DUALINK

Shadow Possession Jutsu

Spell



Naruto Edition

Shadow Possession Jutsu

5th-level enchantment

Casting Time: 1 action

Range: 30 feet (see Shadow Extension)

Components: V, S

Duration: Concentration, up to 1 minute

You extend your shadow toward a creature you can see within range, binding it to your own movements.

The target must make a Wisdom saving throw.

On a successful save, the creature is unaffected.

On a failed save, the creature becomes bound to your shadow for the duration. The effect depends on the degree of failure:

- If the creature fails the saving throw by 4 or less, it is restrained for the duration.
- If the creature fails the saving throw by 5 or more, it is paralyzed for the duration.

While a creature is paralyzed by this spell, its body mirrors your movements in place. If you perform simple physical motions, such as raising a limb, turning, or dropping prone, the creature mimics those movements as closely as possible without leaving its space.

At the end of each of its turns, the affected creature can repeat the Wisdom saving throw, ending the effect on a success.

Shadow Extension

If the target is in dim light or darkness, or if a continuous shadow

connects you to the target, the range of this spell increases to 120 feet.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the binding becomes lethally constrictive.

If a creature fails the initial saving throw by 10 or more, it is completely dominated by your shadow. While under this effect:

- The creature must imitate your movements exactly, including harmful physical actions, as determined by the DM.
- At the start of each of its turns, the creature takes 6d10 necrotic damage.

The creature can still repeat the saving throw at the end of each of its turns, ending the effect on a success.

Spell Lists. Sorcerer, Warlock, Wizard

