

DARKNESS

1. **Darkness II** — Creates an area of up to 20'R about the point touched. The darkness is equal to the darkest night. If the point is on a mobile target, it will move with the target. See Section 7.1.7.
2. **Nightvision** — Target can see 100' in normal darkness as if it were day.
3. **Dark Control II** — Caster can vary the intensity of darkness in the area, but he cannot lighten it past its natural state.
5. **Darkness X** — As *Darkness II*, except radius is 100'.
6. **Darkvision** — As *Nightvision*, except caster can see in all darkness (even magical).
7. **Dark Control V** — As *Dark Control II*, except range and radius are 50'.
8. **Shadow Forms** — Caster can create either the visual illusion of shadowy figures, or real shadows (as many as the caster's level); they will move when he concentrates. See Section 7.1.27 for more on illusions.
9. **Lesser Darkness** — As *Darkness II*, except radius is 300'.
10. **Lesser Utterdark** — Creates a 20'R area of darkness. No nonmagic light can exist and magic light (except *Utterlight*) must make a RR or be cancelled.
11. **Dark Control X** — As *Dark Control II*, except range and radius are 100'.
12. **Nightvision True** — As *Dark Vision*, except the target can see as far as he would be allowed in daylight.
13. **Utterdark** — As *Lesser Utterdark*, except radius is 100'.
14. **Minor Darkness** — As *Darkness II*, except radius is 500'.
15. **Clouds of Darkness I** — Creates a "cloud" of darkness that has a 100'R and drifts with the wind. The darkness can vary in intensity from an overcast day to the dark of night.
16. **Mass Nightvision** — As *Nightvision*, except affects a number of targets equal to caster's level.
17. **Greater Utterdark** — As *Lesser Utterdark*, except area of effect is 200'.
18. **Mass Darkvision** — As *Darkvision*, except affects a number of targets equal to caster's level.
19. **Clouds of Darkness II** — As *Clouds of Darkness I*, except for area of effect.
20. **Greater Darkness** — As *Darkness II*, except radius is 1,000'.
25. **Utterdark True** — As *Lesser Utterdark*, except radius is 300'.
30. **Darkness True** — As *Darkness II*, except radius is 100' per level of the caster.
50. **Clouds of Darkness True** — As *Clouds of Darkness I*, except radius is 1 mile per level of the caster.

SPECIAL NOTES

- 1) See Section 7.1.19 for more on the environment's effect on visibility.
- 2) See section 7.3 for more information on using evil spell lists.

EVIL ESSENCE 3.8.3

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Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Darkness II	20'R	10 min/lvl	touch	E
2)	Nightvision	1 target	10 min/lvl	10'	U
3)	Dark Control II	20'R	C	20'	E
4)					
5)	Darkness X	100'R	10 min/lvl	touch	E
6)	Darkvision	1 target	10 min/lvl	10'	U
7)	Dark Control V	50'R	C	50'	E
8)	Shadow Forms	1 shdw/lvl	10 min/lvl (C)	100'	E
9)	Lesser Darkness	300'R	10 min/lvl	touch	E
10)	Lesser Utterdark	20'R	1 min/lvl	100'	E
11)	Dark Control X	100'R	C	100'	E
12)	Nightvision True	1 target	10 min/lvl	10'	U
13)	Utterdark	100'R	1 min/lvl	100'	E
14)	Minor Darkness	500'R	10 min/lvl	touch	E
15)	Clouds of Darkness I	100'R	2 hrs/lvl	100'	E
16)	Mass Nightvision	1 target/lvl	10 min/lvl	10'	U
17)	Greater Utterdark	200'R	1 min/lvl	100'	E
18)	Mass Darkvision	1 target/lvl	10 min/lvl	10'	U
19)	Clouds of Darkness II	10'R/lvl	2 hrs/lvl	100'	E
20)	Greater Darkness	1000'R	10 min/lvl	touch	E
25)	Utterdark True	300'R	1 min/lvl	100'	E
30)	Darkness True	100'R/lvl	10 min/lvl	touch	E
50)	Clouds of Dark. Tr.	1 mi R/lvl	2 hrs/lvl	100'	E