

Thargondaak

Level	Spell	Area of Effect	Duration	Range
1)	Familiar	1 Bat	P	Self
2)	Night Sight	Caster	10 min/lvl	Self
3)	Shadow Walker	Caster	1 min/lvl	Self
4)	Fall	Caster	--	Self
5)	Dark Aspect I	Caster	1 rnd/lvl	Self
6)	Dark Sight	Caster	1 rnd/lvl	Self
7)	Shadow Caster	1 Shadow	1 rnd/lvl	100'
8)	Fearless	Caster	1 min/lvl	Self
9)	Sound Sight	Caster	1 min/lvl	Self
10)	Traceless Passing	Caster	1 rnd/lvl	Self
11)	Dark Aspect II	Caster	1 rnd/lvl	Self
12)	Blindness	1 Target	P	100'
13)	Summon Colony	Colony	10 min/lvl	500'/lvl
14)	Command Colony	Colony	10 min/lvl	500'/lvl
15)	Breath of Thargondaak	Cone 10'w @ 50'	-	50'
16)	Utter Dark	50'/lvl	1 min/lvl	Self
17)	Dark Aspect III	Caster	1 rnd/lvl	Self
18)				
19)				
20)	Great Bat	Caster	1 min/lvl	Self

1. Familiar - Caster can summon and bond a Bat to act as a *Familiar*.
2. Night Sight - Caster can see in normal darkness as if in day.
3. Shadow Walker - Caster can gather shadows around himself, adding +25 to S&H in low light conditions.
4. Fall - Caster can fall up to 25' lvl and glide 5/1 using their cloak.
5. Dark Aspect I - Caster is lined with dark tendrils giving a frightening aspect. All foes within 5' must make an rr vs Fear and attacks are at -10 against caster.
6. Dark Sight - Caster can see in magical darkness as if in day.
7. Shadow Caster - Caster can create an illusionary figure of themselves and control it for the duration.
8. Fearless - Caster is immune to all Fear effects.
9. Sound Sight - Caster can utilize sonar to perceive the world around them. Includes the ability to detect hollow areas and invisible objects.
10. Traceless Passing - Caster moves silently and leaves no signs or marks.
11. Dark Aspect II - Caster is limned with dark tendrils giving a frightening aspect. All foes within 5' must make an rr vs Fear at -10 and attacks are at -20 against caster.
12. Blindness - Target must make an RR over be permanently blinded.

13. Summon Colony - Caster summons a colony of bats (thousands) that will fly around creating perceptual issues, affecting missile fire etc.
14. Command Colony - Caster can Command a colony of bats.
15. Breath of Thargondaak - A powerful blast of poisonous air is projected from the Caster's mouth. Targets must make an RR versus Respiratory Poison (at spell lvl)
16. Utter Dark - Caster can summon a magical darkness.
17. Dark Aspect I - Caster is limned with dark tendrils giving a frightening aspect. All foes within 5' must make an rr vs Fear at -20 and attacks are at -30 against caster.
- 18
- 19
20. Great Bat - Caster changes into a giant bat (Use Gartyl stats).