

Hunt of Shadows: Trial of Sorcerers

Immerse yourself in the captivating world of *Hunt of Shadows*, where magic permeates every corner and the fate of a kingdom hangs in the balance. This spellbinding novel transports you to a realm teeming with sorcerers, shadows, and a heart-pounding trial that will test the limits of human endurance.

A Realm of Magic and Shadow

NEW SHADOWY ILLUSIONS

MIDNIGHT

6th-level illusion (Cleric, Druid, Sorcerer, Warlock, Wizard)

Casting Time: 1 minute

Range: 5 miles

Components: V, S, M (a black owl worth at least 100 gp and the feather of an owl of fevers)

Duration: 8 hours

You call upon the dark of deepest midnight to cover the land, affecting the entire area within range of you. For the duration, nonmagical light can't enter the area, and nonmagical light within the area is suppressed, leaving the area in nonmagical darkness except for sources of magical light, which only reach to half of their normal radiuses within the area.

The area extends through total cover, but twenty feet of rock or metal or 100 feet of lead will block it.

In addition, you and up to six other creatures of your choice that you can see when you cast the spell have darkness out to a range of 120 feet while within the spell's area until the spell ends.

SHADOW LANCE

Illusion cantrip (Sorcerer, Warlock, Wizard)

Casting Time: 1 action

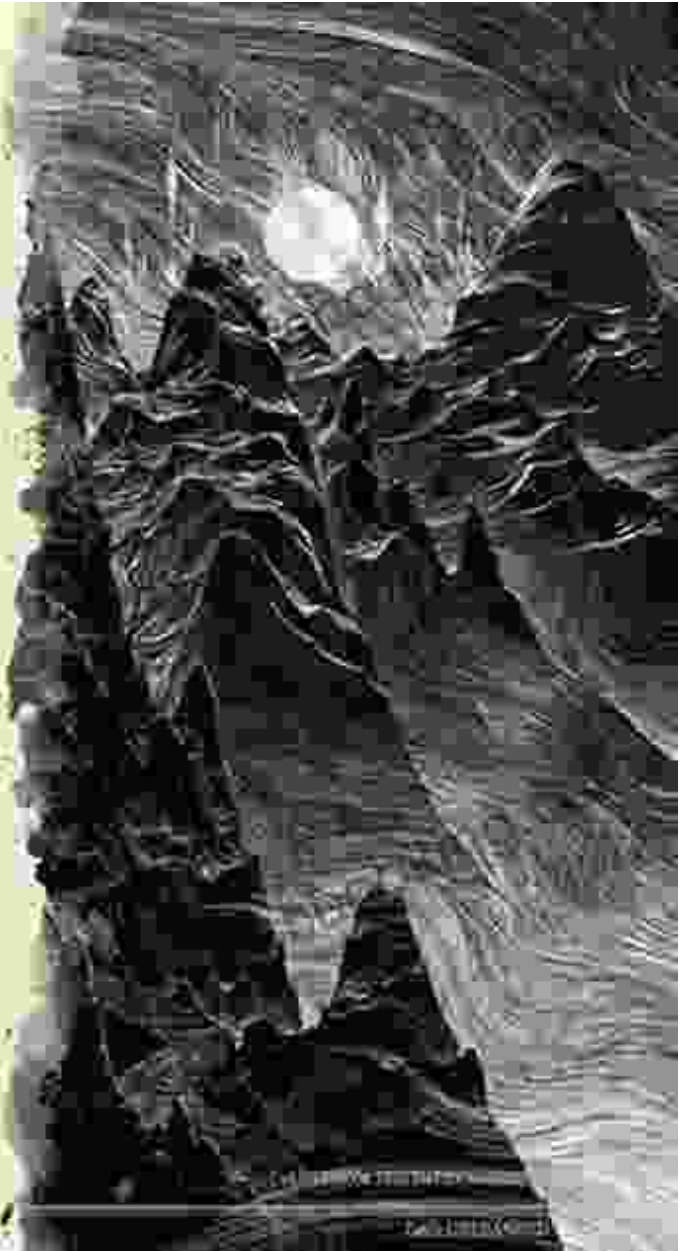
Range: 60 feet

Components: V, S

Duration: 1 round

You weave shadow into a nonweapon and hurl it at a creature that you can see within range. The target must succeed on a Dexterity saving throw or else take 1d8 piercing damage. If both you and the target are in dim light or darkness, the target instead takes 1d10 piercing damage, and you are heavily obscured to it until the start of your next turn. The effect ends immediately if you or the target enter bright light.

The spell's damage increases by one die when you reach 5th level (2d8 or 2d10), 11th level (3d8 or 3d10), and 17th level (4d8 or 4d10).



A Hunt of Shadows (A Trial of Sorcerers Book 2)

by Elise Kova

★★★★☆ 4.4 out of 5

Language : English
File size : 3754 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
X-Ray : Enabled
Word Wise : Enabled

Print length : 413 pages
Lending : Enabled



In the kingdom of Eldoria, magic courses through the veins of its inhabitants. Skilled sorcerers wield their powers to shape the world around them, but not all magic is benevolent. Shadows lurk in the shadows, threatening to consume the realm and plunge it into eternal darkness.

Amidst this precarious balance, a young sorceress named Anya emerges. Blessed with a rare ability to control the elements, she is chosen to compete in the Trial of Sorcerers—a perilous competition that will determine the fate of Eldoria.

A Trial of Wills and Sorcery

The Trial of Sorcerers is no ordinary contest. It is a test of not only magical prowess but also courage, cunning, and unwavering determination. Anya and her fellow competitors face a gauntlet of formidable challenges, each designed to push their abilities to the brink.

From battling ancient creatures to unraveling arcane riddles, the sorcerers are forced to delve into the very essence of their powers. As they navigate the treacherous path, allegiances are tested, alliances are forged, and the lines between good and evil blur.

Shadows That Linger



However, the sorcerers are not the only forces at play in this perilous game. Shadows have been gathering in Eldoria, growing stronger with each passing day. These enigmatic entities pose a grave threat to the kingdom, and only the most powerful sorcerers can hope to defeat them.

As Anya and her companions race against time, they uncover a dark secret that threatens to unravel the very foundations of Eldoria. The Shadows are more than mere creatures; they are the embodiment of an ancient evil that has been slumbering for centuries.

A Heart-Stopping

As the Trial of Sorcerers draws to its heart-stopping , Anya and her allies must confront their greatest fears and make a choice that will shape the destiny of their kingdom. The fate of Eldoria hangs in the balance, and only the bravest and most skilled sorcerers will emerge victorious.

Hunt of Shadows: Trial of Sorcerers is an epic fantasy novel that will captivate readers from beginning to end. With its rich world-building, heart-pounding action, and unforgettable characters, this book will transport you to a realm where magic, adventure, and suspense collide.

Get your copy today and experience the thrilling journey of *Hunt of Shadows*!

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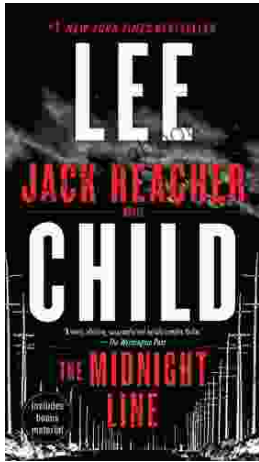
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