

Deepen Shadows - Ninja



Illusion

Level: 2

Range: 0 or 6 yds. (see below)

Components: S

Casting Time: 5 rds.

Duration: 1 hr./level

Area of Effect: One 10 x 10 ft. area/level

Saving Throw: None

This spell slowly, inconspicuously darkens the room where the ninja is. The change is gradual, taking five rounds.

With a successful saving throw at a -4 penalty, someone inside the room may notice that it is getting darker, but this observation does not affect the spell's progress.

When the spell is completed, the room is as full of shadow and darkness as is possible without arousing suspicion. If it is daylight outside, it will seem that a cloud has passed over the sun. If it is nighttime, the candles and fire seem to have burned low. The dimming of the light does not appear at all menacing to people in the area, though a detect magic will reveal the presence of the deepen shadows spell.

The caster receives a +2% bonus per experience level to his hide in shadows roll within the effect of the deepen shadows spell. Only the caster receives this bonus, because only he has complete understanding of the way the shadows fall.

This spell is useful to a ninja who cannot use his ability to hide in shadows because the area is too bright. The shadows created by this spell can help ninja to escape, to infiltrate, to pull sleight-of-hand switches, etc. A ninja in a portal or doorway between rooms can choose which room is darkened by this spell.

A ninja of sufficient level to cover more than the area of the room occupied loses the excess area lost unless: there is an open portal between the ninja's room and an adjacent room, and the ninja's spell can affect enough area to cover both rooms completely.

If the ninja is not of sufficient level to affect the entire area of a room, the spell automatically fails.

Example: Noriko is a 2nd-level spellcaster, and thus can cover a 10-foot by 20-foot area with her deepen shadows spell. However, she is standing in a 20-foot by 20-foot room. If she tries to cast her spell here, it will fail.

Notes: Restricted to ninja spellcasters and those trained by them; common.