



Spheres Apocrypha: Dark Talents



Foreword

Before there was light, there was darkness. Darkness has haunted mankind from the very beginning, a looming uncertainty that could hold any threat or terror. This reputation makes darkness a potent tool in the hands of a mystic, who can draw upon all the powers of the primeval and mysterious through it.

—An excerpt from Scholar Radha's *The Forms of Magic*

This is a supplement for *Spheres of Power* that focuses on adding new talents for the Darkness sphere. These talents are designed to add new basic options to the sphere as well as support functionality of the Darkness sphere in a broader array of situations.

Talents

Dampen Light

You can dampen light in an area. This functions similarly to creating *darkness*, using the same range and area, but it lasts for 1 minute per caster level without the need for concentration and only lowers light levels by one step within the area. In addition, you cannot apply (darkness) talents to these areas, though (meld) talents function within them as if they were an area of darkness. You may also apply talents that would change the area or duration of your *darkness* (such as Greater Darkness or Eternal Darkness) to use of this talent.

You may take this talent twice; when taken a second time, you may choose to lower light levels by two steps when you use this talent.

Dappled Shadows

You may reduce the radius of your *darkness* in 5 ft. increments to create a second sphere of *darkness* with a radius equal to the subtracted amount. You may do this multiple times to create multiple areas of *darkness*. These spheres may be placed anywhere within your range that you can see, but may not overlap each other. If used in conjunction with the Wall of Darkness talent, your cubes no longer need to be placed contiguously.

Dual Darkness

By spending a spell point you can apply two (darkness) talents to a single area of *darkness*. The effect of each talent is resolved separately, and you must pay the spell point costs of each one individually, though other costs (such as metamagic or other talents) are only paid once. This talent may not be used in conjunction with the Midnight advanced talent.

Ranged Darkness

You may create *darkness* anywhere within Long range instead of Medium range, and may sustain any *darkness* within Long range through concentration instead of Medium range.

Shadowing Darkness

When creating an area of *darkness* you can choose to have your *darkness* cling to anyone who passes through it and trail from them like smoke. Anyone who leaves the area of your *darkness* treats areas of bright light as areas of dim light and all other light levels as total darkness for the purposes of determining concealment when it would not be beneficial to them. In addition, they continue to be affected by any (darkness) talents as if they were still in an area of your *darkness*. These lingering effects last for one round after a creature leaves an area of your *darkness*.

In addition, you may increase the effects of this talent by spending a spell point when you create an area of *darkness*. If you do so, the effects of this talent linger for an additional round per two caster levels, though a creature can attempt a Reflex save at the end of each of these turns to remove the clinging shadows.

Shifting Shadows

As a free action at the beginning of your turn or when you first create an area of *darkness*, you can alter the area of your *darkness*. You may remove up to one 5-ft. square plus an additional 5-ft. square per 2 caster levels from anywhere within the area, and may add one 5-ft. square plus an additional 5-ft. square per 2 caster levels to an existing area of darkness, so long as the addition is contiguous. At the beginning of each turn, you may change which squares are removed or added, but may never add or remove more at one time than your caster level would allow.

Umbral Burst

You may spend a spell point to create an area of *darkness* as a swift action. This *darkness* is temporary, lasting only for one round before the effect ends. You cannot concentrate to maintain it, or spend a spell point to maintain it without concentration. Talents and abilities that would normally extend its duration (such as Lingering Darkness or Eternal Darkness) cannot be applied to areas of *darkness* created by this talent.

Advanced Talents

Eternal Darkness

Prerequisites: Dark sphere, Lingering Darkness, 10th caster level or higher

When creating *darkness*, you may spend 2 spell points to turn your *darkness* into a permanent effect that lasts until it is dispelled. Once created, this *darkness* is unmoving. It cannot be centered on a creature or object with the Clinging Darkness talent, and cannot be moved with the Rolling Blackout talent, though you can adjust its area with Shifting Shadows.

Pitch Black

Prerequisites: Dark sphere, Pure Darkness, 10th caster level or higher

Pure Darkness no longer counts against the number of (darkness) talents you may apply to an area of *darkness*.

In addition, when you apply the effects of Pure Darkness to your *darkness*, you may spend an additional spell point to make an even deeper area of shadow. All areas of light, even bright light, become absolute darkness, and no mundane light sources function. Darkvision does not function in this area, and all other senses (such as blindsight, scent, and even see in darkness) are reduced to a 5 ft. range.

Vanish in Shadow

Prerequisites: Dark sphere, Hide in Darkness, 5th caster level or higher

When you apply the Hide in Darkness *meld* to a target, its benefits function in any area of dim light or darkness, not just areas of *darkness* you created.

In addition, when you apply the *meld* to a target you may spend an additional point to completely hide them from detection. Anyone that attempts to discern the target's location must succeed on the normal Perception check to locate them while they are hiding, even those using unusual forms of perception such as blindsight or tremorsense or Divination sphere effects to directly or indirectly discover their current position.



Sphere-Specific Drawbacks

Black Spot: (*Requires Dark*) Your area of *darkness* is only a 5-ft. radius, and cannot be increased in any way. You cannot select talents that change the area of your *darkness* (such as Greater Darkness, Shifting Shadows, or Wall of Darkness). You must select a (darkness) talent as your bonus talent for this drawback. You cannot gain this drawback if you possess other drawbacks that would remove your ability to create *darkness*, such as the Meld into Dark or Penumbra drawbacks.

Penumbra: (*Requires Dark*) You cannot create *darkness*, and cannot select (darkness) talents. You must select the Dampen Light talent as your bonus talent for this drawback. You cannot gain this drawback if you possess other drawbacks that would alter or remove your ability to create *darkness*, such as the Black Spot or Meld into Dark drawbacks.

Credits

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