 10 feet, the damage is 1d6+4 per round which increases every round provided the user can maintain his or her concentration checks to keep the ball in the air, the ball of shadow energy grows until the user fails his or her concentration check, the ball is released dealing damage equal to the damage cap for the amount of rounds the user managed to pass his or her concentration check, warning undead receive healing by the damage dealt by the shadow bomb equal to the damage dealt by this spell

**Name of Spell: Shadow Master** by [Justin Clayborn](#)

Spell Level: 9

Spell Type: Ritual

Components: 5 level 15 mages, shadow spell known by each

Casting Time: 1 minute

Range: 50 sq. miles

Target, Effect, Area: caster

Duration: permanent

Saving Throw: none

Spell Resistance: none

Spell Description: Once this ritual is completed the character has total control over shadow creatures and the shadows them self. The character can make anything out of the shadows around him/her. The items or creatures made my not enter the sunlight. If they do enter the sunlight the maker of the item or creature will lose 2d6 levels and take 10d10 points of damage as if inflicted by a diseases.

**Name of Spell: Shadow Phase Spell 1** by [Daniel Huff](#)

Spell Level: Ninth Level.

Spell Type: Evocation.

Components: V, S, M.

Casting Time: One Round.

Range: 100 yds/per level of Caster.

Target, Effect, Area: One Creature.

Duration: instantaneous.

Saving Throw: Save vs. Death Magic means normal damage.

Spell Resistance: None.

Spell Description: Description/Explanation: This spell allows the caster to use the target's own shadow as a door for magical attacks that do double or normal damage depending on the saving throw. The requirements and material are as stated: 1) You need Shadow or Shade essence, a gem of no less than 500gp worth, and either bit of Black Dragon scale, an Eye of Fear and Flame's red gem, or a Cyclops' eye. The spell allows you to cast 1st through 6th level spells through your shadow into the target's only to hit them in the back for double damage if no saving throw is made.

**Name of Spell: Shadow Golem by [Daniel Huff](#)**

Spell Level: Ninth Level.

Spell Type: Evocation.

Components: V, S, M.

Casting Time: One Round.

Range: 100 yds/per level of Caster.

Target, Effect, Area: One Creature.

Duration: instantaneous.

Saving Throw: Save vs. Death Magic means normal damage.

Spell Resistance: None.

Spell Description: Description/Explanation: This spell allows the caster to create a Shadow Golem which is a golem that has Intelligence of 18 Strength of 25 and can use any type of weapon. The requirements and material are as stated: 1) You need Shadow and Shade essence, a gem of no less than 5000gp worth, A tome of creating Golems or an Iron Golem and a Flesh Golem, the blood of a troll or other creature that regenerates, two scrolls of one spell (Phase Door and Dimension or Shadow Door), the blood of an Aleax, Three scales of Dragons (Black, Gold, and Timat), and either the skull of a Lich or the whiskers or blood of a Rakshasa. The spell allows you to create a Shadow Golem that will serve until the creator is dead. Then it will go berserk, killing all of the people or creatures within a 5 mile radius. It has 1000 hit points and only 1st spells and magic weapons of +3 or greater can harm it. Gods, Demons, Devils, etc. do not like to be around Shadow Golems because they can not destroy since they are from the plane of shadows, the negative plane, and the positive plane them but can put them into so many pieces that it takes 1000000 years to regenerate itself. It regenerates 10 h.p. every turn and can totally regenerate lost members. They are not random encounter monsters it has a purpose if encountered. They also can cast any spell that it reads from a book. It does 10 structural damage every round. It also does 1 to 20 points of damage with its fist, 1 tp 10 with a slap or by weapon type. It is armor class -4. If destroyed (try to see if you can) it gives 100,000 xp + 500 per hit point of damage you inflicted (note this can be much more than 1000).

**Name of Spell: Shadow Guard By [By Brian and Kim](#)**

Level: 5

Range: 0

Components: strip of black cloth

Duration: 1rd/level

Casting Time: 5

Area of Effect: caster

Saving Throw: none

Spell Description: When cast, this spell draws from the surrounding area the available shadows, animating them with a force that will protect the caster. The visual effect is such that the caster appears to be enveloped within a dark, swirling vortex of shade. The casters vision is not obscured and others may still see him though his form is slightly distorted and difficult to target with an attack. The shadows will protect the caster for the duration of the spell, though their ability to do so depends on the shadows available at casting. The table below details the benefits gained from various levels of shadow.

Table 1:

Level of Shadow	AC bonus	Hits absorbed	Save bonus (dex based only)
Heavy (torchlight, campfire)	-4	2/lvl	+3
Light (twilight)	-2	1/lvl	+2
Sparse (daylight)	-1	none	+1

The shadows will move with the caster, and remain until either the spell duration has expired or they have absorbed the maximum number of hits of damage allowed

**Name of Spell: Shadow Storm by [Adam Stanford](#)**

Spell Level: 9

Spell Type: Evocation

Components: V, S, M, F/DF

Casting Time: 20 minutes

Range: Within 10 miles

Target, Effect, Area: 1 sq. mile/2 levels

Duration: 2 hours/level

Saving Throw: None

Spell Resistance: No

Spell Description: Shadows are evoked by the caster, creating a gigantic storm miles wide. This storm is similar to one created by the control weather spell. However, the weather created is always a storm and is made out of shadows. This effectively makes all areas within the limits considered to be of dim light conditions, in which lowlight vision is applicable. Spells that create light cannot even be attempted, and any source of light is doused, such as a candle or torch. Underwater areas are completely dark and make Darkvision applicable. Effects of the shadow storm are as follows.

01-30 Nothing.

31-40 A shadow (the creature) is summoned

41-45 1d4 shadows are created.

46-50 Some other undead is summoned (as by shadow summoning III).

51-53 Some other undead is summoned (as by shadow summoning V).

54 Shadow lightning hits a random creature (see below).

55-70 Shadow rain begins to fall/stops if already raining (see below).

71-75 Normal rain begins to fall/shadow rain if already raining normally)

76-80 A gate is opened to the shadow plane for 5 rounds.

81-85 An undead from the (caster level divided by 2)-level random encounter list is summoned.

86-90 Random creature's alignment changes by one step (DM's choice)

91-00 Three medium-sized zombies are summoned.

This check is made once every hour for every square mile within the spell (or only for where the PCs are, the caster's choice). Shadow rain is much like regular rain, except it rots through most stone (not adamantine). Shadow lightning works as if the caster had cast lightning bolt, but half of the damage is negative energy instead of lightning. Summoned creatures can be commanded by the caster

**Name of Spell: Dark Touch by [John Ponter](#)**

Level: 1

Range: hand reach

Components: a black glove

Duration: 3 rounds

Casting Time: 2

Area of Effect: 10 feet

Saving Throw: none

Spell Description: When cast, this spell cause's the enemy to become blind for 3 rounds. while blind he also has to roll 1D4 to see how much damage he causes himself damage in an attempt to free himself of the shadowy cage

**Name of Spell: Blade out of the Shadow by [Martin Mändli](#)**

Level: 2

Range: Close

Components: V

Duration: 1 Rnd./ Lvl

Casting Time: 1 Aktion

Area of Effect: 1 Weapon (only Piercing & Slashing)

Saving Throw: No

Spell Description: The caster can attack "through" shadows. that means, he has got to be near a shadow as the victim does. then the caster is able to hit the target through the shadow, like some special sort of a ranged attack, but treated as normal melee. thieves are able to perform their backstab with this method. in fact, its some sort of limited teleportation through shadows (limited on one weapon).

**Name of Spell: Shadow Armor by DMG Forum Member, [Goldenwolf](#)**

Level: 2

Range: Only on one individual, within 10' of caster

Components:

Duration: 5 rounds per caster level

Casting Time: 1 Round

Area of Effect: Only on one individual, within 10' of caster

Saving Throw: N/A

Spell Description: This spell causes shadows to constantly move across the individual, swirling like a tornado, making it harder to see the exact location of the person. This makes it harder to hit the effected individual. The Person receiving this spell gets a +3 to AC.

**Name of Spell: Sunlight by DMG Forum Member, [Goldenwolf](#)**

Level: 4

Range: 100' +10' per level of caster

Components:

Duration: 10 rounds

Casting Time: 1 Round

Area of Effect: 20' radius

Saving Throw: Will save on DC20

Spell Description: This spell will remove the effects of all shadow spells in the affected area, by a giant blast of sunlight.

**Name of Spell: Ghost Touch by [Adam Stanford](#)**

Spell Level: 5

Spell Type: Transmutation

Components: V, M

Casting Time: 1 action

Range: Touch

Target, Effect, Area: Items touched or up to 5 sq. ft./level

Duration: 1 round/level or permanent (see text)

Saving Throw: Fortitude negates (harmless, object)

Spell Resistance: Yes (object)

Spell Description: Shadows are sucked into items you touch or areas you touch so that incorporeal creatures do not pass through them. Any item touched gains the ghost touch ability (though they do not gain any bonuses other than that ). This part of the spell lasts for 1 round per level. Areas with this spell cast on them will not allow incorporeal creatures to pass through them. This part of the spell is permanent. This spell dispels and counters daylight, light, flare or any other spell with light in its descriptor, as well as blowing out or otherwise effectively destroying any other light sources in the area.

**Name of Spell: Shadow Horror by [Tray Marilius](#)**

Spell Level: 4

Spell Type: Arcane (Necromancy)

Components: A pure Onyx stone valued at least at 500 gold coins or higher, and a Vial of human Blood.

Casting Time: One Round.

Range: Medium (100 ft. + 10 ft./level)

Target, Effect, Area: One creature, ranged touch.

Duration: 1 Round/Caster Level

Saving Throw: Will Negates

Spell Resistance: No

Spell Description: Upon the completion of the dark lyrics of this necromantic spell, the caster pulls a creature from the Shadow Plane known commonly as the "Lamanter". The lamanter is a tormentor of the shadows, and once pulled from its home plane is bound to torment the target of the Shadow Horror spell for the duration of the spell, before returning to its home plane as if it was never there.

The Lamanter appears to be some sort of illusionary creature, only effecting and existing to two people at a time, the target, and the caster. While under 'Torment' by the Lamanter, the target his haunted by passing visages of something lurking in the shadows near him, raspy.. ghastly breathing taunting his ears while his heartbeat accelerates uncontrollably. For the first two rounds the target suffers a -3 penalty to all attack rolls and his dexterity bonus, for being distracted and frightened of the creature taunting him in the shadows

**Name of Spell: Shadow Phase by [Daniel Huff aka Cratynax](#)**

Spell Level: Ninth Level

Spell Type: Evocation

Components: V, S, M

Casting Time: One Round

Range: 100 yds/per level of Caster

Target, Effect, Area: One Creature

Duration: instantaneous

Saving Throw: None

Spell Resistance: None

Spell Description: This spell allows the mage to use his targets shadow to do one of the following: a) Teleport behind the target by using the shadow as a type of door. b) To use the shadow to launch your most powerful Evocation spell you have memorized at the target creature (no saving throw) through your shadow and theirs. c) You make their shadow a magnet of sorts to spells and missile weapons only they hit it at the source..... the target. There are different components needed for the different types of spells: for type one you need a scroll of one spell (Teleport) and another scroll of one spell (Phase Door or Dimension Door). For type two you need an Evocation spell memorized (Fireball, Magic Missile, Lighting Bolt, etc.) and a horn of a gargoyle. For the final type of the spell you need a piece of lodestone, an iron bar, and a scroll of one spell (Phase Door). Note each spell type needs the material components of a bit of a Shade or Shadow and the horn of an Ogre Magi, or Criosphinx, or the stinger of a Wyvern. This spell was created by the 47th level Grey-Elf Lord/Wizard Cratynax Lord of Council Castle and his friends Thomas the 42nd level Paladin Lord of Calas Keep, Yatwak the 45th level Ranger Lord of Hornsaw Forest, Faix the 45th level High Priestess of the Malagar Mountain Hold, and Zantor Shorttree the 45th level Master Thief/Grandfather of Assassins of the Guild of Toril-Mal

**Name of Spell: Shadow Warrior by [Tray Marilius](#)**

Spell Level: 7

Spell Type: Arcane

Components: V, S, M. (Obsidian Stone worth no less than 100 GP, and a Diamond Gem worth no less than 300 GP.)

Casting Time: Two Rounds

Range: Self or by Touch.

Target, Effect, Area: Caster or Target (By touch)

Duration: 10 minutes +2 minutes/Caster level up to a maximum of sixty (60) minutes.

Saving Throw: None (If a target is unwilling, the spell fizzles)

Spell Resistance: No

Spell Description: As this spell is performed the caster holds the Onyx stone in his left hand, and the Diamond Gem in his right, while he performs the incantation and somatic components.

While this spell CAN be cast in the day, it is immeasurably more effective during night or in shadowy areas. Upon the completion of this spell the caster has 10 rounds to touch a target, or use it upon himself, before the spells energy dissipates and is wasted.

Once a subject is chosen (This spell may only be used on one person per casting) the subject becomes infused with a minute portion of pure energy from the Shadow Plane. For the duration of this spell the subject is treated as a Chaotic Outsider, and is therefore subject to spells such as Shield of Law, and Banishment. However the bonus's to offset this are significant.

When banishment is cast upon the receiver of this spell, it negates the Shadow Warrior spell and sends the energy back to the Shadow Plane, however leaves the actual subject unharmed and returned to his original state.

During the daylight, or in well lit areas, the subject skin seems pale and his eyes are of solid black, a sort of eery feeling follows him and those capable would notice him radiating magic. In daylight or well lit areas, the 'Shadow Warrior' gains the following bonus's.

+1 to AC

+1 to all attack and damage rolls (Even spells are boosted in the way of damage if applicable)

During twilight and or low light areas, the character seems to meld with the shadows available and therefore becomes difficult to keep track of, use these bonus's instead.

+3 to AC

+2 to all attack and damage rolls (Even Spells are boosted in the way of damage if applicable)

+10 feet to characters base movement speed.

Treated as if the character has one-half cover (20% miss chance when attacking this character)

When night or in pitch black areas, the spell is truly terrifying in its power. The character is essentially one with the shadow.

+5 to AC

Option to forfeit multiple attacks per round (using only one attack this round) to be granted the ability to use that attack as a sneak attack on a foe (even if you are not of the rogue class).

+5 to attack and damage rolls

+20 to characters base movement speed.

Treated as if having full Concealment. (50% miss chance when attacking this character)

Also, there are two generic benefits regardless of the amount of light.

See the invisible as a spell-like ability.

Any non-magical weapons upon the character, or wielded by the character while the spell is still in effect, becomes instilled with chaos energy and therefore does +2d6 damage to any lawful creatures. Weapons that were already magical are unaffected.

All bonus's and abilities dissipate at the end of the spell and the subject reverts to being mortal (Instead of an Outsider) and the character is racked with debilitating nightmares for the next three days. And suffers the following penalties for those three days, the duration as well as the penalties are cumulative and stack for every time the spell is cast on the same person.

-2 to attack and damage rolls

-2 to AC

**Name of Spell: Ghosts of the damned by [Jeremy Beliveau](#)**

Spell Level: 4

Spell Type: Illusion (shadow)

Components: a piece of human bone

Casting Time: 1 action

Range: close 25 ft 5ft/level

Target, Effect, Area: all enemies within a 40 ft radius 5ft/caster level

Duration: 1 round/2 caster levels

Saving Throw: will (disbelief)

Spell Resistance: no

Spell Description: Shadows in the area form in the shapes of ghosts. The ghosts appear to be the target's loved one's family members, or the targets themselves. The ghosts wail and weave in and out of the targets. The targets must make a will save or go permanently insane. Ghosts do no damage and

disperse immediately after the spells duration ends. Each target must make a will save each round they are exposed to the ghosts they must make a will save.

**Name of Spell: Douse Flames by [Adam Stanford](#)**

Spell Level: 0

Spell Type: Transmutation

Components: V, S, F/DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target, Effect, Area: All light sources in 100 ft. radius

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Spell Description: Shadows engulf any light source in the nearby area. All light sources, including torches and items with light or daylight cast on them, are extinguished with a flourish, each source of light being engulfed by darkness. Ever burning torches are forever disabled, rendering them about as useful as a normal torch. This spell will not reach through gates caused by the gate spell or other links to different planes. It cannot be cast on the Ethereal plane.

**Name of Spell: Shadow Infuser by [Steven Ney](#)**

Spell Level: 6

Spell Type: Transmutation

Components: onyx marble, steel marble, and a black diamond marble costing a total of 300 gp

Casting Time: 1 action

Range: none

Target, Effect, Area: Self

Duration: Amount of round equal to 5+your level

Saving Throw: none

Spell Resistance: none

Spell Description: A shadow surrounds your body looking like full plate-male with a katar attached. The armor confers the same armor bonus without the penalties. The katar is a weapon with a +1magical bonus. After the spell is cast the steel and onyx marble dissolve.

**Name of Spell: Shadow Fire by [Adam Stanford](#)**

Spell Level: 8

Spell Type: Conjunction

Components: S, M/DF

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect, Area: Cone

Duration: 3 rounds

Saving Throw: Will disbelief, then Reflex half, then Fortitude disbelief (see text)

Spell Resistance: Yes

Spell Description: There are three effects of this spell.

In the first round, shadows emit from your hand in a cone, effectively creating a darkness spell mixed with a ray of frost spell. The darkness is immensely cold, dealing 1d6 points of cold damage to any creature that is touching the cone (other than the caster). This damage can be ignored if the creatures affected make the Will save. This effect of the spell dispels or destroys all sources of light as the spell douse flame. In the second round, the shadows explode in flames, dealing 1d6 points of fire damage per caster level (max 15d6). A Reflex save will half this damage. In the final round, the fire disappears, and emits blinding light. Creatures in the cone take 5d6 damage and creatures outside of the cone (other than the caster) take 3d6 damage. A successful Fortitude save lets the creature ignore the affect. After the spell is finished, any nonliving matter that the spell touches (such as floors, items or walls) are marked by the spell permanently. The shade of color in the matter darkens to a darker shade.

**Name of Spell: Absorb Shadow by [Kristi](#)**

Spell Level: 2

Spell Type: Conjuration

Components: S, M

Casting Time: 1 action

Range: Medium

Target, Effect, Area: All shadows in range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Spell Description: This allows the caster to absorb all shadows, within the range of the spell, into the palm of his hand. The shadows will not return, no matter what the lighting situation, until the next sunrise. This is beneficial when encountering a creature that moves via shadows. Material component: hollow glass sphere

**Name of Spell: Bigby's Shadow Hand by [Adam Stanford](#)**

Spell Level: 9

Spell Type: Evocation

Components: V, S, F/DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target, Effect, Area: 10-ft hand

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

Spell Description: As Bigby's grasping hand, except that it gets two grapple attacks per round and can jump from shadow to shadow within 100 ft. of where it summoned. The hand's grapple attacks deal 2d6 holy/unholy damage, depending on your alignment. The shadow hand can pass through things and flatten itself against walls as if a real shadow. It cannot enter magical darkness (such as areas with darkness cast on it) but can enter regular dark areas.

**Name of Spell: Shadow Summoning I by [Adam Stanford](#)**

Spell Level: 1

Spell Type: Conjuration

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect, Area: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Spell Description: As shadow summoning 0, except that you can summon 1d3 undead of the same type from the 0th-level list or you can summon a creature from this list. The creatures summoned are the following: (the number in parentheses is the number summoned)

Skeleton, Medium-Sized (1d2)

Zombie, Medium-Sized (1)

**Name of Spell: Shadow Summoning by [Adam Stanford](#)**

Spell Level: Zero

Spell Type: Conjuration

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect, Area: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No  
Spell Description: Shadow Summoning 0, like Summon Monster I, summons a creature. However, these creatures are only undead and incorporeal creatures. The creatures summon able by Shadow Summoning 0 are the following: (the number in parentheses is the number summoned)  
Skeleton, Tiny (1d3)  
Skeleton, Small (1)  
Zombie, Tiny (1d3)  
Zombie, Small (1)

**Name of Spell: Shadow Summoning II by Adam Stanford**

Spell Level: 2  
Spell Type: Conjunction  
Components: V, S, F/DF  
Casting Time: 1 full round  
Range: Close (25 ft. + 5 ft./2 levels)  
Target, Effect, Area: One summoned creature  
Duration: 1 round/level  
Saving Throw: None  
Spell Resistance: No  
Spell Description: As shadow summoning 0, except that you can summon 1d3 undead of the same type from the 2nd-level list, 1d4+1 creatures of the same type from a lower-level list or you can summon a creature from this list. The creatures summon able are the following: (the number in parentheses is the number summoned)  
Ghost (1)  
Skeleton, Huge (1d2)  
Zombie, Huge (1)

**Name of Spell: Shadow Summoning III by Adam Stanford**

Spell Level: 3  
Spell Type: Conjunction  
Components: V, S, F/DF  
Casting Time: 1 full round  
Range: Close (25 ft. + 5 ft./2 levels)  
Target, Effect, Area: One summoned creature  
Duration: 1 round/level  
Saving Throw: None  
Spell Resistance: No  
Spell Description: As shadow summoning 0, except that you can summon 1d3 undead of the same type from the 3rd-level list, 1d4+1 creatures of the same type from a lower-level list or you can summon a creature from this list. The creatures summon able are the following: (the number in parentheses is the number summoned)  
Ghost (1)  
Skeleton, Huge (1d2)  
Zombie, Huge (1)

**Name of Spell: Shadow Summoning IV by Adam Stanford**

Spell Level: 4  
Spell Type: Conjunction  
Components: V, S, F/DF  
Casting Time: 1 full round  
Range: Close (25 ft. + 5 ft./2 levels)  
Target, Effect, Area: One summoned creature  
Duration: 1 round/level  
Saving Throw: None  
Spell Resistance: No

Spell Description: As shadow summoning 0, except that you can summon 1d3 undead of the same type from the 3rd-level list, 1d4+1 creatures of the same type from a lower-level list or you can summon a creature from this list. The creatures summon able are the following: (the number in parentheses is the number summoned)

Wight (1)

Vampire Spawn (1)

Note that negative level saves are taken every 5 rounds for these summoned creatures and that any ability drain becomes ability damage that heals at half the normal rate.

**Name of Spell: Shadow Summoning V by [Adam Stanford](#)**

Spell Level: 5

Spell Type: Conjunction

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect, Area: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Spell Description: As shadow summoning 0, except that you can summon 1d3 undead of the same type from the 4th-level list, 1d4+1 creatures of the same type from a lower-level list or you can summon a creature from this list. The creatures summon able are the following: (the number in parentheses is the number summoned)

Allip (1)

Shadow (1)

Wight (1)

Vampire Spawn (1)

Zombie, Gargantuan (1)

Note that negative level restoration saves are made every 10 rounds. Creatures reduced to 0 by a summoned shadow's strength damage react normally instead of dying. Ability drain becomes ability damage that heals at a quarter of the normal rate. Summoned Wights and Vampire Spawn from the 4th-level list act as if they were summoned by shadow summoning IV (their checks for negative level restoration saves are still every 5 rounds and ability drain heals at half the normal rate).

**Name of Spell: Shadow Summoning VI by [Adam Stanford](#)**

Spell Level: 6

Spell Type: Conjunction

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect, Area: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Spell Description: As shadow summoning 0, except that you can summon 1d3 undead of the same type from the 5th-level list, 1d4+1 creatures of the same type from a lower-level list or you can summon a creature from this list. The creatures summon able are the following: (the number in parentheses is the number summoned)

Ghost (sample) (1)

Mohrg (1)

Skeleton, Gargantuan (1)

Note that a ghost's special attacks only drain one point from the appropriate ability. Summoned creatures from lower-level lists act as if they were summoned by the spell of their level (see shadow summoning V).

**Name of Spell: Shadow Summoning VII by [Adam Stanford](#)**

Spell Level: 7

Spell Type: Conjunction

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect, Area: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Spell Description: As shadow summoning 0, except that you can summon 1d3 undead of the same type from the 6th-level list, 1d4+1 creatures of the same type from a lower-level list or you can summon a creature from this list. The creatures summoned are the following: (the number in parentheses is the number summoned)

Skeleton, Colossal (1)

Spectre (1)

Wraith (1)

Note that summoned creatures' ability drain attacks only drain 1 point of an ability score. Summoned creatures from lower-level lists act as if they were summoned by the spell of their level (see shadow summoning V).

**Name of Spell: Shadow Summoning VIII by [Adam Stanford](#)**

Spell Level: 8

Spell Type: Conjunction

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect, Area: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Spell Description: As shadow summoning 0, except that you can summon 1d3 undead of the same type from the 7th-level list, 1d4+1 creatures of the same type from a lower-level list or you can summon a creature from this list. The creatures summoned are the following: (the number in parentheses is the number summoned)

Devourer (1)

Vampire (sample) (1)

Zombie, Colossal (1)

Note that summoned creatures' ability drain attacks only drain 1 point of an ability score. The vampire can not use its blood drain ability and that the devourer can not capture its enemy's life essence. Negative level saves are made every 5 minutes. Summoned creatures from lower-level lists act as if they were summoned by the spell of their level (see shadow summoning V).

**Name of Spell: Shadow Summoning IX by [Adam Stanford](#)**

Spell Level: 9

Spell Type: Conjunction

Components: V, S, F/DF

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect, Area: One summoned creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

Spell Description: As shadow summoning 0, except that you can summon 1d3 undead of the same type from the 8th-level list, 1d4+1 creatures of the same type from a lower-level list or you can summon a

creature from this list. The creatures summoned are the following: (the number in parentheses is the number summoned)

Bodak (1)  
Devourer (1)  
Lich (sample) (1)  
Mummy (1)  
Nightwing (1)

Note that summoned creatures' ability drain attacks only drain 1 point of an ability score. The caster is immune to a mummy's mummy rot disease, a devourer's trap essence ability, a nightwing's magic drain and a lich's special attacks, but the caster's allies are not. Summoned creatures from lower-level lists act as if they were summoned by the spell of their level (see shadow summoning V).

**Name of Spell: Vecna's Shadow of Death by: [Jason Senoraske](#)**

Spell Level: Wizard/Sorcerer 8, Cleric 9, Chaos 9

Spell Type: Necromancy

Components: Verbal, Somatic

Casting Time: 1 round

Range: Long(400ft.+20ft. per caster level)

Target, Effect, Area: 1 target per caster level

Duration: see text

Saving Throw: none

Spell Resistance: none

Spell Description: This spell seemingly gathers every shadow in the area and twists it into a giant form of darkness that has appendages that dart off in all directions but cause no damage. This shadow form appears near you and then it looks as if the figure shoots beams of shadows at your opponents chosen in spell range. This beam of shadow deals a total of 20d6 damage. Damage is dealt from 2d6 fire damage, 2d6 cold damage, 2d6 shocking damage, 2d6 sonic damage, 2d6 unholy damage, and 10d6 shadow damage. The caster can choose to make more than 1 beam strike a target but for every additional beam it only adds 10d6 damage to the total. This extra damage comes from adding 2d6 more damage to fire, cold, shocking, sonic, and unholy. The beams do elemental damage even if the subject is immune to that certain element (such as: fire damage is still dealt to a red dragon since the spell is shadow based. The subject must make a will save or take 1d6 shadow damage every round after the spell was cast. The subject must also make another will save after 20 rounds or be killed. The subject must make a fortitude save to avoid being blinded, stunned, or deafened. If they fail their fortitude save, roll for the effect that takes place and roll 4d4 to represent the length that the effect lasts. The shadow form that shoots these beams cannot be attacked. If you try to strike it with nonliving matter (such as a sword, mace, dagger, etc.) the matter will pass through the shadow and then disintegrate itself, if a person charges through the shadow form they pass through it undazed but any clothing or armor that the person was wearing disintegrates itself as a weapon does. The shadow form lasts for 1d6+1 rounds but can only use its attack every 1d4 rounds, the shadow form may move but it may not knowingly pass through nonliving matter that is not moving towards it, the caster may not instruct the shadow to move through a mountain to make a path to travel through the mountain. The form moves at a base speed of thirty feet. After the duration expires the shadows seemingly burst from the form and return to their original positions. Since the form drains all shadows in the area, it is impossible to create more than one form in one area at the same time. Note: Clerics of different gods call this spell by their gods name (such as: Baccobs shadow of death), certain clerics may not learn this spell such as: a cleric of Pellor, Obad-Hai and other nature based gods.

**Name of Spell: Shadow Form by [Kristi](#)**

Spell Level: 3

Spell Type: Transmutation

Components: S, M

Casting Time: 1 action

Range: Touch

Target, Effect, Area: Willing corporeal creature touched

Duration: 2 minutes/caster level

Saving Throw: None

Spell Resistance: No

Spell Description: Much like Gaseous Form. The subject and all gear turn into a shadowy form. The form will be "cast" onto the ground or against a wall as appropriate (just like a real shadow). Damage reduction 20/+1. Material armor useless, all other AC modifiers apply. Can not attack, cast, speak. Immune to poison, critical hits. Fly (glides) at speed 10 conforming to the contours of the terrain. Can not pass through solids, enter water, or other liquids. Remains the same size, just in a two dimensional form. Caster looks just like a shadow of a person. Excellent to use as a way of getting two people around, but only looks like one person. The second person simply poses as the corporal's shadow. Material Component: a candle or a tinder-twig

**Name of Spell: Eye Shadow by [Adam Stanford](#)**

Spell Level: 5

Spell Type: Divination

Components: V, S, M (material component: a large shadow in the area)

Casting Time: 1 minute

Range: Indefinite

Target, Effect, Area: One shadow

Duration: Concentration

Saving Throw: No

Spell Resistance: No

Spell Description: A shadow eye rises from the ground, acting as an arcane eye (see the spell in the Player's Handbook). However, it has some new powers: it can teleport to a shadow within 20 ft, it can blend in with shadows and it can create ghost sounds (as the spell). Unfortunately, it is destroyed by darkness other than shadows if it enters it.

**Name of Spell: Darken Shadow by [Kristi](#)**

Spell Level: 1

Spell Type: Transmutation

Components: S, M

Casting Time: 1 action

Range: Medium

Target, Effect, Area: Shadows within range

Duration: 1 minute per caster level

Saving Throw: Harmless

Spell Resistance: None

Spell Description: By means of Darken Shadow the caster can magically make any shadow darker. A darkened shadow grants a +5 to a hide in shadow skill check. Material component: drop of black ink

**Name of Spell: Bend Shadow by [Kristi](#)**

Spell Level: 1

Spell Type: Arcane (Transmutation)

Components: V, M

Casting Time: 1 action

Range: medium

Target, Effect, Area: any shadow within range

Duration: 1 minute per caster level

Saving Throw: Harmless

Spell Resistance: None

Spell Description: By means of this spell, the caster is able to manipulate the location of or the size of an existing shadow. The caster can bend shadows up to 90 degrees in either direction, or elongate or widen shadows up to 1 foot per caster level. Shadows can be linked together in such a way as to provide a dark path to aid in hide in shadows or manipulated to quickly hide an object or footprints, etc.. If done carefully, the average person will not notice that the shadow is being cast inconsistently with the lighting situation. Material Component: piece of black cotton cloth

**Name of Spell: Phantasm by [Adam Stanford](#)**

Spell Level: 6

Spell Type: Transmutation

Components: S, F/DF

Casting Time: 5 rounds

Range: Touch

Target, Effect, Area: All those touching you and their equipment, personal

Duration: 2 minutes/level

Saving Throw: Will disbelief

Spell Resistance: Yes

Spell Description: You and things that touch you and their equipment become shadows. They are 2 dimensional (as is their equipment), cannot attack and can travel along surfaces other than light sources. Any creature that comes within 1 foot of a light source while a shadow must make a Will save or take 1d6 negative energy damage per 2 levels. Unwilling recipients of this spell can make a Will save to resist the effect. However, if they make the save, other creatures may still become shadows. Only the caster can choose whether or not a creature is a shadow. Creatures who become corporeal cannot become a shadow again unless the spell is cast once more. Creatures unwilling to become corporeal may make a Will save, but failed Will saves give them 1d6 damage. A creature who becomes corporeal on a place where the corporeal form will not fit takes 2d6 points of damage and reappears in the closest spot that they can fit in.

**Name of Spell: Light Vulnerability by [CocoLord](#)**

Spell Level: 4th

Spell Type: enchantment

Components: V, M

Casting Time: one round

Range: 5'+5' per spell caster level

Target, Effect, Area: one creature

Duration: 1 hour/ spell caster level

Saving Throw: fortitude, dispelled

Spell Resistance: yes

Spell Description: Once the spell is cast, the target becomes vulnerable to the daylight. See chart below for the effects. meanwhile, the subject gets vision in the dark for 50'. If it already has a dark vision, it is extended of 30'.

Light type: Effect:

Strong: Daylight -4 to all attack rolls and AC

Medium: Campfire, rainy day -2 to all attack rolls and AC

Light: Torch, candle -1 to all attack rolls and AC

**Name of Spell: Shadow Limb by [Mark J. Janecka](#)**

Spell Level: Sor/Wiz 3

Spell Type: Transmutation

Components: V,S,F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect, Area: Any creature of Small to Large size

Duration: 1 minute / level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes

Spell Description: This weird spell solidifies a portion of a creature's shadow (specifically a limb) allowing it to animate and control the limb as if it were his own. This spell affects only non-magical non-animated dead limbs. Arms are usually preferred, but claws and tentacles also work well. When cast upon a creature from Small to Large size, in any lighting condition that produces a shadow, the shadow's limb becomes a solid 3-dimensional animated object with the following statistics, regardless of its original size:

#### ANIMATED LIMB

Small Construct

Hit Dice: 1 (10 hit points)

Initiative: same as the controller

Speed: 30 feet

Armor Class: 16 (+4 size, +2 Dex)

Attacks: Claw or Slam 0 + Str modifier melee

Damage: Claw or Slam 1d3 + Str modifier

Saves: Fort +0, Ref +2, Will +0

Abilities: Str (as original creature), Dex 14, Con --, Int --, Wis --, Cha --

Special Qualities: Hardness 10

Note the limb has the maximum hit points for its hit dice. The limb can be controlled to move anywhere within Close range of the creature, attack or perform another action with mental commands from the creature with a move-equivalent action. Note the animated limb cannot function on its own; it performs no actions unless specifically directed by the creature. A creature may have as many shadow limbs as he has limbs (one created per casting of the spell) but it still requires a move-equivalent action to control each one.

Focus: 15 gp worth of powdered onyx.

#### **Name of Spell: Umbra Bolt by [Owen K.C. Stephens](#)**

Spell Level: 2

Spell Type: Illusion (Shadow)

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target, Effect, Area: One creature or object

Duration: See text

Saving Throw: Will half

Spell Resistance: Yes

Spell Description: An umbra bolt creates a lance of pure shadow energy that unerringly strikes one target of the caster's choice. The bolt is inky cold, sucking heat away from the target while blotting out all light. The target is dealt 4d6 points of cold damage with a Will save allowed for half damage. On a failed save the target is enwrapped by the shadow, blinding it for 1d4 rounds. In addition to the obvious effects, a blinded creature suffers a 50% miss chance in combat, loses any Dex bonus to AC, grants a +2 bonus to attacker's attack rolls they act as though invisible to the target), moves at half speed and suffers a -4 penalty to all Search checks and most Str and Dex based skills.

#### **Name of Spell: Concealed Spell Casting by [Mark J. Janecka](#)**

Spell Level: Brd 1, Rgr 1, Sor/Wiz 1

Spell Type: Illusion (Shadow)

Components: V,S,F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect, Area: One creature

Duration: See text (maximum 24 hours)

Saving Throw: Will negates

Spell Resistance: Yes (harmless)

Spell Description: Concealed Spell casting is a boon to spell casting characters who need to cast their spells unobserved. When this spell is cast, the darkness seeps from under the caster's cloak and obscures any actions involving spell casting while muffling any sounds involved in spell casting or issuing command words to activate magic items. This spell allows a spell casting target to cast her spells with concealed verbal, somatic, and material components. Under normal circumstances, it is obvious to everyone in the vicinity when a spell caster is casting a spell. Under circumstances where the caster

attempts subtle casting, the standard rule is that an observer within 15 feet may make a Listen or Spot check (DC 10) to detect that a spell is being cast.

When concealed spell casting is in effect on a target spell caster, her spell's components are concealed by subtle illusion --the caster's dark cloak and its shadow appear to move to conceal and muffle spell casting activities although they still must be present unless the caster uses an appropriate feat to eliminate them (such as the Still Spell or Silent Spell feats). In the open, the spell casting character appears to be doing nothing out of the ordinary: gestures and sounds made, as well as the presence of material components, are completely covered, appearing to be nothing especially out of the ordinary. If the spell caster is hiding, she may not be noticed at all (make Move Silently and Hide checks normally).

When an observing creature is in a position to notice that a spell is being cast, he must make a Will save. If he fails, he notices nothing out of the ordinary. If he succeeds, he may make a Spot or Listen check (as described above for subtle casting) to detect that a spell is being cast. If the observing creature wants to attempt a counter spell, he must first have made this Will save before he can attempt his Spell craft check.

The duration of concealed spell casting is variable. For each caster level (of the caster of this spell), the spell's target can cast one concealed spell of any level. The duration of this spell expires after all the concealed castings are used up, or after 24 hours, whichever comes first. The target of this spell may not choose which of her spells are concealed; it occurs automatically for each spell she casts until concealed spell casting's duration expires.

Focus: a dark-colored cloak

**Name of Spell: Shadow Bane by DMG Forum member [Goldenwolf](#)**

Level: 3

Range: 40'

Components:

Duration: 5 rounds, +1 round per caster level

Casting Time: 1 Round

Area of Effect: 1 Individual

Saving Throw: Will save on DC18

Spell Description: This spell causes several shadows to constantly swirl about the affected person. This causes him to be distracted, so his AC is reduced by 2, if DEX affects his AC, and the affected person suffers a -3 to reflex saves.

**Name of Spell: Shadow Blindness by DMG Forum member [Goldenwolf](#)**

Level: 3

Range: 100'+10' per level of caster

Components:

Duration: 2 rounds, plus 1 round per 3 levels of caster

Casting Time: 1 Round

Area of Effect: 1 Person

Saving Throw: Will save DC 16

Spell Description: This spell causes a Dark shadow to cover their head, and then to begin flashing bright light in their face. The constant adjustments of the pupil completely blind every type of eyesight.

**Name of Spell: Shadow Senses by [Adam Stanford](#)**

Spell Level: 1

Spell Type: Transmutation

Components: S

Casting Time: 1 action

Range: Touch

Target, Effect, Area: Personal or creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

Spell Description: Your senses work better in shadows than they normally would. Shadows are any area which the sun is blocked from. For the spell to work, there must also be a source of light (daylight, moonlight, a light spell, etc.). Regardless of where you are, you gain +4 to Search and Spot checks for areas in the shadows, lowlight vision and a +1 bonus to attacks against a creature or object in shadows. In the shadows, you get an additional +2 morale bonus to all checks, +2 to Reflex saves and gain the ability to see in shadows as if they were in the direct line of light from the light source. If Shadow Dancers are allowed in your campaign, this spell improves their shadow jump distance by +10 feet for each day. This effect lasts all day.

**Name of Spell: Shadow Puppets by [Adam Stanford](#)**

Spell Level: Clr 4, Drd 4, Sor/Wiz 4

Spell Type: Illusion (Shadow)

Components: S, M

Casting Time: 1 round

Range: Medium (100+10 ft./level)

Target, Effect, Area: Shadows

Duration: 1 round/2 levels

Saving Throw: Will partial

Spell Resistance: No

Spell Description: You create a number of shadow creatures equal to half of your caster level plus 1. Each of these shadows will attack the creature you command them to. Shadow puppets appear to be shadows with glowing purple eyes. Shadow puppets make a creature panicked and deal 2d6 damage. An additional point of damage is added per caster level (max +10). If the subject the shadow puppets attack successfully completes the Will save, they only take 1d6 damage and are not panicked. The shadow puppet cannot attack the subject the next round. If this spell is heightened, it will add an additional 3 points of damage to each attack of the shadow puppets per level it is heightened to. Material Component: A large obsidian stone worth at least 30 gp and two small amethyst worth 10 gp each

**Name of Spell: Banish Shadow by [Adam Stanford](#)**

Spell Level: 3

Spell Type: Abjuration

Components: V, S, M

Casting Time: 1 action

Range: 20 ft circle

Target, Effect, Area: All shadows within 20 feet

Duration: Instantaneous/permanent (see text)

Saving Throw: Will partial (see text)

Spell Resistance: Yes

Spell Description: All shadows within the area are banished from sight. Any shadows created from light disappear forever. Incorporeal and ethereal creatures within the area of the spell must complete a Will save or disappear for 1d4 days. Whether or not the creature makes the save, the creature takes 5d6 damage. If this reduces the creature to below 0 hit point, simply leave it at 0 hit points, unconscious. This save has an abnormally high DC, being 14 plus the spell level instead of 10 plus the spell level. Spells that have the shadow subtype do not work in this area. This effect is permanent, but can be dispelled with dispel magic. Material Component: Any item that emits light of any sort (a stone with light cast on it, a torch, a firefly, etc.) and an onyx circlet that is worth at least 500 gp. These items are not used up after casting the spell.

**Name of Spell: Shadow Watcher by [Mark J. Janecka](#)**

Spell Level: Brd 1, Rgr 1, Sor/Wiz 1

Spell Type: Divination

Components: V,S,F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect, Area: One creature

Duration: 1 minute/level(D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

Spell Description: Shadow Watcher is a spell that allows the target creature to extend his physical senses through his own shadow. Particularly useful in combat with many opponents, the creature can use this extended awareness to observe everything in 360 degrees around himself. This allows him to use his defensive abilities against and parry attacks from any and all directions simultaneously, thus, the caster cannot be flanked. The spell also allows the caster to make one extra attack of opportunity per round (but no more than one per opponent). This spell functions only where lighting conditions create a shadow of the target creature.

Focus: A small dark mirror.

**Name of Spell: Shadow Net by [Mark J. Janecka](#)**

Spell Level: Sor/Wiz 2

Spell Type: Conjunction (Creation)

Components: V,S,M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target, Effect, Area: up to four creatures, no two of which can be more than 15 ft. apart

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: Yes

Spell Description: Casting shadow net launches one or more tenebrous webs from the caster's hand, each of which can entangle a target creature. The shadow net is treated as if the caster were attacking with a prepared net (see page 102 of the PLAYER'S HANDBOOK), but there is no attached rope and the spell has Medium range and no penalties due to range apply. The shadow net requires a ranged touch attack to hit a target. The caster is considered to be proficient with the net for the purpose of the attack roll to hit with this spell. A cast net that misses simply falls flat in the target square and has no effect on creatures passing over it. A creature that is hit with the shadow net is entangled (suffers -2 on attack rolls and -4 penalty on effective Dexterity, can move only at half speed and cannot charge or run). In addition the target is enveloped in semidarkness for as long as the net remains on the creature (+20% miss chance to a maximum of 50%). The net also adheres with a Strength of 18 to any surface within the 5-foot target square, so the target cannot move from the square unless he wins an opposed Strength roll. Once he has made this roll, he need not make it again. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell. An entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The net has 5 hit points can be burst with a Strength check (DC 25, also a full-round action). The shadow net is only useful against creatures between Tiny and Large-size, inclusive. The spell can also be cast on objects. Entangled objects are held to the floor (or the nearest surface within the 5-foot square it occupies) with a Strength of 18. For every two levels of experience past 1st, the caster can conjure an additional net, to a maximum of four. Once the spell's duration has expired, all shadow nets dissolve and vanish. Material Component: A miniature net or a spider's web.

**Name of Spell: Shadow Sphere by [Ben Alcocer](#)**

Spell Level: 3

Spell Type: Conjunction

Components: V ,M ,S

Casting Time: 1 action

Range: Medium (100' + 10/ level)

Target, Effect, Area: 15' half sphere

Duration: 1 round/ level

Saving Throw: None

Spell Resistance: Yes

Spell Description: This odd spell allows the caster to conjure shadows to hinder his opponents' sight. The shadows pass in front of the attacker's eyes and make him lose his aim. Shadow rain works in a 15 foot radius half sphere. Anything in it suffers from the shadows crossing across his eyes. Some unintelligent

creatures might be frightened enough to run. Characters attacking within the shadows are fighting through 9/10's concealment. Obviously this spell is mostly used in small battles and usually against archers or slingers. Each round after the sphere is cast, the caster can take a standard action and make the shadows attack. The shadows use the casters base attack bonus + Intelligence modifier. The shadows do not attack to cause damage but can trip, disarm or grapple with someone. The shadows are considered a Large combatant. For every 4 levels the caster can choose another target within the sphere for the shadows to attack. The material components of this spell are a half sphere of any black precious stone and a square of grey cloth to wrap the half sphere in. The sphere is consumed.

**Name of Spell: Zeynep's Light Shield by [Ben Alcocer](#)**

Spell Level: 2

Spell Type: Abjuration

Components: V, S

Casting Time: 1 action

Range: Personal

Target, Effect, Area: The Caster

Duration: 1 hour/ level

Saving Throw: None

Spell Resistance: No

Spell Description: When Light Shield is cast, the spell filters out all light sources in the area from reaching the caster's equipment or skin, as if the caster was placed in total darkness. The caster still is able to see according to the current lighting conditions. If Light or Continual Light is cast on the caster while Light Shield is in effect, both spells are negated. This spell does not work for undead or fungoid casters.

**Name of Spell: Shadow's Dance by [James MacKenzie](#)**

Spell Level: Bard 1 Shadow 1 Sorceror 2 Trickery 2 Wizard 2

Spell Type: Illusion (Figment)

Components: V, S, F / DF

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target, Effect, Area: 30' radius area

Duration: 5 minutes per caster level.

Saving Throw: None

Spell Resistance: Yes

Spell Description: Upon the casting of this spell, light and shadow begin to shift erratically within the area of effect, fluctuating to the eerie sound of an unseen flute. The shifting light and sound make it difficult to focus on anything within the area: Appraise, Listen, Spot, Search, and similar skills suffer a - 6 penalty. Missiles targeted in the area suffer - 2 on attack rolls. Scrolls read have a 25% chance of failure. Other melee and spell attacks are not affected. Shadow's Dance can only function in conditions where light and shadow are found: It will not function in bright light without shadows or full darkness.

Focus: A flute, recorder or similar wind instrument.

**Name of Spell: Shadow Walk by [MaxDuelist](#)**

Spell Level: 7

Spell Type: Evocation

Components: Caster must wear a long coat of black velvet.

Casting Time: Free action

Range: Infinite

Target, Effect, Area: User only

Duration: instantaneous

Saving Throw: none

Spell Resistance: No

Spell Description: The caster has only to hiss the activation word under his breath and step into the shadows to reappear from another almost instantaneously. There is no limit to the range of the spell, only the conditions in which it must be cast. The shadows into which the caster steps and reappears from must be very dark, enough to obscure vision from anyone looking into them. The desired location may be

almost anywhere besides the plane of brilliance where there is precious little shadow at the best of times! Due to the fact that it is a form of elemental travel and not extra-dimensional in nature it can even be used to travel between the crystal spheres with no interference from the phlogiston.

**Spell Name: Adra's Shadow Gate by Rob Cain at [ultimate\\_stickboy@msn.com](mailto:ultimate_stickboy@msn.com)**

Spell Level: Sor/Wiz 4

Spell Type: Transmutation

Components: S,M (A handful of burnt ashes)

Casting Time: Instantaneous

Range: 10'/caster level above 3

Target, Effect, Area: Target: one area of shadow

Duration: One shadow move

Saving Throw: N/A

Spell Resistance: N/A

Spell Description: This spell allows you to move from one area of shadow to another. To cast this spell, the character must first find an area of deep (but not necessarily pitch-black) shadow to pass through. Examples are: behind a bookshelf in a firelight room, in a shed with the door shut (even on a bright day, as long as there are no cracks in the walls/ceiling), or just about anywhere on a moonless night.

A wizard must sprinkle the ashes into the shadow area to activate the shadow gate, while a sorcerer does not need to. Once the gate is opened, the character may enter without a clear idea of where he is going. For every level past the third, a character may travel 10' thru the "shadow tunnel" to find another shadow. Therefore, a level 6 sorcerer could travel 30' to find another area of deep shadow from which to emerge.

If the character enters a shadow gate and cannot reach another shadow to exit the gate, he must make an INT roll to find his way back. For each 10' traveled, the INT roll is at -1. If he cannot find his way back, fear not, he will be returned as the shadow gate closes, but he must succeed at a Will saving throw (DC 13, +1 for every 10' traveled) or collapse in fear for a number of minutes equal to the DC of the Will saving throw.

It is pitch black in a shadow gate, but the character can see out of any shadow area as though there were an opening in the wall/floor/ceiling. Motion through a shadow gate is like a floating action (so you cannot fall through a shadow on the ceiling).

**Spell Name: Shadow Bridge by Orion Taltos at [orientaltos@hotmail.com](mailto:orientaltos@hotmail.com)**

Spell Level: 3

Spell Type: Illusion (Shadow)

Components: V, S

Casting Time: 1 full round

Range: Medium (100ft + 10ft level)

Target, Effect, Area: 30 ft long (+5 per level) by 5 ft wide (+1 per level)

Duration: 10 minute/level (D)

Saving Throw: None

Spell Resistance: None

Spell Description: Shadows are forced to condense into a quasi-real bridge that can hold a hundred pounds per caster level. The size may be limited by the caster, but once it has been created it cannot be adjusted. It can be sloped up 5 feet per 30 feet of length. Dispel magic itself has no effect on shadow bridge, but spells from the Plane of Light may be used against shadow bridge as if they were a dispel magic in all respects. Because of the lack of railing, balance checks may be required in wind, battle, or similar conditions. This spell is useful for avoiding pits, traps, or just making a darker version of the red carpet treatment.

**Spell Name: Shadow Talons by Edward Stewart at [eddy1863@ntlworld.com](mailto:eddy1863@ntlworld.com)**

Spell Level: 2nd Sor/Wiz

Spell Type: Necro by Edward Stewart at eddy1863@ntlworld.com

Components: A miniature razor blade

Casting Time: 1 Action  
Range: Touch  
Target, Effect, Area: Creature touched  
Duration: 1 round per level or until discharged.  
Saving Throw: None  
Spell Resistance: Yes  
Spell Description: This spell causes the caster to grow long dark Talons that are formed from shadows. The caster can strike with these wickedly sharp talons penetrating armor and dealing 1D4 + 1/ Level ( to a maximum of +10 ).

**Spell Name: Imrathir's Shadow Bolts by Kostas Koukou at [elfsong0220@yahoo.com](mailto:elfsong0220@yahoo.com)**

Spell Level: sor/wiz 6  
Spell Type: evocation/transmutation  
Components: v,s,m  
Casting Time: 5  
Range: 20 ft per caster level  
Target, Effect, Area: the caster  
Duration: 1 round/level or until all bolts are thrown  
Saving Throw: will for half damage  
Spell Resistance: negates  
Spell Description: In order to cast this spell the caster must use a shard of obsidian, which has to be prepared anytime before with the casting of darkness and magic missile upon it. The shard then pulses with the stored energy of the spells and becomes the component. Upon completion of the spell the casters hands are enveloped in shadow and crackle with raw energy. The caster can throw 1 bolt per 4 levels doing 2d6 points of magical damage plus 2pts/level (max 40) of negative energy damage (undead are naturally immune to this effect).The caster uses the attack bonus of a fighter 2 levels below his and armor offers no kind of physical protection (dexterity, magical AC bonus and wisdom bonus to AC in the case of the monk still apply though).Two bolts per round can be thrown and the spell cannot be cast under sunlight or the effect of a daylight spell.

**Spell Name: Shadow Clone by Kostas Koukou at [elfsong0220@yahoo.com](mailto:elfsong0220@yahoo.com)**

Spell Level: wizard 6  
Spell Type: Illusion  
Components: v,s,m  
Casting Time: 1 full round  
Range: within 30ft of the caster  
Target, Effect, Area: -  
Duration: 1 round/2caster levels  
Saving Throw: -  
Spell Resistance: -  
Spell Description: With this spell the caster is able to create an image of his formed of shadow. The "clone" is under the control of the caster who must spend a partial action each round to command it telepathically. It is in all respects like the wizard but with half his spell-casting abilities, thus a 20th level mage could create a clone with exactly his powers, abilities, spells, and skills but the casting potential of a 10th level mage. The clone cannot communicate in any way with someone else besides the caster. Notice that anything coming under the clone's perception becomes immediately evident to the caster as well, such as a rogue hiding in the shadows that the caster failed to detect, if discovered by the clone (using the casters spot check) is discovered also by the caster.

The clone being a creature of shadow can only be harmed by magic or enchanted weapons. He is destroyed though by contact with sunlight and the spells daylight and sunbeam act as a dispel magic spell.

The material component for the spell is a medallion carved to the likeness of the caster which acts as a "focus" for the spell and is not consumed. It must be made from mithral and set with a diamond (2000gp).The diamond has to be special, it must be touched by a shadow on a moonless night (lunar

eclipse), it becomes black in color and opaque, and is good for 3 castings of the spell. Afterwards it must be "recharged" the same way as it was created.

**Name of Spell: Shadow Map by [Adam Stanford](#)**

Spell Level: 8

Spell Type: Transmutation

Components: V, S, M, XP

Casting Time: 1 hour

Range: 10 ft./3 levels

Target, Effect, Area: One piece of parchment

Duration: Permanent until dispelled

Saving Throw: No (object, harmless)

Spell Resistance: No (object, harmless)

Spell Description: A sheet of paper is invested with shadows, creating a black-and-white map of the surrounding area. The map constantly changes, and has information on the creatures in the room (names, races/monster types, gender and level), the size of the room, the shape of the room and where there are sources of light. Such a light source would show a glowing white circle covering the source and anything else in a 5 ft. radius, effectively blinding the map from that area. The map's range is equal to 10 ft per three caster levels, so it shows the reader anything within that radius on the map.

This spell costs 500 xp/three levels.

The map is worth 34,900 gp and is a medium wondrous item. In the hands of someone other than the caster, it only shows the room shape, sources of light, and limited information on creatures in the room (gender and race/monster type only). It does not show where such a creature is in the room, only that it is there.

Material Component: A piece of material such as paper, papyrus, stiff cloth or parchment and an onyx worth at least 500 gp. The piece of material is transformed into the map

**Name of Spell: Veil of Moths By: Geoff Hancock at [mistere@murder.com.au](mailto:mistere@murder.com.au)**

Spell Level: 4th

Spell Type: Illusion (glamour/figment)

Components: The dust from a moths wings

Casting Time: 1 standard action

Range: Long (400ft+40ft per level)

Target, Effect, Area: 20ft radius

Duration: 1 minute per level

Saving Throw: None, see text

Spell Resistance: None, see text

Spell Description: A cloud of thousands of shadowy moths billows out from a point you designate. The tiny flying insects obscure all sight, including Darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Also in conjunction to the moths' arrival, complete silence pervades in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. This spell provides a defense against sonic or language-based attacks. This spell was created by the lich, Lord Alkaron and would probably never seen the open market if not for the famed Master thief Roshear the Sly who stole the lich's spell books from under his very nose (or part thereof). Of course the lich swore vengeance but suffered a series of unfortunate mishaps (phylactery placed in a large font of holy water, every adventurer for miles hearing about the missing spell books) and never got around to it.

**Name of Spell: Shadow Spy by Donovan Allen by [mombo\\_dogface@yahoo.com](mailto:mombo_dogface@yahoo.com)**

Spell Level: Sor/Wiz 3

Spell Type: Divination (Scrying)

Components: V,S

Casting Time: 1 standard action

Range: 10 ft. per level

Target, Effect, Area: 1 mile + 2 miles per level above 3

Duration: 20 min/level

Saving Throw: Will Negates

Spell Resistance: Yes

Spell Description: Shadow Spy causes a persons own shadow to be a conduit for verbal communication. The caster can hear what ever the recipient says or hears herself, through the recipients own shadow, as if the caster was there. Speech is also possible. This is effective on friendless as well as enemies. Such as people trying to sneak past others without being heard, while the caster is shouting or whistles or sings to attract others to the victim of Shadow Spy. Thus, spying on meetings becomes a matter of just listening. If the recipient is aware of the Shadow Spy, whispering or trying to mask what is being said or heard doesn't work, the shadow is part of her and hears all she hears and says. The Shadow Spy is affected by surrounding noises that interfere with hearing and talking just as anyone in the area of the Shadow Spy would be.

This does not allow knowledge of languages, so an unknown language will still be heard but not understood. If the caster is in a noisy area herself, hearing what goes on can be troublesome, and if verbal communications is going on through the Shadow Spy, the caster is talking (or shouting) as if she was actually there. Obviously magical silence area, or personal spells negate it effects.

**Name of Spell: Grip of Shadows by Donovan Allen by [mombo\\_dogface@yahoo.com](mailto:mombo_dogface@yahoo.com)**

Spell Level: Bard 5, Sor/Wiz 6

Spell Type: Necromancy (Mind Affecting)

Components: V,S,M

Casting Time: 1 standard action

Range: Touch

Target, Effect, Area: one creature

Duration: see text

Saving Throw: Will negates

Spell Resistance: Yes

Spell Description: Once cast upon the being, they get the feeling someone or something very menacing is about to get them.

Grip of Shadows causes paranoia to build and the person is affected in the following ways. Each effect begins in the hour listed and lasts till the end of hour 4, and are cumulative.

During:

Hour 1)

The feeling of someone watching them, Character get the feeling if he looks fast enough he may catch a glimpse of what is out there. Something is out there...All saving throws reduced by 2

Hour 2)

Antsy, can't stand or sit still. They start to step behind corners, trees, doors, curtains whatever available to them, trying to catch a glimpse, as they are sure something is there, following. Being out in the open anywhere is worrisome, a feeling of vulnerability, nervousness ensues. Urgent awareness of something very close, out there... All attacks reduced by 2

Hour 3)

Starting to see shadows or something moving just out of sight. Hearing a footfall or scratching noise, a voice they strain to hear. The urge to run when moving anywhere become strong. Being indoors seems

too confining, while outdoors is too unsafe. A sense of even greater vulnerability arises. No spells can be cast. Nor can any ranged attacks be performed.

Hour 4)

It's so close now. Can't you feel it! What's wrong with you all! It's here, it's...! Panic sets in completely, as they realize that which is so amazingly terrifying is now they're own shadow. RIGHT THERE!! AAAAAHHHHHHHHH!!!! Get it off me , get it off me!!!! Sheer terror sets in as the person is now aware that it's now their own shadow is about to get them. Dropping anything being held or carried to lighten their load so they may run as fast as possible in any open direction, trying to escape their shadow. Characters move is double for final hour. No defensive actions other than running fast as possible and jumping off the ground again and again to avoid touching their shadow with their feet. At end of hour character must rest for one hour, due to exhaustion. There after they are fine...till tomorrow.

Each new day upon awakening everything seems fine. Symptoms beging again 1d20 hrs later. Character can roll for a will save once per day upon onset of symptoms to negate that days affects. Heal doesn't cure this, but does remove the symptoms for two days. After which the spell begins anew all over again. Limited wish, wish, miracle are the only things effective in removing this.

Material Components: An obsidian orb 1" in diameter



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