

Shadow Magic Spells for Palladium Fantasy RPG by Apollyon

These are a few Shadow Magic spells I've developed. They were made for the Palladium Fantasy RPG, but can be used in any S.D.C. world.

Level 3

Armor of Shadow

Range: Self

Duration: 1 minute per level of experience

Saving Throw: None

P.P.E.: 10

This spell creates a weightless and noiseless full suit of armor. It has an A.R. of 15 and S.D.C. of 200 plus 10 S.D.C. per level of experience, and is impervious to normal weapons. When cast, it looks like a dark shadowy void is wrapped around the caster and has a horror/awe factor of 11. Those who fail their HF roll, will be entranced by the void that seems to go on forever and lose initiative.

Manacles of Darkness

Range: 5ft + 1ft per level of experience

Duration: 1 minute per level of experience

Saving Throw: Dodge of 17 or better

P.P.E.: 5 per shackle

This spell creates shadow shackles that thrust out from a nearby shadow to lock onto a victim's ankles and wrists, then pulling taut restricting any movement. An additional 5 P.P.E. expended will extend a 5th manacle to the neck.

Note: The spell is intended for races with 2 arms and legs. Any race with additional appendages have free movement, though the locks are -10% to pick.

Level 4

Shadow Slide

Range: Self

Duration: 10 minutes

Saving Throw: None

P.P.E.: 15

Shadow Slide is a continuation of Shadow Meld, where as the spell caster is allowed to move along shadow once melded with it. Even when someone walks by and their shadow comes into contact with the shadow the spell caster is in, he can slide to that shadow and be carried wherever the person goes without knowing he's taking the shadow mage.

When the spell duration ends, the shadow mage will come out of the shadow in a standing position. If he was riding someone's shadow, the mage can choose to come out where the shadow is being extended to, or come out right under the person and topple him over (they lose initiative, and 1 melee attack).

Shadow Meld (Superior)

Range: Self

Duration: 2 minutes per level of experience

Saving Throw: None

P.P.E.: 20

Along with all the abilities that come with Shadow Meld, this also allows the mage to attack with a melee weapon, extend extremities out of the shadow, and still remain partially invisible.

Example: A Shadow Mage creeps into a house by way of shadows, coming into the main living room. A man sits in a chair reading the daily newspaper unaware that the Shadow Mage has attached to the shadow of the chair and has extended his arm out of the shadow, holding a dagger to the man's throat.

This is a great tool to use for extracting information, assassinations, and surprise attacks.

Level 5

Shadow Claws

Range: Self

Duration: 3 minutes per level of experience

Saving Throw: None

P.P.E.: Special

This spell allows the shadow mage to form claws on their hands or forearms. Three claws can extend from the hand do 2D6 damage and cost 15 P.P.E. A two foot long claw extending from the forearm does 3D6 damage and costs 20 P.P.E. Claws on both hands or forearms are treated as paired weapons as per the Pair Weapons skill.

Level 12

Summon Shadow Elemental

Range: Immediate area

Duration: 24 hours per level of experience

Saving Throw: None

P.P.E.: 250

Shadow Elementals are difficult to summon, and can only be summoned by those who know the Shadow Tongue (The spell Tongues will allow a caster to speak Shadow), and speak the invocation in that language for 15 minutes. During that time shadow is gathered from the surrounding area to form the body of the Shadow Elemental. During which time the sky will darken (even if inside), casting more shadows. When the shadow has formed together to create the body, it will stand 20+1D20 feet. Within the Shadow Elemental is the fragmented essence of a Shadow Being.

Shadow Elemental

Alignment: Generally considered anarchist

IQ: 1D6+4

PS: 2D6+20

PP: 1D6+20

Spd: 6D6+60

Size: Typically 20-40ft tall

Weight: None

Natural A.R.: 15

Hit Points: 6D6X100

SDC: 1D6X1,000

P.P.E.: 3D6X100

Horror Factor: 15

Natural Abilities: Can see in total darkness 3,000ft away, impervious to normal weapons and attacks, knows Shadow language and magically knows all known languages of caster at 98%, land navigation 70%, bio-regeneration of 1D6X10 SDC/HP every minute, shadow dimensional teleport 58%.

Vulnerabilities: Globe of Daylight as per vampire, magic and magic weapons do full damage, as does psionics, lightning does double damage.

Bonuses: +5 to Initiative, +4 to strike, +1 to pull punch, +2 to roll with impact, +4 to save vs. magic, +2 save vs. psionic attacks, impervious to horror factor, +14 save vs. possession.

Attacks per melee: 9 hand to hand attacks per melee, or 2 spell attacks.

Damage: varies with supernatural PS of the individual.

Shadow Magic: All Shadow magic spells equal to a 10th level Shadow Mage, but at 10 times the normal range. Spell strength is 15.

Psionics: None.

Shadow Dimensional Teleport

Range: Immediate

Duration: Special

Saving Throw: None

P.P.E.: 150

This spell is like a dimensional teleport, except this only allows the mage to travel to and from Shadow Worlds. The Shadow Mage can make the portal as small as a little pouch, or as big as a house. The mage can make the portal last in various different ways. He can allow the portal to be open for 5 minutes, he can allow for only 3 or less people to enter, or he can add the true names of the people he wishes to enter into the incantation, and the portal will stay open until all said people enter. Note: this is a one-way portal, so nothing from the other world can enter through the other side.

Level 14

Summon Shadow Beast Army

Range: 2 mile radius

Duration: Special

Saving Throw: None

P.P.E.: 1000 for every 100 summoned

This spell works a lot like Summon Shadow Elemental in the sense that it draws the shadow from the surrounding area (2 miles) into a large pool of inky darkness. Straight shadow poles will extended from the pool then grow to form Shadow Beasts with a collective 17 HF.

Note: See Summon Shadow Beast for attributes and skills for the Shadow Beast.