

Create Shade II



Alteration, Shadow

Level: 9
Range: Special
Components: V, S, M
Casting Time: 1 day
Duration: Instantaneous
Area of Effect: 1 being
Saving Throw: None

This powerful spell infuses one being with shadow-stuff from the Demi-plane of Shadow and transforms that individual into a shade. The subject must be a single-classed human or demi-human (warrior, priest, thief, wizard, or psionicist only) of at least 10th level. Only a free-willed wizard can cast this spell successfully.

The casting of this spell is a long, delicate, and highly complex procedure. The caster and the subject must not be disturbed at all, or else the spell will fail. The caster must additionally cast shadow walk, Lorloveim's shadowy transformation, gate, and permanency upon the subject for the transformation to succeed. Upon completion of all the castings, the subject must survive a system shock roll.

A 25% bonus can be added to this roll if this spell is cast on the Demi-plane of Shadow itself. A percentile roll less than or equal to the survival chance indicates that the subject has been transformed successfully into a shade. Failure means that the subject dissolves away into Shadow-lost forever-not even a wish can recover the subject.

It is possible for the subject to undergo an alignment change by this spell (see table). A wish spell can be used to prevent any change in alignment. After the spell is cast, the wizard loses 1d6 Constitution points and loses consciousness for 1d8 days. He also ages five years if he cast a wish spell to prevent an alignment change.

The material components for this spell are 10,000 gp worth of powdered onyx, 10,000 gp worth of powdered diamond; further, an amulet of the planes is also required to focus the magical energy. The powdered onyx and diamond are consumed during the casting of the spell, while the amulet is used to draw forth the necessary amounts of shadow-stuff and planar energy from the demi-plane of Shadow and the Positive and negative Material Planes respectively.

Notes: Very rare. This spell can be researched only on the Demi-plane of Shadow.

Shade Alignment Table

1d10 Alignment Result

1	Stays the same
2-4	Moves one step toward true neutral
5-7	Moves one step toward evil
8-9	Becomes true neutral
10	Becomes neutral evil.