

Guardians of Utaemia

Light Weaver Abilities and Spells

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Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

Light Weaver

Caster of light and darkness. Darkness is a light, less refined than light in its brighter, or more brilliant, stages of being. The Light weaver knows light for what it is and manipulates it to his or her benefit.

Prerequisites:

1. Seeker Abilities: "Magical Prowess"

Captured Light (Spell)

Capture and store light to be used in the future.

Modification Point cost: 20

Area of Effect: The space the caster is standing within and the next 10 spaces (50') out all the way around him or her (in a globe).

Avoidance-roll: None. See: "Notes"

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: concentration. This spell will continue to gather light as long as the caster concentrates on doing so.

Effect time: Instant.

Explanation: This spell will capture and store light to be used as a later time. The light that will be stored can be shed by casting this same spell (the caster must state whether light is being captured and stored, or used as a light source. The degree of brightness will depend on what brightness it had when it was stored.

Example: If you store 1 turn (5 seconds) worth of direct sun light, you can then cast this spell and shed 1 turn (5 seconds) worth of sunlight. If you store 10 turns (50 seconds) worth of moonlight, or candle light, you can then cast this spell and shed the same light upon casting this spell. You do not have to shed all 10 turns (50 seconds) worth of moon or candle light (it can be used as the caster wishes).

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: Stored light becomes magical light when it is cast again, thus any creatures that are effected by light can make an Avoidance-roll vs. "Magic" to resist Captured Light effects.

Range: None.

Resting time: None.

Special: None.

Spell Preparation: Must have a source of light to capture.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 20,000 white-gold / **Spell-rune:** 200 white-gold

Darkless (Spell)

Darkness withdraws from about the caster, leaving what remains as far as light.

Modification Point cost: 18

Area of Effect: 1 space (5') out from the caster in all directions PER LEVEL advanced.

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: Causes Darkness to withdraw from around the caster. Darkness will be driven back at a rate of 1 space (5") per level of the caster, leaving whatever light is within the area of effect. If there is no light in the area, the area will become Darkless and lightless, leaving the area an absence of both light and darkness; a state known as Graylight.

Any creature other than those who can command this power will be blinded unless some form of extra-ordinary vision ability is possessed (night-vision will not work). Blind Fighting ability will also be nullified within Graylight.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 9

Susceptibilities: None.

Value: Scroll: 18,000 white-gold / **Spell-rune:** 180 white-gold

Dazzle (Spell)

Blinding flash of light that dazzles your foe.

Modification Point cost: 10

Area of Effect: 1 space (5') + 2 connecting spaces of the caster's choice.

Avoidance-roll: Win an initiative with the creatures you are attempting to dazzle to succeed.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: Blinding flash of light that will dazzle your foe, thus causing a chance to miss you if attempting physical contact in any way.

Hand movement: One hand. Thrust a hand out towards foes general direction, finger spread out fully.

Healing: None.

Immunities: Creatures with a special vision ability or spell are not susceptible to the power of this spell. Night-vision and x-ray vision is not some of the special abilities or spells that will help with an immunity to this spell.

Maximum adjustment: None.

Notes: This ability can be reversed to cause the opposite effect (Ability) flash of darkness so intense as to steal all light from the area, thus creating the same blinding effect).

Range: 1 space (5')

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: Amphibians will have a penalty on the initiative against the caster. The penalty enforced will be the level of the caster. Example: If you cast Dazzle at an amphibian, and you were 15th level, the amphibians initiative would be penalized by 15.

Value: Scroll: 10,000 white-gold / **Spell-rune:** 100 white-gold

Light Barrier (Spell)

Block the passage of light.

Modification Point cost: 15

Area of Effect: 1 space (5') x caster's level.

Avoidance-roll: None.

Casting time: 4 turns (20 seconds)

Damage: None.

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

Effect time: Instant.

Explanation: This spell will cause light to not cross the boundary set by the caster. If there are two separate light sources that invade the area of effect, the caster must specify which light source will be blocked, and the spell must be cast again to block out the second light source.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5') x caster's level.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 7

Susceptibilities: None.

Value: Scroll: 60,000 white-gold / Spell-rune: 600 white-gold

Light Void (Spell)

Darkness conceals the caster, blinding foes.

Modification Point cost: 20

Area of Effect: The space the caster is on and all surrounding spaces about him or her.

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 1-D6 turns +1 per 5 levels of the caster.

Effect time: Instant.

Explanation: Thick darkness blankets the “Area of Effect”, concealing all within an almost physical vapor of darkness. There will be a chance to miss the caster veiled in such a darkness.

When this spell is cast, the player will tell the G.M. where his or her icon is set within 1 of the 9 spaces concealed in darkness. Any and all attackers must state which space within the “Area of Effect” is being attacked. If the caster is in that space, he or she must defend as normal. If the caster is not in that space, the attack has missed.

Hand movement: Two hands.

Healing: None.

Immunities: This spell cannot be cast in an “Area of Effect” invoked by an ability or magical spell.

Maximum adjustment: None.

Notes: None.

Range: Caster only.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 125,000 white-gold / **Spell-rune:** 1,250 white-gold

Shadow Barrier (Spell)

Block the passage of darkness.

Modification Point cost: 15

Area of Effect: 1 space (5') x caster's level.

Avoidance-roll: None.

Casting time: 4 turns (20 seconds)

Damage: None.

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

Effect time: Instant.

Explanation: This spell will cause darkness to not cross the boundary set by the caster. If there are two separate darkness sources that invade the area of effect, the caster must specify which darkness source will be blocked, and the spell must be cast again to block out the second darkness source.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5') x caster's level.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 7

Susceptibilities: None.

Value: Scroll: 60,000 white-gold / Spell-rune: 600 white-gold

Shadow Mass (Spell)

Causes shadows to mass and swirl about within the “Area of Effect”

Modification Point cost: 10

Area of Effect: 6 spaces (30') out in all directions from the caster.

Avoidance-roll: None.

Casting time: 2 turns (10 seconds)

Damage: None.

Duration: 6-D10 turns +1 turn per 5 levels of the caster.

Effect time: Instant.

Explanation: This spell will cause dense shadows to form within the area of effect, yet not to the point of being unusually dark and foreboding (which would attract attention to the area).

All creatures not allied with the caster must make an Avoidance-roll vs. “Awareness” in order to detect those within Shadow Mass.

If a creature is not suspicious of the caster’s presence, and / or those with the caster, this avoidance-roll must be rolled for successfully twice in a row for a successful detection.

Hand movement: Two hands.

Healing: None.

Immunities: A creature that can see in the darkness will not gain a penalty on the avoidance-roll vs. awareness to detect caster and all whom are within the “Area of Effect”.

Maximum adjustment: None.

Notes: None.

Range: Caster.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 5,500 white-gold / Spell-rune: 55 white-gold