



Art by Grandfailure

Twilight Veil

10th level illusion (*Cleric, Sorcerer, Warlock, Wizard*)

Casting Time: 7 days

Range: Special

Components: V S M (a gemstone of pure light extracted from the fabric of the Twilight Realm, worth at least 100.000gp)

Duration: Until Dispelled

You pull a curtain of darkness and cover the world with a veil of twilight. For the duration, the light of any astral body (sun, stars, moon, etc..) stops reaching the Realm in which you are standing when casting the spell, plunging it in a reddish dim light. Any area which was previously considered dim light becomes darkness. The light from other light sources, such as torches or the *light* cantrip, still function normally. If a creature attempts to dispel this spell via *dispel magic*, they take 4d6 necrotic damage and waste their spell slot.

The only way to end this spell is to destroy the pure light gemstone used in the casting.

GM NOTE:

If your world is affected by the Twilight Veil, I recommend giving Low Light vision to player characters instead of Darkvision. Superior Darkvision should remain unaffected.

Low light vision (replaces Darkvision): You can see in dim light within 60 feet of you as if it were bright light.

Twilight Call

8th level illusion (*Cleric, Sorcerer, Warlock, Wizard*)

Casting Time: 1 minute

Range: self (1-mile square)

Components: V S M (a gemstone of pure light extracted from the fabric of the Twilight Realm, worth at least 1000gp)

Duration: 1 hour

You pull a curtain of darkness and cover the world with a veil of twilight. For the duration, the light of any astral body (sun, stars, moon, etc..) stops reaching a 1-mile cube area centered on you, plunging it in a reddish dim light. Any area which was previously considered dim light becomes darkness. The light from other light sources such as torches or the *light* spell still function normally.