

Cleric shadow's spell

Name of the spell	Level	Class	Type	Description
<i>Bend perspectives</i>	I	Cleric	divination	Change point of view, as though you were standing elsewhere. Area : The caster ; Range : 25feet + 5feet/2 levels ; Duration : 1 round/level (as wizard eyes)
<i>Black candle</i>	I	Cleric	evocation	You draw on extraplanar shadow or banish shadows to led in the light. Duration : 1round/level ; Range : touch ; Save : none ;
<i>Caul of shadow</i>	I	Cleric	abjuration	A field of semisolid shadow rises around the spell caster. Gain +1 Ac + 1 Ac/6 levels ; Range : the caster ; Duration : 1 round/level
<i>Cure light wounds</i>	I	Class	necromancy	Similar as the spell
<i>Dusk and drawn</i>	I	Cleric	evocation	You control the level of illumination (darker or lighter) in the area ; Range : 25 ft +5ft/2 levels ; Area : 20 ft radius on a point in space ; Duration : 1turn/level
<i>Life fades</i>	I	Cleric	necromancy	The subject is exhausted. Loose -2 Strenght, -2 Dext and cannot run. Range : touch ; Save : negate ; Duration : 1 round/level ; This spell cannot be stack
<i>Mesmerized shade</i>	I	Cleric	enchantment	Shadow flicker before the subject distraying him and dazing him. Subject dazed suffer -4 on attack rolls, checks and saves; Range is 25 ft + 5 ft/2 levels ; Target : One living creature ; Duration : 2-5 round ; Save : Negate ; if succeed, cause only -1 penalty on attack rolls, checks, saves ; Spell cannot be stack
<i>Mystic reflections</i>	I	Cleric	divination	As detect magic spell ; Duration : 1 round/level ; Target : personnal ; Range up to 30 feet away
<i>Shadow Hood</i>	I	Cleric	evocation	Swirling shadows manifest around a creature's head distracting him. He suffers -2 to Hit and Dext; Save : Neg ; Range is 25 ft + 5 ft/2 levels ; Target : one creature ; Duration : 1 round/level
<i>Steel shadow</i>	I	Cleric	abjuration	Darkness coalesces your body forming a shadowy armor ; The armor is considered as a weightless chain mail+1 (AC 4). It cannot stack with shield or magical object but Dext function; Range : one target ; Duration : 1 turn/level
<i>Umbral Hand</i>	I	Cleric	transmutation	Can move an object weighting up to 5lbs / level at distance; Range : 25 ft + 5ft/2 levels ; Duration : 1 round/level ;
<i>Arrow of Dusk</i>	II	Cleric	evocation	A ray similar as magic missile cause 2d4 points of damage +1hp/level (max 12 + 2d4) (double on a natural 16-19 ; triple on a 20); Range : 100ft + 10ft/level ; No save ; to hit as fighter + dext bonus.
<i>Black fire</i>	II	Cleric	evocation	Create a curtain (5 feet high) of black fire that deals cold damage of 1d6 / 2levels (max 10d6) ; Range : 25ft + 5ft / 2levels ; Area of effect : one 5-ft square/level ; Duration : 1 round/level ;
<i>Carpet of shadow</i>	II	Cleric	conjuration	Transform the ground into shadow-stuff, impeding movement. The ground becomes rough and hazardous. Each mvt in the zone cost double to move into. Range : 25ft +5ft/2 levels ; Duration : 1 round/level ; Save ; negate
<i>Congress of shadows</i>	II	Cleric	divination	Hold two-way small conversation at a distance : 5 words +1words/level ; Range : 1 mile/level ; (unwilling creature get a save)

Cleric shadow's spell

Name of the spell	Level	Class	Type	Description
<i>Cure moderate wounds</i>	II	Cleric	necromancy	Similar as the spell
<i>Flesh fails</i>	II	Cleric	necromancy	Deal ability damage. Choose between : -4 Strength, -4 Dext or -2 Const ; Range : Touch ; Save (-2) : Negate ; Duration : 2 rounds + 1 round/2 levels ; The spell cannot be stack
<i>Piercing sight</i>	II	Cleric	divination	Gain darkvision up to 60' and see invisible creatures as detect invisibility; Range : personal ; Duration : 1 turn/level
<i>Shadow skin</i>	II	Cleric	abjuration	Thicken your flesh with the power of shadow ; Gain dmge reduction according to your caster level : Level 1-4 => Absorb 10Hp +1d8 hp ; Level 5-8 => Absorb 20 hp +2d8; Level 9-12 => Absorb 30 Hp +3d8 +; Level 13 and up => Absorb 40 Hp +4d8; Duration : 2 rounds + 1 round / 6 levels; The spell cannot be stack and is for the next round
<i>Sight Eclipsed</i>	II	Cleric	illusion	Cloak of shadow. Considered as a thieth same level for hiding in shadows => 50 % + 5 %/level, max 95 %. Range : personal ; Duration : 1 turn/level ;
<i>Thoughts of shadow</i>	II	Cleric	transmutation	Briefly enhance mental abilities of a target (Gain +4 Int, or Wisd or Charism. Max : 20 ; Do not function for psionic nor increasing number of spells); Range : one person ; Duration : 1 round/level
<i>Voice of shadow</i>	II	Cleric	enchantment	As the spell command, but also affecting intelligent undead and constructs ; Range : 25 ft + 5ft/2 levels ; Target : one creature ; Undead or construct creature are dazed for 1 round ; Save : Negate
<i>Afraid of the dark</i>	III	Cleric	illusion	Create a shadowy reflection of the subject that deals 1d6 +1/level (max +5) wisdom damage. Range : 100 ft+10 ft/level ; One creature ; The cleric must concentrate during this period. Save : Negate (-1 for every point over 16 of the wisdom's cleric) ; Duration : ½ round/level
<i>Clinging darkness</i>	III	Cleric	conjuration	Shadows oozes out the floors, the wall and even the air. Creatures within the area become coated; Each round in the area creatures have to save ; If save fail, creatures are immobilised unless bend bars succeed ; Save : Negate. Range : 25 ftlevels ; Area : 20 feet radius emanation + 1 foot radius /level; Duration : 1 round/level.
<i>Dancing shadows</i>	III	Cleric	illusion	You draw shadow around yourself and get concealment (detectable as an invisibility spell). You can normally attack (but 20 % of breaking the spell each time use); Range : touch ; Target : one creature / 5 levels ; duration : 1 round/level ; Save against unwilling creature negate (will)
<i>Darksense</i>	III	Cleric	alteration	Sense like a bat up to 120 feet in light or darkness. Colors are not perceived (but the subject can detect illusion, invisibility, etc...). If in situation of combat, the subject suffer -2 to hit. May stop with a word ; Duration : 1turn/level. Affect one willing creature ; Range : touch
<i>Flicker</i>	III	Cleric	conjuration	The caster can transfer (via conduits of shadow) himself from his current location to any other spot within 5 feet/levels of caster. Recuperation is as a dimension door's spell. The caster can activate the spell as many time during the duration of spell ; If cast in response to an attack against him, the strike has 50 % miss chance. Casting time : 1 segment ; Range : personal ; Duration : 1 round / level ;

Cleric shadow's spell

Name of the spell	Level	Class	Type	Description
<i>Killing shadows</i>	III	Cleric	transmutation	Gaze attack that deals 1d8 damage/level (max 10 d8). It do not affect mindless or animal creature. Range 30 ft ; Cone : up to 20 ft wide ; Save : Negate for each person looking at the spell caster.
<i>Shadow fade</i>	III	Cleric	abjuration	As the spell dispel magic
<i>Sharp shadows</i>	III	Cleric	abjuration	You cloak yourself in sharp spikes of darkness causing 1d6 hp + 1hp /caster's level to anyone striking you with his claws, hands or short weapon (dagger, sword,...). Range : personnal ; Duration : 1 round/level ; Save : half dmge but MR not occurs. It strikes creatures +1 or better at level 1-5 ; +2 level 6-10 ; +3 level 11-15 ; +4 or better, beyond level 14
<i>Umbral touch</i>	III	Cleric	conjuration	Deal 5d6 of damage on each strike (save half) and slow (save Negate ; only one attempt/creature for slow) with a touch. Duration : 1 round / level ;
<i>Aura of shade</i>	IV	Cleric	abjuration	Subject is protected from cold and deals cold damage with attack. He is immune to normal cold and absorb 12hp of cold damage / level (max. 120 Hp) ; His weapon inflict an additionnal 1d6 hp of cold damage on each strike ; Range : one creature touch ; Duration : 1round/level
<i>Bolster</i>	IV	Cleric	transmutation	Grant temporary hit points to a subject : 1-4 Hp (tirer) /level or Hd of the creature ; Range : touch ; Duration : 1 turn/level of the spell caster or until discharged ; After the spell, the recipient is exhausted and have to rest the same amount of time he benefited the spell (no magical or psionic may help)
<i>Cure serious wounds</i>	IV	Cleric	necromancy	Similar as the spell
<i>Enervation</i>	IV	Cleric	necromancy	This spell temporarily suppresses the subject's life force up to one level for every four levels of the caster (up to quarter his initial level). Save : Neg ; Duration : 1d4 round/level ; Affect : 1 creature ; Range : 10 yds/level
<i>Shadow evocation</i>	IV	Cleric	illusion	Mimic evocation spell below 5th level (MU spell), but only 40 % of damage are real
<i>Shadow vision</i>	IV	Cleric	transmutation	The subject's vision overlaps the plane of shadow causing him to see flickering images and areas of darkness ; Subject takes - 4 penalties on attack rolls, saves and abilitly check. In addition, the caster appear concealed for the subject (20%chance miss) Range : 100ft+10ft/level ; Target : one creature with intelligence higher than 3 ; Duration : 1 round/level ; Save : Negate
<i>Step into shadow</i>	IV	Cleric	conjuration	Short-range travel through shadow to any spot within range. Your shadows streches out from you until it reaches your choosen destination ; Range : 400ft + 40ft/level ; Target : You + 1 person/3levels
<i>Warp spell</i>	IV	Cleric	abjuration	Prevent the energy of another caster's spell ; The cleric as 5 %/level to recognize a cleric opponent's spell and 3 %/level in a case of a wizards spell ; If succeed, the cleric annilate the caster's spells ; Casting time : Instantaneous ; Range : 25 ft + 5ft/2 levels ; Save for the caster : Neg (-1/5 levels of the cleric)

Cleric shadow's spell

Name of the spell	Level	Class	Type	Description
<i>Whisper blade</i>	IV	Cleric	evocation	A translucent, shadowy, weightless area of magical force surge from the fingers of the casters. Creates one blade, considered as long sword +3; Dmge : 1d8+3. To hit as fighter. It offers protection like a shield +2 and offers protection from missile (normal or magical) Only one creature at a time may attack the spell's caster in combat. Duration : 1round/level.
<i>Cure critical wounds</i>	V	Cleric	necromancy	Similar as the spell
<i>Curtain of shadows</i>	V	Cleric	transmutation	You create a wall of frigid shadow that block vision and wracks all who pass through it with cold ; Save : Negate ; Dmge : 1d6/level of caster (max : 15d6) ; Range : 25ft + 5 ft/2 levels ; Duration : 1 round/level ; Area : up to 10ft square/level
<i>Dark air or water</i>	V	Cleric	transmutation	Equivalent of the spell <i>control winds</i> or <i>control water</i> (see table for strenght of the winds); Area of Effect:40-ft./level radius ; Duration: 1 turn/level
<i>Echo spell</i>	V	Cleric	universal	Repeat a spell cast by anyone other than yourself in the previous round. Exception : the spell cannot be higher than the level of the caster and it cannot exceed level 5 ; Range : 25 ft +5ft/2 levels ; 50 % success + 1 %/level of caster.
<i>Feign life</i>	V	Cleric	transmutation	Animate object (it cannot be a living or undead creature) and give them concealment ; Range : 100ft + 10 ft/level ; Max. object's weight : 10 pounds /level ; Duration : 2 rounds + 1 round / 2level
<i>Languor</i>	V	Cleric	enchantment	The shadow's weight of subjects increase stopping or slowing them : function like a slow or hold spell (choose). If Hold monster choosed, affect no more than 3 creatures; Range is 25 ft + 5 ft/2 levels ; 1 creature/level ; no two of which are more than 30ft apart ; Duration : 1 round/2 levels ; Save (-2) Negate, regardless slow, hold or number of creatures involved :
<i>Pass into shadow</i>	V	Cleric	conjuration	As plane shift but function only in the plane of shadow ; Distance up to 1km/level ; Range : touch ; up to 8 eight willing creature joining hands ;
<i>Shadow greater fade</i>	V	Cleric	abjuration	As the spell dispel magic with a bonus of 10 % for the caster
<i>Shadow hand</i>	V	Cleric	illusion	A smoky, translucent hand appear near the caster causing 1d8 Hp+1/3 levels dmge. It can slow to half speed a creature less than 1000 pounds. Cannot be dispelled. Range : Up to 10 yards /level. Duration : 1rd/level.
<i>Unveil</i>	V	Cleric	divination	Remove many adverse conditions, but do not cure Hp: blind, confusion, deafness, disease, poison, curse, exhaustion, paralysation, insanity, stunning, bleeding ; Range : One Creature touch
<i>Flood of shadow</i>	VI	Cleric	abjuration	You inundate the area with strange energies wrapping the effects of magic. In the area, the creature must, each time using magic, save versus a dispel magic spells at the levels of spell's caster. All the creature in the area are affected; The caster and his friends are affected too but are considered as if they were 5 levels higher regarding saving against dispel magic. Range is 25 ft + 5 ft/2 levels ; Duration : 1 turn / level ; Area of effect : 20 ft-radius.

Cleric shadow's spell

Name of the spell	Level	Class	Type	Description
<i>Shadow evocation greater</i>	VI	Cleric	illusion	Mimic evocation below 7th level (MU spell), but only 60 % damage are real
<i>Shadow heal</i>	VI	Cleric	necromancy	Cure hit points as a normal heal but do not cure poison, disease, etc. . for this, see the spell V « <i>Unveil</i> ». Note : the normal <i>Heal spell</i> do not exist and can't be choosen.
<i>Shadow Investiture</i>	VI	Cleric	transmutation	Grant subject cold resistance, minor evasion (half) and ability to see in darkness (even magical) ; Target : one creature ; Duration : 1 turn/level
<i>Shadow storm</i>	VI	Cleric	evocation	Arcs of cold and electricity strike multiple targets ; Dmge : 1d6/level (max 20d6) ; Range : 100ft + 10ft/level ; Target : 1+1/5levels ; Area of effect : each of the person must be within 30 ft of the primary target ; Save : Half ; On the secondary round, it strikes again dealing half dmge unless target moved from the area
<i>Voyage into shadow</i>	VI	Cleric	illusion	As the spell <i>shadow walk</i> , but for a shorter period. The caster and any creature he touches (up to one creature / 2 levels) are transported to the edge of Almagamo. In this region, the cleric can move at a rate of up to 10 miles/turn, Duration: 1 turn /level
<i>Dark soul</i>	VII	Cleric	enchantment	Compel a subject to attack a target of your choice. Affect undead too but not golem; Range : in sight ; Duration : 1 round/level ; Save (Will) -4 : Negate
<i>Ephemeral image</i>	VII	Cleric	illusion	Create a shadow duplicate through which you can cast your magic. Identical of the Project image spell ; Duration : 1 round/level ;
<i>Life fades, greater</i>	VII	Cleric	necromancy	As « life fades », but more potent. Subjects are exhausted. Loose -6 strenght, -6 Dext and move half speed. Affect one living creature/level ; Range : 25 ft + 5 ft/2 levels ; Area of effect : 20-ft radius ; Save : Neg ; The spell cannot be stack
<i>Prison of night</i>	VII	Cleric	conjuration	Entrap subject in a shadow prison. The creature takes 1d6 cold dmge /round inside the prison. Save for half but no evasion possible ; The prison is impenetrable from the outside but another person can teleport magically inside for helping him ; The prison can be break from the inside (same Hp, Ac and resistance than the spell's caster); Once inside, the subject have to decide to break the prison, teleport (5 %/level of sucess) or try to save again (at -4) ; Range is 25 ft + 5 ft/2 levels ; Target : 1 creature ; Duration : 1 round/level ; Save : -4 (no other bonus exist)
<i>Summon umbral servant</i>	VII	Cleric	conjuration	Summon shadow elementals to serve you : 1 huge (hd 16) or 2 larges (hd 12) ; Range : 25 ft + 5 ft/2 levels ; Duration : 1 round/level
<i>Truth revealed</i>	VII	Cleric	divination	As the spell true seeing but special, (detection of : chaos, law, Al,magic, thoughts, sujet's recent action, lies, subject greaest fear, subject name, greatest interest, love, etc.) depending the time spent to observe. During the spell, only move action can be made. Number of effects depend level of the caster : 1 effect / 5 levels (3 at level 16). Chance of success : 50 % +1 %/level + 3 %/round of obsvervance (Max 90%) ; Duration : 1 round/level ; Range : 1 feet/level
<i>Far sight</i>	VIII	Cleric	divination	You alter your perception to see trough any shadow, anywhere. As a greater scrying spell. You can detect the essence of the creature, his Al, hear her conversation. Duration : 1 round / level

Cleric shadow's spell

Name of the spell	Level	Class	Type	Description
<i>Flesh fails, greater</i>	VIII	Cleric	necromancy	As « flesh fails », but do not need to touch ; Range is 25 ft + 5 ft/2 levels ; One living creature/2 levels in a area of 20 ft radius ; Duration : 2 rounds + 1 round/2 levels ; The spell cannot be stack
<i>Soul puppet</i>	VIII	Cleric	enchantment	As the spell dominate monster. Range : touch ; Duration : 1day/level ; MR : None ; Save : -4 + 1/level if higher than the spell's caster (no other bonus applicable (wisdom, ring, etc.)
<i>Tomb of night</i>	VIII	Cleric	conjuraction	Prison of shadow drains levels from subject inside. Cf. spell <i>Prison of night</i> but in addition ot taking damage, the subject must save versus spell each round during the spell duration or loose one level.
<i>Umbral body</i>	VIII	Cleric	transmutation	Transform into an incorporeal being of shadow. 2 effects : 1) As Etherealness spell (2) <=> 50km/level regarding distance of displacement. Duration : 1hour / level. Up to 1 creature/every 5 levels of spell's caster. 2) Become ethereal (instantaneous), can move at sight in ethereal form, recover normal body (instantaneous). Duration : 1 round/level. Range : personnal
<i>Army of shadow</i>	IX	Cleric	conjuraction	Summon greater shadow elementals to serve you. Range : 25ft + 5ft/2levels ; Duration : 1 turn/level ; => one Elder elemental (<=> 24 Hd), two greater (<=>16 Hd) or 4 huge elemental (<=> 12 Hd)
<i>Consume essence</i>	IX	Cleric	necromancy	Slay creature and instantly reanimate it as a dark creature under your command ; Range : touch (as a Fighter) ; Save (against will) : Negates ; Duration : ½ round/level. If save succeed, the caster have another chance each round during the duration of the spell (only one creature may be affected). If the creature is slain, it become a shadowy creature under the caster's control with the same hit dice and abilities (but not spell, unless specific spells) for a period of 1/day/6 level then, it dies again. The caster can only control one creature at a time.
<i>Ephemeral storm</i>	IX	Cleric	evocation	Target composed of blood (living creature in fact) must save or die, success results in 5d6 damage ; One living creature / 2 levels, no two of which area more than 20 feet apart ; Range : 25 ft +5ft/2 levels
<i>Reflections of things to come</i>	IX	Cleric	divination	Gain limited insight into the future. 2 Modes : 1) You can reroll an action played for the duration's spell OR 2) get avantage in combat because you predict the action of the fight : always win initiative, + 4 AC, miss one attack/round for creature having multiple attack, Range : personnal ; Duration : 1 turn/level or until discharged.

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

2) Chaque prêtre choisi en plus -parmi la liste des sorts de prêtre 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, 13, etc.). Il ne pourra plus en changer (Ex au 13ème : 7 sorts supplémentaires des niveaux 1 à 6) ;

3) La Mémorisation est identique à celle des magiciens ;

4) Pas de spécialisation ni spell books ;

5) Tous les sorts sont connus ;

6) L'énergie tirée provient des ombres, les clercs l'utilisent d'un point de vue spirituel.