

Dancing Shadows

Illusion/Phantasm, Shadow

Level: 2

Range: 30 yds.

Components: V, S

Casting Time: 2

Duration: 2 rds./level

Area of Effect: 30-ft. cube

Saving Throw: Neg.

Upon casting this spell, the wizard creates a dancing pattern of flickering lights and shadows in the area of effect. All creatures in the area must save vs. spell or be disoriented while there and for two rounds after leaving the area. Disoriented creatures suffer a -2 penalty to attack rolls, saving throws, and proficiency checks. Missile attacks made into or through the area are also penalized. Those with the blind-fighting non-weapon proficiency suffer half the penalty, while creatures that do not rely on vision ignore the dancing shadows completely.

A thief who successfully saves gains a +20% bonus to the thief hide in shadows ability while in the area of the dancing shadows, to a maximum of 99%.

Notes: Uncommon for illusionists and shadow mages; otherwise rare. (Updated from POLYHEDRON Newszine.)