

destruction

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BREAK

Target One Size 1/2 or smaller object within short range

Take 1 damage. The target takes damage equal to its Health.

SHADOW 123

ATTACK 0

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RUIN

Target One creature or object within short range

Take 1 damage. The target takes 1d6 damage; if it is a creature, it must make a Strength challenge roll, becoming fatigued for 1 minute on a failure.

SHADOW 123

ATTACK 0

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DISSOLVE

Target One creature with a physical body you can reach

Take 2 damage. Make a Will attack roll against the target's Strength. On a success, the target takes 1d6 + 1 damage from your corrosive touch and becomes impaired for 1 minute. If the target becomes incapacitated by this damage, it dies instantly and dissolves into sludge, leaving anything it wore and carried on the ground in the space it occupied.

Attack Roll 20+ The target takes 1d6 extra damage.

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REND

Target One creature you can see within short range

Take 2 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 3d6 + 1 damage.

Attack Roll 20+ The target takes 2d6 extra damage.

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SUNDER

Target One object made from glass, metal, or stone you can see within medium range

Take 2 damage and the target takes 3d6 damage. If this damage destroys the target, it explodes in a 2-yard radius from a point within its space, dealing 1d6 damage to everything in the area from the flying debris. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

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ENTROPIC POWER

Duration 1 minute

Take 3 damage. For the duration, your attack spells deal 1d6 extra damage.

Triggered When you cast an attack spell that deals damage, you can use a triggered action to cast this spell. The attack spell deals 2d6 extra damage and this effect ends.

SHADOW 124

UTILITY 2

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ERODE

Target One creature with a physical body you can see within short range

Take 3 damage. Make a Will attack roll against the target's Agility. On a success, the target becomes impaired for 1 minute. At the end of each round while it is impaired in this way, the target takes 1d6 damage.

Attack Roll 20+ The target takes 1d6 extra damage at the end of each round while it is impaired in this way.

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DETONATE

Target One Size 1 or smaller object that was never a creature that you can see within medium range
Take 4 damage. The target takes damage equal to its Health and then explodes in a 4-yard radius from a point within its space, dealing 6d6 damage to everything in the area from the flying debris. Each creature in the area that gets a success on an Agility challenge roll takes half the damage.

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EVAPORATE

Target One creature with a physical body or one object you can reach

Take 4 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 6d6 damage as it begins to evaporate. An object destroyed by this damage evaporates into a fine mist. A creature incapacitated by this damage dies instantly and becomes a crimson cloud that partially obscures the space it occupied for 1 round.

Attack Roll 20+ The target takes 2d6 extra damage.

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DESTROY

Target One Size 3 or smaller creature or object you can see within medium range

Take 5 damage. The target takes 30 damage.

SHADOW 124

ATTACK 4

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DISINTEGRATE

Target One creature with a physical body or one object you can see within long range

Take 6 damage. Make a Will attack roll against the target's Agility. On a success, the target takes 9d6 damage. A creature incapacitated by this damage dies immediately and is reduced to a small pile of dust in the space it occupied.

Attack Roll 20+ The target takes 3d6 extra damage.