

ERUDITEDM

10 LOW-LEVEL SPELLS FOR SHADOWDARK



Designed for use with

ShadowDark RPG



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SPELLS

FLICK

Tier 1, wizard/priest

Duration: 3 rounds

Range: Close

With a momentary focus, alight one finger for up to three rounds. The small yellow flame offers little light but it can be used to ignite torch, candle, or other flammable tinder.



PUFF

Tier 1, wizard/priest

Duration: Instant

Range: Near

Conjure a sudden burst of strong wind to push an enemy off a ledge, scatter a pile of papers, or snuff out a candle. A targeted creature must pass DC 10 STR or be knocked down off-balance.

SPLASH

Tier 1, wizard/priest

Duration: Instant

Range: Close

Produce a gush of water from the palm that may be hurled to quench a flame, awaken an unconscious person, etc

PROJECT IMAGE

Tier 1, wizard/priest

Duration: 10 rounds

Range: Near

Create a minor illusion of a map, person, place or other image on a wall, table top or other smooth flat surface to communicate with others.



SPELLS

WHISPER WARD

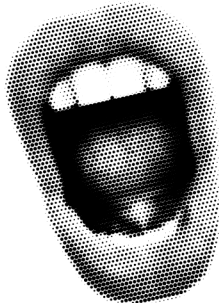
Tier 2, wizard

Duration: Permanent until triggered or dispelled.

Range: Close

You imbue an object or surface with an enchanted mouth that delivers a spoken message (up to 25 words) when triggered by a the approach of another creature or an item is touched.

The message is audible up to near range and can be in the caster's voice or a mimicked voice they've heard. The caster can choose to project a faint psychic impression with the message, forcing the creature who triggers it to make a DC 12 WIS check or be rattled, suffering disadvantage on their next attack roll or ability check within one minute.



HOT-N-TROT

Tier 2, wizard

Duration: 3 rounds

Range: Near

The surrounding ground or surface steams and heat swells burning bare skin, leather boots, and cloth. causing 1d4 damage each round until fleeing out of the affected area.



BIND

Tier 1, wizard/priest

Duration: Instant

Range: Near

The targets limbs, hands or feet are constricted as if tied with strong cord, restricting movement and free use. A victim may break the spell after one turn if passing a DC 12 STR check. Failure will extend the spell's effects for 1d4 rounds.

SPELLS



SCRYING

Tier 2, wizard

Duration: Focus

Range: Far

Within a focused trance-like state, the caster is able to see and hear a particular, familiar creature or known person.

WARDING SIGIL

Tier 1, wizard/priest

Duration: Instant

Range: Near

Leave a special sigil only seen by a wizard or priest of the same level or higher. It warns of an imminent danger. Undead, monster, etc.

ST RONCENARD'S CONSECRATION

Tier 2, priest

Duration: 3 hours

Range: Close

The priest must make a short invocation. Use once a day to inflict full possible damage with a weapon or a spell of the caster's choice. Applies only to one specific spell or successful melee or ranged attack.

The consecration effect must occur within 3 hours or fade away unused. The spell may be applied to the caster, or by laying on of hands to another.

A BONUS SPELL...

FORGET

Tier 1, wizard/priest

Duration: Instant

Range: Near

Touch one intelligent creature to make then forget everything within the past 15 minutes.