

Light Weaver Studies

Taps into the powers of the Light Weaver. Once Light Weaver Studies has been purchased, a character can then proceed to purchase the actual spells and abilities of the Light Weaver.

Modification Point cost: 2

Prerequisites

1. Seeker Abilities: "Magical Prowess".

Glitterfall

Causes a mist to fall into the area of effect. Anything this mist settles onto will glitter and sparkle.

Modification Point cost: 2

Area of Effect: 1 space (5')

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1-D6 turns +1 per 10 levels advanced.

Effect time: Instant.

Explanation: This spell will cause a glittering mist to rain down within the “Area of Effect”. Glitterfall will stick to anything for the “Duration”

The effects are as follows:

+10 to strike targeted.

Any Invisible creature within the "Area of Effect" will become visible for the “Duration”

-5 for targeted to strike, due to partial blinding effect (only if in the dark).

Hand movement: Two hands.

Healing: None.

Immunities: Only physical targets can be effected by Glitterfall.

Maximum adjustment: None.

Notes: None.

Range: 10 spaces (50')

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 12,000 white-gold / **Spell-rune:** 120 white-gold

Ignite

This spell will cause 1 candle, 1 pipe, or 1 torch to be ignited or extinguished.

Modification Point cost: 2

Area of Effect: 1 candle, 1 pipe, 1 torch, per 5 levels advanced.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Permanent until items burn themselves out as normal.

Effect time: Instant.

Explanation: This spell will cause the following to be lit or unlit at the caster's bidding (this spell can be reversed to douse a small flame also).

The following items can be ignited or extinguished by the caster: 1 candle, 1 pipe, 1 torch. See: "Area of Effect".

Hand movement: One hand.

Healing: None.

Immunities: This spell cannot be cast on an item that is already lit.

Maximum adjustment:

Notes: Only an item ignited by the caster can be doused by the caster. It will take 2 spell-points to douse an item as well as light it.

Range: 1space (5') x your awareness.

Resting time: None.

Special: None.

Spell Preparation: Only that there is a candle, pipe, or torch to cast this spell on.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 3,000 white-gold / **Spell-rune:** 30 white-gold

Light Shower

Drench an area with liquid light, causing all within the "Area of Effect" to glow.

Modification Point cost: 2

Area of Effect: The space the spell is cast upon and 15 spaces (75') out in all directions.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 3-D12 hours.

Effect time: Instant.

Explanation: This spell will cause a rain-mist of liquid light to shower down within the "Area of Effect". Anything in the area of effect will be drenched with liquid light and glow for 3-D12 hours.

See: "Susceptibilities".

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: None.

Range: 10 spaces (50')

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: Creatures with 30+ Awareness will be partially blinded (-10 to Awareness rolls, -10 to Defense and Offense.).

Value: Scroll: 2,500 white-gold / **Spell-rune:** 25 white-gold

Weaver's Twine

Create a trap in the form of a thin strand of light attached between two objects.

Modification Point cost: 2

Area of Effect: Only the creature which sets this spell off will be effected.

5' of Weaver's Twine can be created at level 0 (+ 5' per level advanced).

Avoidance-roll: Targeted must fail an avoidance-roll vs. "Awareness" to not be effected by this spell.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Once Weaver's Twine is in place, it will last for 72 hours.

Effect time: Instant.

Explanation: This spell creates a thin strand of light which the caster will attach between two physical objects, creating a thin luminescent thread of light only visible to the caster. Any who come in contact with Weaver's Twine will set it off, causing a shower of blinding brilliance.

The blinding effects of this spell are as follows: -15 to Defense and Offensive rolls for 1-D8 +1 turns.

Multiple Weaver's Twine can be set, but the spell-points to cast this spell will not begin to regenerate until the "Duration" has expired, or the spell is set off.

Hand movement: One hand.

Healing: None.

Immunities: Blind and light-based creatures are not effected by this spell.

Maximum adjustment: 30' length of Weaver's Twine can be created per casting.

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Spell Preparation: The caster must have two physical objects to complete the connection for Weaver's Twine.

Spell-points to cast: 2

Susceptibilities: Amphibian creatures will suffer double the penalty and duration of the blinding effects, and will only have ½ the chance to successfully avoid this spell's effects.

Value: Scroll: 900 white-gold / **Spell-rune:** 9 white-gold