THE ECLIPSE

Unique Level 20

Evocation Invested Magical

The Eclipse represents self-doubt and loss of purpose, as well as a loss of faith. As long as The Eclipse is invested, you gain a +2 item bonus on Religion checks. This increases to a +3 bonus if you are at least 17th level.

Activate ♦: [Interact, Magical]

Frequency: Once per day

A foe that you're aware of and who is within 60 feet achieves a critical success on a saving throw or a Strike; Effect You produce an aura of doubt that overwhelms all foes in a 30-foot emanation and reduces bright light in that area to dim light, as if the region were under an eclipse. The triggering creature's critical success is reduced to a regular success. All further saving throws or Strikes attempted by enemies within the emanation suffer a -2 item penalty; saving throws or Strikes attempted by the triggering enemy suffer a -3 penalty instead. You can sustain this aura of doubt for up to 1 minute.