

Light Weaver Studies

Taps into the powers of the Light Weaver

Modification Point cost: 2

Prerequisites

1. Seeker Studies: "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 the following to be lit or unlit at the caster's bidding (this spell can be reversed to douse a small flame also).

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