

## *Magic user shadow's spell*

Name of the spell	Level	Class	Type	Description
<i>Blacksteel</i>	I	MU	alteration	One weapon becomes magical but do not confere bonus. It is dark, silent and nonreflective. It doesn't dismiss if on contact against other magic. Duration : 2 turns/level
<i>Blur</i>	I	MU	illusion	The wizard causes the outline of his form to become blurred. Missiles + attacks directed on the caster are made with -4 penalties on the first attempt and -2 penalties on all successive attacks ; +1 on save against magical attack ; Dur : 3rds + 1rd/levl ;
<i>Chill touch</i>	I	MU	necromancy	The energy attacks the life force of any living creature touch. Save or loose 2d4 damage + 1 point of strength +1hp/level (Max 20hp) ; Undead have to save or flee for 1d4 rds ; It dismiss after a successful attack ; Dur : 3rd + 1rd/levl ; Range : touch ; Save neg ;
<i>Identify</i>	I	MU	divination	As MU spell
<i>Liquid night</i>	I	MU	conjuration	You create a quantity of glowing ink great enough for you to write a page of text, but not sufficient quality to scribe spell ; duration : permanent
<i>Message in the dark</i>	I	MU	alteration	A variante of Message spell. Duration : 5 rounds/level ; Range : 30 yards + 10 yards/level. The message is heard by one creature
<i>Mystic reflections</i>	I	MU	divination	As detect magic spell ; Duration : 1 round/level ; Target : personnal ; Range up to 30 feet away
<i>Moonglow</i>	I	MU	alteration	The caster conjure a faint blue light on an object (even on those on a person). Range : 10 ft/level. Dur : 1 turn/level. Area of effect : 10 ft radius centered on 1 object. Save : Negate if unwilling.
<i>Sleep</i>	I	MU	enchantment	Affect 2d4 Hit Dice of monsters. Monsters with 4+3 Hit Dice or more are unaffected. Range: 30 yds ; Dur: 5rds/level ; Save : Neg.
<i>Spook</i>	I	MU	illusion	The wizard play upon fears to cause the target creature to perceive the spellcaster as someone or something inimical. Save negate (-1 for every two levels of the caster up to -4) ; Range: 10 yds ; Area : 1 creature ;
<i>Unseen servant</i>	I	MU	conjuration	Similar as the spell. Duration 5 hours + 1turn/level ; Area of effect : 30-feet radius
<i>Widened eyes</i>	I	MU	divination	You gain low light vision ; Duration : 1 turn / level ; Range : one creature touch ;
<i>Create darkness</i>	II	MU	evocation	All nonmagical light source is extinguished. Magical source gain +4 of save. Area 50 foot radius.
<i>Dancing shadows</i>	II	MU	illusion	Dancing pattern of light and shadow. Save or be disoriented; If save failed => -2 to attack rolls and save. A thief gain +20 % to Hide in shadow. Area: 30 feet cube ; Range : 5 ft+ 1 ft/level ; Duration : 1d4 round + 1 round/level
<i>Dark mirror</i>	II	MU	alteration	Choose between : 1) see in magical darkness, 2) annihilate an upcoming darkness (the caster recognize the spell and may cast it instantaneously), 3) reflect a darkness spell (the caster recognize the spell and may cast it instantaneously. In this case, save). Duration : 1 round/level.
<i>Darkness 15' radius</i>	II	MU	alteration	Impenetrable darkness in the area of effect. Infravision is useless. Range : 10 yards/level ; Dur : 1 turn +1rd/level ; Area : 15 ft-radius ;

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<i>Ray of enfeeblement</i>	II	MU	enchantment	A wizard weakens an opponent, reducing its Strength. Humans, demihumans, and humanoids of man-size or less are reduced to an effective Strength of 5 ; Save : Neg ; Range : 10 yds/level ; Dur : 1rd/level ; 1 creature
<i>Scare</i>	II	MU	enchantment	Creatures with fewer than 8 Hit Dice fall trembling. They tremble the first round and then have a -2 reaction adjustment next rounds. They may drop item (5 %/level). If item drop, the target must make another save to catch his object. Range: 30yds + 10yds/lvl ; Dur: 1d4 rds + 1 rd/lvl ; Area of Effect: 30-ft. Radius ; Save : Neg
<i>Shadow burst</i>	II	MU	necromancy	A burst of gray shadowy force toward a target creature. The target suffer 1d4 dmge + 1d4/3 levels (Max : 5d4) + outline the shape of the target rendering it easier to touch (+4 to hit) ; Duration : 1 round/level ; Range : 5 yards/level ; Save : Neg (only for the shape outline)
<i>Spectral hand</i>	II	MU	necromancy	A ghostly, glowing hand, shaped from the caster's life force within spell range. Any touch attack spell of 4th level or less can be delivered at +4 ; The hands has Ac-2, any damage inflict to the hands inflict 1d4 hp to the caster ; Range: 30 yds + 5 yds/level ; Dur: 2 rds/level
<i>Tunnel vision</i>	II	MU	illusion	This spell reduces the recipient creature's field of vision to the area that is directly in front of it; All peripheral vision is replaced with a gray shading => Ac -4, sav -2 + possible back stab attack from the side ; Dur : 3 turn ; 1 creature ; Sav : Neg
<i>Wall of gloom</i>	II	MU	conjuration	Wall or barrier of threatening shadow in any area within the spell range, objects or creatures within the wall, or on its other side, are dim shadows that can barely be seen. Creatures of 6 Hit Dice or less who enter the wall save vs. spell or retreat ; Others see with difficulty (-2 to hit, +2 Ac) unless ability to see in these conditions. Range: 30 yds ; Dur: 2d4rds + 1 rd/level ; Area : Two 10-ft. cubes, + one 10-ft.cub/level (max 8 cubes)
<i>Darkning bolt</i>	III	MU	evocation	Dmge : 1d6/level, max. 10d6. + 10 % beeing blind ; Area : 60 feet long x 5ft wide. ; Range : 10ft + 5ft/level
<i>Lorloveim's creeping shadow</i>	III	MU	illusion	The wizard's shadow elongate ; 95 % undetectable ; the caster can hear, see, and speak through his shadow but cannot take object. The shadows has the same AC than the spell caster and is +1 or better weapon to hit ; Hp lost by the shadow are suffered by the caster ; Dur : 1rd/level ; Range : 10 yards/level
<i>Nondetection</i>	III	MU	abjuration	The creature or object touched become undetectable by divination spells such as clairaudience, clairvoyance, locate object, ESP or magical objects like crystal balls ; Duration : 1 hr/level ; Affect : 1 creature or Item
<i>Paralyzation</i>	III	MU	illusion	Muscle of the victim are paralysed. May affected creature up to twice the level of the caster in the area. Mindless creature not affected ; Area of effect : 20 ft cube ; Save : Neg
<i>Phantom steed</i>	III	MU	conjuration	Quasi-real, horselike creature that as Ac2, 7 hit points + 1hp level/caster. Its move at 4/level of the caster up to 48 ; it gains special power regarding level of the casters (by pass sands (8th), water (10th), travel in air (12th) but not fly, performs as a pegasus (14th) ; Duration : 1hr/level.
<i>Shadow blink</i>	III	MU	alteration	The caster blink shadow from shadow (up to 60 yards) and may carry up to 250 pounds of encumbrance ; Gain one blink/3 levels (1 round of recuperation) ; Range : The caster ; Duration : 1 rd / level.

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<i>Shadow bolt</i>	III	MU	illusion	A glowing projectile appear near caster and rush at any creature visible. The projectile move at 27 speed. It can follow the creature even if it teleport (but not if it change plane); The strike is considered like a blow and cause 3d6 +2hp/level of the caster (Max 20Hp) + save against petrification to avoid falling (if victim miss his save) ; Save for half ; Duration : 1d8round+1round/level.
<i>Shadow cloak</i>	III	MU	illusion	Insubstantial mantle around the caster. He became invisible in shadow. He reappear when he cast a spell or strike and then dissappear in its mantle. Duration : 1 turn/level if no actions done ; 1 round / level if offensive ; Range : one willing creature ; Dispelled in sunlight or with a sunburst or sunray.
<i>Shadow fade</i>	III	MU	abjuration	As the spell dispel magic
<i>Spirit armor</i>	III	MU	necromancy	The spirit armor offers protection equivalent to plate mail (AC 3) and grants the wizard a +3 saving throws ; Dext apply ; Duration: 2 rds/level
<i>Wraithform</i>	III	MU	alteration	The wizard and all of his gear become insubstantial, The caster is subject only to magical or special attacks. Undead will ignore him. The wizard can pass through small holes or narrow. No form of attack is possible when in wraithform ; Duration: 2 rds/level ; Move : 6 ;
<i>Argaster's cloak of shadow</i>	IV	MU	illusion	The spell veiled the creature's face and overal appearance and precise location. The MU gains +2Ac, and + 4 Ac against missiles or rays directed against him (a Magic missiles need a to hit). Thieves gains +10 % Hide ; Range : creature touched. Duration : 1d4 rounds + 1 round/level
<i>Create Darkenbeast</i>	IV	MU	evocation	Transform one mammals/2level of the MU (of 2 Hd or less) into darkenbeast. An animal with Int 5 and up is not affected Function only in darkness or at night. Each Darkenbeast have : Ac4, Hd 5+5. Dmge 1-4/1-4/3-12. MR (15 %+1% / level of Mu) + immune to mind affecting spell
<i>Evard's black tentacles</i>	IV	MU	conjuration	This spell creates many rubbery, black tentacles. Each has 10 feet long (Ac4) and same Hp as the spell's caster. The tentacles causes 1d4hp dmge on a to hit ; if a save is made, the tenclacle is dispelled ; If the save is failed, it causes 2d4 dmge and the creature is wrapped. Then the victims takes 3d4 dmge on the second round and may save again to get free ; There are 1 tentacles/level of spell caster ; No more than 2 can attacks a creature of size M ; Range : 30 yrds ; Area : 30 sq feet/level ; Duration : 1 rnd/level
<i>Fear</i>	IV	MU	illusion	A cone of terror causes creatures within its area of effect to turn away from the caster and flee. The creature affected have 50 % chance to drop an object (-1 % / level of the creature affected) ; Save neg ; Area of effect: 30 feet cone, 30 feet diameter at end, 5 feet at base ; Duration : 1 round/level
<i>Gloom</i>	IV	MU	alteration	It weakens all light sources forms in 120 foot radius. It can be moved if cast upon an object. Thus, creature affected by absence of light can't be present and must flee from the zone ; Save : Neg; Duration : 1 turn /level.
<i>Minor creation</i>	IV	MU	illusion	The wizard create an item of nonliving, vegetable nature of soft goods, rope, wood ; Duration : 1hr/level ; Casting time : 1 turn ; Area : 1 cubic ft/level ;
<i>Shadow monsters</i>	IV	MU	illusion	The wizard create shape semireal illusions of one or more monsters. Total hd of creature do not exceed level of wizard and have 20% of hp ; Duration: 1 round/lvl ; Area of effect: 20-feet/cube

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<i>Shadow skeletons</i>	IV	MU	illusion	The spell's caster creates image (one/level of the caster) of shadow skeleton. Unless disbelieved, the shadow skeletons are 2 hd, have Ac 5, and do 1-8 hp of damage. The skeletons created must be of the same type ; Range: 30 yds ; Duration: 1 rd + 1 rd/level
<i>Shadowshield</i>	IV	MU	alteration	This spell enables a wizard to make a creature more likely to survive an attack by imbuing the creature with a phantom shadow that have half Hp of the spell's caster. When the creature is struck by an attack, there is a 50% chance that the phantom absorbs the damage. Save (for the opponent) : Neg at each to hit.; Range : creature touched ; Duration : 2 rounds/level. Explication : => à chaque attaque, on tire un %. Si 01-50, alors l'opposant fait un save. S'il réussit, il a trouvé une faille pour percer l'armure d'ombre, son attaque est normale. S'il échoue, l'armure absorbe la totalité de l'attaque. Si 51-100 %, l'attaque est normale
<i>Shadowstrike</i>	IV	MU	evocation	The wizard attack a creature through its shadow; A dagger appear into the shadow of his opponent. Target shadows have no dext because attack is from behind and the attack is at +2. Dagger is considered as +1 and gain a +1/5 levels of the spell caster. If the shadow is hit, the creature takes 1d4+ bonus of the dagger + 1/level the caster ; Duration : 1 round/level or 1 attack every / 4 levels of the caster ; Range : 5 feet/level
<i>Spectral wings</i>	IV	MU	evocation	The spectral wings appear as a set of gray, ghostly wings of 12 feet long, with a wingspan of 26 feet. It cannot be slain physically but can be dispelled magically ; It is maneuverability class B, speed of 15 and can carry up 100 lbs/levl ; Duration: 1 turn/levl ;
<i>Wall of lightning</i>	IV	MU	enchantment	Similar as wall of fire. Dmge : 2d6hp + 1 Hp/level ; Area of effect : 20-foot square/level or a ring of 10 feet+5 feet/2levels
<i>Conjure nightmare</i>	V	MU	conjuration	The MU have to offer a present to the Nightmare. The MU can speak and understand the nightmare by telepatic contact. Duration : 1 hour + 1 turn/level ;
<i>Demishadow monsters</i>	V	MU	illusion	The wizard create shape semireal illusions of one or more monsters. Total Hd of creature do not exceed level of wizard and they have 40% of Hp ; Range : 30 yrds ; Duration : 1rd/lev ; Area : 20-ft cube
<i>Major creation</i>	V	MU	illusion	Like Minor creation + mineral object, -stone, crystal, metal ; See table for type and duration of material ; Casting time : 1 turn ; Area : 1 cubic ft/level ;
<i>Passwall</i>	V	MU	alteration	The spellcaster open a passage through wooden, plaster, or stone walls, but not other materials ; Several of these spells can form a continuing passage ; Range : 30 yds ; Duration : 1 hr +1 turn/level ; Area : 5x8x10 ft
<i>Phantom blade</i>	V	MU	evocation	Creation of a translucent shadow blade from the finger of the caster. The MU is considered as fighter same level. It is + 3, does 1d12 dmge against living. Against undead, the blade is +4 and does 4d4 dmge. It offers protection like a shield +3 when wield and offers protection from missile (normal or magical). Only one creature at a time may attack the spell's caster in combat. It cannot be dropped. It affected magical barriers (see spell) like ; Duration : 1rd/level.
<i>Shadow door</i>	V	MU	illusion	The wizard creates the illusion of a door. In reality, he has darted aside and can flee, totally invisible. Creatures viewing this are deluded into seeing or entering an empty 10-foot square room ; Range: 10 yds ; Duration: 1 rd/level
<i>Shadow head</i>	V	MU	evocation	It create a spectral shadow head that delivered message or spell trigerring regarding certain condition as magic mouth. It can be associated when cast with another spell lesser level (I-IV). Duration: 1 turn/level, Range 90 feet ;

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<i>Shadow magic</i>	V	MU	illusion	The caster can cast a quasi-real cleric spell of 3rd level or less (only shadow spell). If it is an evocation spell or spell involving dmge, the illusion may be recognized if save is made by the opponent. Then the damage are only 50 %. Range : 50 yds + 10 yds/level
<i>Summon shadow</i>	V	MU	conjuration	The casters summon one shadow every 3 levels that he control. Shadows understand his langage. Range : 10 yrds ; Duration : 1 rd + 1 rd/level ; Area : 10 feet cube ;
<i>Wall of shadow</i>	V	MU	enchantment	Similar as wall of force. Duration : 1 turn + 1round/level ; Area of effect : 10 feet square/level
<i>Zala's deception</i>	V	MU	illusion	This spell combines aspects of mirror image and blink. It creates 1d4 images + 1 image/5 levels of the caster. The image do not vanish when struck unless the opponent succeed a save; Area: 50-feet radius circle ; Duration : 1rd/lvl.
<i>Blackmantle</i>	VI	MU	necromancy	A hideous mantle recover the caster. It's aura negated all kind of healing (regeneration (even normal), cure, potion, etc.) within the area of 30 feet radius of all opponents designed by the caster ; Save : Neg ; Dur : 1 turn/level
<i>Bloodstone's spectral steed</i>	VI	MU	necromancy	The wizard create a quasi-real, vulture like creature. The flying steed can carry the caster and one other person per three levels of the wizard's experience. It has Ac 0, 10 hp + 3 hp/level of caster, MR 25 % + 1 %/level of the spell caster. Its save like the spell caster. Int : exceptionnal ; It doesn't attack ; Flying class : B ; Move : 36 ; Duration : 1hour/level
<i>Demishadow magic</i>	VI	MU	illusion	As shadow magic, unless that the MU's spell are up to 4th level
<i>Lorloveim's shadowy transformation</i>	VI	MU	illusion	The magic user transforms one creature or a specified amount of non-living material into shadow (up to 100 pounds/level), making it insubstantial. Unwilling creatures are allowed a saving throw ; The shadow's transformed is invisible (as improved invisibility) unless truee seing or a spell similar or detecting invisibility considering level and intelligence of opponent ; It can be affected only in ethereal form ; Duration : 1d4 rds +1rd/level ; Range : 10 feet/level
<i>Shades</i>	VI	MU	illusion	The caster creates semireal illusions of 1d4+1 creatures up to 1 Hit Dice/level that have 60% of the hit point total the real creatures ; Those who view the shades and fail their saving throws vs. spell believe the illusion ; Range: 30 yds ; Duration: 1 rd/lvl ; Area 20-ft.cube
<i>Shadow gauntlet</i>	VI	MU	evocation	Like « shadow hand » greater. A gleaming silvery metal gauntlet size from human to gargantuan up to 12 feet long. Move up to 240 feet/rd. Dmge 1d4+1hp/3 levels. It can wield a weapon, carry object up to 10 pounds, try to interpose or entrave (it can slow to half speed a creature less than 1000 pounds). It as Ac 2 and same HP as the spell caster ; Range : Up to 10 yards /level ; Duration : 1 round / level
<i>Shadow play</i>	VI	MU	illusion	By placing a candle in the center of a room. The wizard causes an event (a scene) to be replayed. The caster may discern what took place with hearing sound by watching the shadows ; Time spent : 1 days + 1 days/level ; Area : 30-ft-cube ; Casting time: 1 turn ;
<i>Shadowsteal</i>	VI	MU	alteration	This spell can be triggered at its casting by uttering a command word ; the protected being acquires a shadowy appearance that conceals its identity ; The opponents have 1 %/level chance to recognize it ; The spell empowers it to dimension door (at double distance) one time ; Area : 1 willing person ; Duration : one hour/level ;

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<i>Turnshadow</i>	VI	MU	abjuration	All creature from the plane of shadow, shadows from the negative plane or creature of shadows form (shadow monster, shades, etc..) flee in panic ; Duration : 1 round/level ; Save (-4) : Neg ; Even if save succeed, they will attack the caster at - 2 and the caster will have +2 on save against these creature; Area of Effect: 40-ft. by 40-ft
<i>Duo-dimension</i>	VII	MU	alteration	The caster have only two dimensions, height and width, with no depth, He is invisible (only true seeing or something similar can detect it). The duo-dimensional wizard can pass through the thinnest of spaces ; If visible by someone, he may suffers the double amount of damage against him; Duration : 3rds + 1rd/level
<i>Phase door</i>	VII	MU	alteration	The wizard attunes (adapts) his body, and a section of wall is affected as if by a <i>passwall</i> spell. The phase door is invisible to all creatures, and only he can use the space or passage the spell creates, disappearing ; Another person design by the spell's caster may take the path. It counts for one usage. Duration : 1 usage/2levels
<i>Shadow cat</i>	VII	MU	illusion	The <i>shadowcat</i> is the size of a cat. The caster has telepathic control with it; he can see, hear, and speak within range. The shadowy feline is insubstantial but can perform action. It is Hd 8+8, Ac0, MR 50 % and can attack 1-4/1-4/2-6 + save versus poison or be slow for 2d6 rounds ; He can jump at will, pass without trace, he tracks as a ranger same level, and 1/turn he can breath a sonic blast causing 6d8 of damage (save for half) within a circle around him of 30 feet radius; he is immune to mind affecting spell or attack, psionic, poison and gazes; It has Int 16 ; Duration: 1 turn/level ; Range: 10 yds /level
<i>Shadow Mordenkainen's faithful hound</i>	VII	MU	conjuration	The wizard summons up a phantom watchdog. The dog detect invisibility, ethereal and illusion creature. He has scent ability; He is 12 Hd, Ac-2, MR : 50 %, does 3d6 dmge and strike up +3 or better. Can't be controlled. Immune to mind affecting spell; Duration : 1hr + half an hr/level but when activated, Duration : 1turn/level ; Range : 10 yds.
<i>Shadow walk</i>	VII	MU	enchantment	The caster and any creature he touches (up to one creature / 2 levels) are transported to the edge of Almagamo. In this region, the wizard can move at a rate of up to 7 miles per turn ; Duration: 1 hr/level
<i>Maze</i>	VIII	MU	conjuration	An extradimensional space is brought into the being ; Range : 5 yds/level ; Affect 1 creature ; Save : none ; Duration depends intelligence ;
<i>Shadow form</i>	VIII	MU	necromancy	The caster change in a <b>shadow</b> with all of the abilities of a shadow. He can't cast spell. Its touch cause 1d4+1 point of strenght. He is Immune to sleep, charm and holds and his 90% undetectable. He can't be turn. Duration : 1 turn/level. Range : The caster.
<i>Shadow plague</i>	VIII	MU	conjuration	A cloud of shadow energy deals 4d6 cold damage/round. It function's like the spell « Incendiary clouds » ; Range is 25 ft + 5 ft/2 levels ; Duration: 4 rds. + 1d6 rounds ; Minimum dimensions of the clouds :10 feet tall, 20 feet wide, and 20 feet long.
<i>Energy drain</i>	IX	MU	necromancy	As the spell's caster touches (equal to a hit if melee is involved) any living creature, the victim looses two levels ; Range touched ; Humanoïdes became Juju zombies under the caster 's will. Save : -4 ; Duration : 1round/level
<i>Shadow surge</i>	IX	MU	enchantment	The souls of the victim is plonged into darkness leaving an empty body under the caster's will. The creature posseded is under total domination of the caster and perform what he wants (unless killing himself). It affect even undead; Range is 25 ft + 5 ft/2 levels ; Target : 1+1/level, no two of which are more than 30 ft apart ; Duration : 3 rounds + 2d4 rounds ; Save : Neg. (-1 per intelligence point of the wizard above 16 . Thus, the save against a MU with 20 intelligence is -4).

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<i>Shadow time</i>	IX	MU	transmutation	Act freely (but can't during this period kill) for 1d4+4 rounds. A version of « time stop »

*1) Tous les sorts existent aussi dans des variantes « good » ou « evil » ;*

*2) Chaque magicien choisi en plus -parmi la liste des sorts de magicien dits normaux- 3 sorts supplémentaires / niveau (à condition qu'ils ne soient pas en contradiction avec le monde des ombres) + 1 sort tous les 3 niveaux (4,7,10, etc.). Il ne pourra plus en changer (Ex : au 13ème : 7 sorts supplémentaires des niveaux 1 à 6) ;*

*3) Pas de spécialisation ni spell books ;*

*4) Tous les sorts sont connus ;*

*5) L'énergie tirée provient des ombres. Les magiciens l'utilisent d'un point de vue magique.*