

Shine (Spell)

Divinationist becomes luminescent, shedding light 3 spaces (15') out in all directions.

Modification Point cost: 2

Area of Effect: 3 spaces (15') out in all directions from the space caster is occupying.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: See: "Special".

Duration: 1-D6 turns + 1-D6 turns x the current level of the caster.

Effect time: Instant.

Explanation: The Divinationist will become luminescent, shedding a pale light, exactly as would if he or she were holding a burning candle, 3 spaces (15') out in all directions.

This illumination will move with the caster. This light cannot be seen unless one is within the area of effect, therefore it is an excellent source of light for those who do not wish to attract the attention of others.

Hand movement: One hand.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Caster.

Resting time: None.

Special: Undead which are equal or lower level than the caster will suffer a penalty of -1 to defense per level of the caster (maximum penalty: -6 (stacks with other defensive penalties vs. undead).

This spell will fail if the illumination comes in contact with any form of unnatural darkness.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 1,800 white-gold / Spell-rune: 18 white-gold