

magician



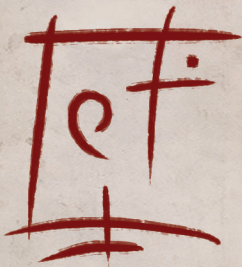
## SENSE MAGIC

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**Area** A sphere with a 5-yard radius centered on a point within your space

You know if there are any ongoing magical effects in the area and from what points they originate.

spellbinder



## SPELLBOUND WEAPON

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**Target** One weapon you can reach

**Duration** 4 hours

You imbue the target with magical energy that lasts for the duration. When you attack with the target weapon, you make the attack roll with 1 boon.

The target functions as your implement (see **Chapter 7**). You can use an action to teleport the target to your hand provided the target is within 1 mile of you.

You can use an action to touch the target and remove all damage from it, even if it was destroyed, provided you have at least a fragment of it.

witch



## WITCH FIRE

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**Target** You

**Duration** Concentration, up to 1 minute

For the duration, you become invisible and a ball of green fire appears centered on a point you can reach. When the effect ends, you teleport to an open space of your choice within 1 yard of the fiery ball.

When you cast this spell, and again each time you use an action to concentrate on it, you can move the fiery ball up to 10 yards and attack one creature within 1 yard of it. Make an Intellect or Will attack roll against the target's Agility. On a success, the target takes 2d6 damage.

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

*SHADOW 75*

*ATTACK 1*

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exocist



## EXORCISM

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**Target** One charmed, compelled, frightened, or possessed creature within short range

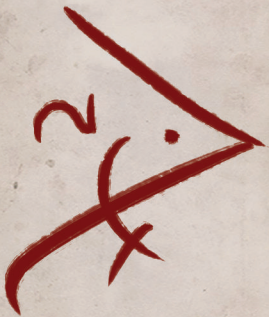
If the target was charmed, compelled, or frightened, you remove the affliction from it.

If the target is possessed, you must concentrate or 1 minute, during which time the target must remain within range, and then make a Will attack roll against the possessing creature's Will. On a success, the possession ends, and the creature that possessed the target appears in an open space within short range and becomes dazed for 1 round.

**Attack Roll 20+** The possessing creature instead becomes stunned for 1 round.



Necromancer



## COMMAND UNDEAD

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**Target** One undead creature within short range

**Duration** 1 minute

Make an Intellect attack roll against the target's Will. On a success, the target becomes compelled for the duration.

**Attack Roll 20+** You regain the casting of this spell.

*SHADOW 93*

*ATTACK 1*

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# TECHNOMANCER



## ANIMATE OBJECT

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**Target** One Size 2 or smaller object within short range

**Duration** 1 minute

The target becomes a compelled construct of its Size for the duration. If the target was secured, its Speed is 0.

*SHADOW 96*

*UTILITY 0*

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templar



## TEMPLE OF FAITH

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**Area** A sphere with a 5-yard radius centered on a point you can reach. If the point is on an idol, shrine, or altar related to your religion, the radius increases to 10 yards.

**Duration** 1 minute or until you leave the area

Holy power floods the area and remains for the duration. When a creature moves into the area from outside it, you can use a triggered action to move up to your Speed toward that creature and attack it with a weapon. On a success, the creature also becomes immobilized for 1 round.

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# SHADOW FORM

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**Duration** 1 minute

You become shadowy and indistinct for the duration, gaining the following benefits.

- Creatures attacking your Defense or Agility make the attack roll with 1 bane, and on a failure, you can use a triggered action to move up to your Speed. This movement does not trigger free attacks.
- You are invisible while you are in areas obscured by shadows or darkness.
- When moving, you can move through spaces occupied by other creatures.

**SHADOW 97**

**UTILITY 1**

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