

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 a person off balance, scatter a pile of papers, or snuff out a candle. A targeted creature must pass DC 10 STR or be knocked down prone.

SPLASH

Tier 1, wizard/priest

Duration: Instant

Range: Close

Produce a gush of water from the palm that may be hurled to quench a small 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 image on a wall, table top or other smooth flat surface to illustrate and 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 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 the following 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



JOSEPH'S SCRY

Tier 2, wizard

Duration: Instant

Range: Dbl Near

Using wisps of herbal smoke, a wizard locates a hidden foe, even an invisible one. Target remains unseen on DC 13 CHA.

WARDING SIGIL

Tier 1, wizard/priest

Duration: Instant

Range: Near

Create a special sigil only seen by a wizard or priest of the same level or higher. Warn of imminent danger, undead, a trap, a secret treasure, a good alehouse, etc.

ST RONCENARD'S CONSECRATION

Tier 2, priest (L/N only)

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 1 hour or it's lost. The spell may be applied to the caster, or by laying of hands to pass to another person.

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. DC 12 INT to avoid the effect.