

Thurlog's Obsidian Shadow Blade

Powers require blade to be in hand.

+1 base / 98% successfully capture soul (1-2 fail) if it does the killing blow or on a natural 20. WILL save vs. DC 20.

10 souls +2

20 souls - Shadow beast, you are able to create a creature of pure shadows once a day. You can see through it's eyes. This creature can either be a bird, rat, or mantaray. It is destroyed with bright light, or by a magical weapon/damage. It's AC is 20, HP 1D8, does no damage, and can not carry anything. It takes no damage from none magical weapons. This includes silver or well constructed weapons.

30 souls - camouflage in shadows +5 to hide & stalk

40 souls +3

50 souls - invisibility in shadows

60 souls +4

70 souls - negates armor

80 souls - shadow armor +5 AC, +10 to hide & stalk

90 souls - shadow walk, teleport without error from one shadow to another. Must be in line of sight.

100 souls +5

110 souls - shadow form +15 hide & stalk, requires magic weapon to hit, 10/+2

666 souls - Limited wish - doing so spends 500 souls.

