

alteration



COMPREHENSION

Target You and one creature you can reach

Duration Concentration, up to 1 minute

You touch the target. Provided it knows at least one language, you can communicate with the target for the duration while you maintain physical contact with it, regardless of whether you share any languages.

SHADOW 116

UTILITY 0

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DISTORT APPEARANCE

Target One creature you can reach

Duration 1 minute

You touch the target, causing it to appear indistinct. For the duration, when the target attempts to hide, it makes the Agility challenge roll with 1 boon and creatures that can see the target and attack its Defense or Agility make their attack rolls with 1 bane.

SHADOW 116

UTILITY 0

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ENHANCE SENSES

Target One creature you can reach

Duration 1 hour

You touch the target. For the duration, it gains a +5 bonus to Perception and can see in areas obscured by shadows or darkness as if those areas were lit; however, it makes challenge rolls with 1 bane to resist becoming blinded or deafened.

SHADOW 116

UTILITY 1

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SPIDER CLIMB

Target One creature you can reach

Duration 1 hour

You touch the target. For the duration, it can move at its Speed across walls, ceilings, and overhangs, and it never needs to make a challenge roll to climb.

SHADOW 116

UTILITY 1

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UNDERWATER ADAPTION

Target One creature you can reach

Duration 1 hour

You touch the target. For the duration, it can breathe water as easily as it breathes air, moves at full Speed while swimming, and never needs to make a challenge roll to swim.

SHADOW 116

UTILITY 1

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BOLSTER ATTRIBUTE

Target One creature you can reach

Duration 1 minute

You touch the target. Choose Strength, Agility, Intellect, or Will. For the duration, when the target makes an attack roll or challenge roll using the chosen attribute, it makes the roll with 1 boon.

SHADOW 116

UTILITY 2

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BOLSTER DEFENSE

Target: One creature you can reach

Duration: 1 minute

You touch the target. For the duration, the target gains a +5 bonus to Health, and attack rolls against the target are made with 1 bane.

SHADOW 116

UTILITY 2

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ALTER SIZE

Target One creature you can reach

Duration 1 minute

You touch the target, which grows or shrinks and remains at its new Size for the duration. Everything the target wears and carries also grows or shrinks to accommodate the new form, though if such an object leaves the target's possession it immediately returns to its normal size.

If the target grows, its Size doubles and it gains a +10 bonus to Health. Its weapon attacks deal 1d6 extra damage if its new Size is 3 or less, or 2d6 extra damage if its new Size is 4 or more. If the space the target occupies is not large enough to accommodate its new Size, the target takes 5d6 damage and the effect ends immediately.

If the target shrinks, its Size is halved. It deals half damage with weapon attacks, makes Strength attack rolls and challenge rolls with 1 bane, and makes Agility attack rolls and challenge rolls with 1 boon.

SHADOW 116

UTILITY 3

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REGENERATION

Target One living creature you can reach

Duration 1 minute

You touch the target. At the end of each round for the duration, the target heals damage equal to half its healing rate.

SHADOW 117

UTILITY 3

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MALLEABILITY

Target One creature you can reach

Duration 1 hour

You touch the target. Choose Strength, Agility, Intellect, or Will and roll 1d6. The target gains a bonus to the chosen attribute score equal to the number rolled, up to a maximum score of 20, for the duration. The increase also affects any characteristic associated with the attribute.

alteration



AWAKEN POTENTIAL

Target One creature you can reach

Duration 1 hour

You touch the target. Choose Strength, Agility, Intellect, or Will and roll 1d6. The target gains a bonus to the chosen attribute score equal to the number rolled, up to a maximum score of 20, for the duration. The increase also affects any characteristic associated with the attribute.

SHADOW 117

UTILITY 5

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