

## Thief (gnome) kit : SHADOWMAGE

SHADOWMAGE : Sometimes, the incursion of creatures from other planes on Toril leaves more or less discrete traces. The gnome community is not exempt from these interplanetary encounters, and several generations later, certain deep-seated marks may resurface in an incongruous manner.

For example, when a gnome thief training to blend into the shadows gets the bizarre impression that he is truly one with them, he may become frightened or see it as an opportunity to overcome his condition.

The shadowmage is one of his thieves who has discovered a particular ancestry with the shadow. Taking advantage of this unexpected boon and his special affinity for illusions, he learns to manipulate the dark energy of the half-plane to shape it into magical spell-like powers.

### **Advantages:**

- He can cast spells from the register of shadow and illusion as a wizard. He can cast up to 4 spells per spell level per day and develops a higher spell level every 3 thief levels.
- He learns to be truly at one with the shadows and gains a 2% bonus to hide in shadows and a 3% bonus to stealth each level.
- His mastery of shadow manipulation gradually increases and so does the amount of shadow he infuses into his illusions. He then casts spells using shadow matter as lower levels than mages.

### **Disadvantages:**

- He can only cast spells of the shadow and illusion register.
- He cannot use any item reserved for wizards.
- Modelling the energy of the shadow half-plane is dangerous, especially for a beginner. 10% chance minus 1% per level (no chance at level 11) each time he casts a spell that he loses an energy level or a point of constitution. He recovers lost constitution after a night's sleep but a lost experience level can only be recovered with a dedicated spell.
- He spends a lot of time developing his powers and does not fully evolve in his thief class: only 15 points per level to distribute on abilities and 20% less xp

Note: list of spells that the shadowmage can cast :

*Note: all spells are based on the BG2 TOB game and only those marked with an asterisk are impacted by the spell modifying modules.*

### Level 1 : (from level 1)

- *Camouflage (3 rounds + 1 round/level)(+15 stealth, CA+2 against missiles)*
- *Chill Touch\**
- *Reflected Image*
- *Blindne\**
- *Spook*
- *Sleep*
- *Shadow Charge (1D4+3 rounds)(held melee weapon deals 1 point of cold damage)*

### Level 2: (from level 4)

- *Mirror Image*
- *Horror\**
- *Deafness\**

- *Blur*
- *Invisibility\**
- *Shadow Missile (single target)*(1D4 cold damage if successful. If failed, damage becomes 1d6+1 per level and pain: -1 to all rolls for 2 rounds)
- *Ray of enfeeblement*

#### Level 3: (from level 7)

- *Invisibility on 3m\**.
- *Shadow Dust (5m area)*(3D4 cold damage if successful. If save failed, +7D4 cold damage, -3 strength points 1 round and stun 1 round)
- *Wraith form*
- *Non-detection\**
- *Spirit Armor (AC 2, +3 save vs. spells)*
- *Shadow Cloak (1 round/level)*(+20 in shadow camouflage, and a full round of inactivity makes you invisible, at will)
- *Shadow Monsters (2 rounds)*(Reforms shadow matter into four or five semi-real monsters of low power. The monsters have only 33% of the hp and AC of the imitated creatures, but deal normal damage. More complex monsters can be imitated at levels 15 and 21)

#### Level 4: (from level 10)

- *Improved Invisibility*
- *Ghost Blade (1 round/level)*(Creates a longsword in the shadowmage's hand. It counts as a +3 weapon and deals an additional 10 points of damage to the undead)
- *Half-shadow Monster (2 rounds)*(Shapes the shadow matter into four or five near-real monsters. The monsters have only 50% of the hp and AC of the imitated creatures, but deal normal damage. More complex monsters can be imitated at levels 16 and 21, and if they have special abilities, they only apply 50% of the time with saving throws at +4 and for half the duration)
- *shadow magic (reforms shadow matter into a semi-real spell that mimics a max level 3 evocation spell (magic missile, web, fireball, lightning bolt) (+ Snilloc's snowball swarm, spear of destruction, and ice spear on iwdee). The spell deals only 50% of the normal damage of the spell being imitated)*(Semi-real spider web is only effective 50% of the time)
- *Enervation (single target)*(nothing if save vs spell successful. If save failed, 1 experience level lost per 5 levels of shadowmage)
- *Darkness Armor (1 round/level)*(AC +1, immunity to divination spells up to level 3)(melee opponent: if save vs spell failed terror 1D4 round, if save vs death failed blindness 1 round)
- *Phantasmal Killer (single target)*(nothing if save against spell successful. If save failed, second save against death: 2D8 magic damage if successful, death if failed)

#### Level 5: (from level 13)

- *Shades (2 rounds)* (Reforms shadow matter into two or three powerful monsters that reflect reality. The monsters have only 66% of the hp and AC of the imitated creatures, but deal normal damage. More complex monsters can be imitated at levels 17 and 21, and if they have special abilities, they only apply 66% of the time with saving throws at +3 and duration reduced by one third)(Special: Troll shades regenerate very quickly but can be destroyed normally).
- *Half-shadow Magic (Reforms shadow matter into a near-real spell that mimics a max level 4 evocation spell (+ Fire Shield, Mordenkainen's Force Projectiles, Ice Storm). The spell deals only 65% of the normal damage of the mimicked spell.)*(The near-real red fire shield only grants 33% resistance)
- *Shadow Animation (2 rounds)*(Animates one shadow per 3 levels of shadowmage)
- *Mislead*
- *Shadow Transport (1 round)*(can use "dimensional door" once per 3 levels of shadowmage, one use per round)

#### Level 6: (from level 16)

- *Shades of magic*(Reforms shadow matter into a spell that identically mimics a 5 max evocation spell (+ Cone of Cold, Sun Fire, Cloudkill), except that it only deals 80% of the

damage of the mimicked spell.)(Shades of Cloukill only kills creatures of 3 dvs or less and only requires a roll at -3 to creatures of 4 or 5 dvs)

- Affliction (15m area)(permanent)(blinds or deafens enemy targets or both. No save if level 4 or less. Save at -4 if level less than shadowmage. normal save if level equal or higher)
- Image projection (reinforced image)
- Shadow Infusion (2 rounds) (immunity to normal weapons, poison, disease and level drain, AC +2, Cold Resistance +50%, +30 Shadow Camouflage and Stealth)

Level 7 : x4 (from level 19)

- Mass invisibility (2 turns)
- Labyrinth\*
- Shadow images (1 turn) (four "mirror images" that do not disappear when they take hits)
- Simulacrum

Level 8: (from level 22)

- Energy drain (target loses 4 levels and shadowmage gains 4 levels of energy (bonuses equivalent to 4 levels of hp, save, touch and thief skills, 1 hour)
- Weird (10m zone) (nothing if save against spell is successful. If save failed, second save against death: 3D8 magic damage + drain 1D4 strength 5 rounds + stun 1 round if successful, death if failed)
- Supreme Invisibility (1 turn)(invisibility not interrupted by an attack, non-detection, immunity to divination spells up to level 5)

Note on Shadowmage's high-level abilities:

Shadowmage does not offer any particularly powerful spells in high-level ability (unnecessary, since his spell table goes up to level 24). Instead, it offers a series of 6 successive tiers that allow it to gain a great amount of power as it goes from gnome to semi-corporate shade. It is highly recommended to take these abilities before taking the classic thief abilities, as the xp malus does not allow the shadowmage to obtain all the abilities offered.

Game Tip / Borderline Cheating Strategy:

By casting the "Mislead" spell, the shadowmage becomes invisible. This invisibility is "permanent" as long as the image exists, and allows it to perform sneak attacks with each attack. Simply place the image in a corner of the map where nothing can affect it (such as an area already visited) to remain invisible for the duration of the spell.