

2.X Light Magic

The magic used by healers and upholders of good. This magic area is concerned with non-violent means of protecting the user and others, weaving illusive decoys or keeping an enemy from doing harm. The only light magic to do damage are ones that harm undead, demons, and other creatures of darkness.

This type of magic is especially useful by tricksters and as part of a group. Tricksters often find that the forming of illusions or enchanting one with drowsiness aids in their pranks. In groups the healing spells and charms that bolster allies are often in high regard.

Magic types:

Charm- Spells of this type bolster a character in some way. The caster could use this on themselves but it's the most helpful if there are several party members to place it on.

Healing- This type of magic is used to heal hit point loss, cure disease, and even revive the magic user's allies. The positive energies given by this type of magic can often be used to harm undead.

Illusion- This concerns the manipulation of light in order to create illusions. The form and extent of these illusions depends on the spell used. They are only tricks of the light and can't harm in any way or trick any sense other than sight. This type of magic also concerns the creation of light for illumination and in order to make blinding flashes.

Passive- Light magic users have a variety of spells to protect them from others through non-violent means. These spells have to do with disabling their enemy yet leaving them alive. Some of the higher level spells do more than just disable the enemy, using them in some way to the character's advantage. Most of the methods of defense tamper with the enemy's mind so their willpower is a factor in how successful the spell is.

Level:	Name:	Type:	Effect:
1	Resolve	Charm	Improves strength of will.
	Close Wounds	Healing	Mends cuts and helps recover recent injuries.
	Salvation	Healing	Keeps a character alive while they are being harmed.
	Alter	Illusion	Changes properties (like color, texture, etc) of an area.
	Illumination	Illusion	Makes a light source at any location.
2	Marker	Illusion	Leaves a marker for future reference or warning.
	Chance	Charm	Character tends to have more success in future rolls.
	Mend	Healing	Mends and realigns bones, as well as disrupting skeletal undead.
	Blind	Illusion	Creates a blinding burst of light in front of an enemy's eyes to blind them.
	Phantasmal Cre. I	Illusion	Creates an illusion of a small creature.
3	Sight	Illusion	Improves a character's searches and allows them to see through obstructions.
	Bravado	Passive	Creates a false sense of courage, causing the character to behave foolishly.
	Light Screen	Charm	Creates a magic barrier that absorbs damage, protecting the character.
	Flash	Illusion	Makes a blinding burst of light.
	Calm	Passive	Characters or creatures lose the will to fight.
4	Splice	Healing	Reattaches or regrows lost limbs.
	Glare	Illusion	Makes a screen of bright light that makes it harder for enemies to fight.
	Phantasmal Cre. II	Illusion	Creates an illusion of a medium sized creature.
	Hypnosis	Passive	Causes a character to become drowsy or fall asleep.
5	Friendship	Passive	Causes a character to think they're the caster's friend.
	Tranquility	Passive	Removes thoughts of aggression in those nearby.
6	Phantasmal Cr. III	Illusion	Creates an illusion of a large creature.
	Trance	Passive	Causes the character to be under the caster's control.
7	Arise	Healing	Revives the fallen so that they can fight again.
	Heaven's Gaze	Illusion	Allows a character to see many miles away from the sky.
8			
9	Dawn	Passive	A powerful spell that changes night to day.

Resolve

Level: 1

Mana: 1 mana / 2 rounds of duration

Range: 2 yards / level

This erases doubt from the character's mind, inspiring courage and strengthening the mind's resolve. This increases the target's willpower by a third of the spell's effect.

Roll: Effect:

7 Allows the character to overcome awkward tenancies from fear such as stuttering or shaking.

Type: Charm (Mind Altering)

Upkeep: 1 mana / round per five targets

- 10 Character can overcome phobias and psychological trauma.
- 10 This can be cast on any number of characters by spending the mana cost for each casting.
- 12 This can be used to counter any spell or ability that cause fear or uncertainty.
- 15 The character's mind can be focused on a single task, erasing everything else in the character's mind (like fear, pain, or fear of being harmed). The character won't notice these things until they stop focusing on the task at hand. Once the focus is lost, however, it can't be regained.

Close Wounds

Level: 1 Type: Healing (Instant)

Mana: 2 mana

Range: 2 yards / level

This is a very simple healing spell, clotting bleeding injuries and ending the effects of **open wounds**. This can only recover from the last injury (and only be used on that injury once), recovering up to a number of its damage equal to double the caster's level (this can't be more than the damage from the wound). The injury can be up to a number of rounds old equal to a third of the spell's effect for this to work.

Roll: Effect:

- 40 If the wound is unable to be healed by magic means (such as an effect of the fallen's death lace), then this spell may prevent further injury from the wound and stop its bleeding for a number of rounds equal to the spell's effect.

Salvation

Level: 1 Type: Healing (Interrupt)

Mana: 1 mana / 1 hit point

Range: 2 yards / level

Generally used while the caster or an ally is being struck with lethal damage, this heals a character for a small amount of life, potentially enough to save them. The high mana cost makes this useless if there is much overkill damage. Anything that reduces the cost of spells can't reduce mana spent this way. More hit points may be recovered per a point of mana if the effect is at least thirty. The spell's effect divided by thirty plus one is the number of hit points recovered per a point of mana. Effects that say that they 'heal' can also prevent damage that the character is being dealt that turn.

Roll: Effect:

- 40 If being cast on an someone other than the caster, the caster may transfer their life force to heal them as well as their mana. The target character recovers a third as many hit points spent by the caster.
- 60 The target character recovers half as many hit points spent by the caster.
- 80 The target character recovers half as many hit points spent by the caster.
- 100 In addition to health recovered by spent mana and the caster, anyone within the spell's range may contribute their health to aid the targeted character. The target recovers a third as many hit points as spent by those around (other than the caster).
- 120 The target recovers half as many hit points as spent by those around (other than the caster).
- 140 The target recovers as many hit points as spend by those around.

Alter

Level: 1 Type: Illusion

Mana: 1 mana / 2 rounds of duration

Upkeep: 1 mana / round per four targets

Range: 3 yards / level

Area: 1 foot radius / 1 level

Anything within the area of effect has all their visual attributes of some sort changed in one way or another. The higher the effect, the more attributes can be changed. This is far more effective indoors or other enclosed areas since it could easily make an entire room or hall appear to change. Outside its limited area of effect makes the illusion less believable.

Roll: Effect

- 5 Colors within the area of effect can be changed. This might be useful to change the colors of the pieces on a chessboard, alter the color of a cloak to make it blend in with the surroundings, etc.
- 10 This can be cast on any number of locations by spending the mana cost for each casting.
- 15 The texture within the area can be changed as well, making a person's skin appear to be scaly, a wooden door appear to be stone, etc. This can't change the surface's roughness at all (such as a smooth thing couldn't be made to seem prickly), so changes in texture are best used to change appearances between things that have similar consistency.
- 25 The brightness of the area can be altered, making it look like its in bright sunlight or darkness. This can't lighten areas in which characters without dark or dim vision can't see, nor can it dim painfully bright sights. The changes this make are slight, perhaps changing an area so it appears to be lite by torchlight rather than the sun, moon, or other light source.
- 35 The appearance of individual objects within the area can be stretched or skewed. This is useful to change things into

similar looking objects, such as a cup into a vase. The closer the characters are, the more the object will look like what it really is. The change in appearance is gradual with distance (appearing as the illusion form several feet away, and the real object from nearby).

40 The area of effect may be moved up to the caster's level in feet each round. The shape and size of the area doesn't change.

Illumination

Level: 1

Type: Illusion

Mana: 1 mana / 10 rounds of duration

Upkeep: 1 mana / round per six targets

Range: 2 yards / level

Area: 3 foot radius / 1 level

This makes any point glow bright enough to act as a light source (illuminating the spell's area of effect). Though convenient to make the source of the light part of the caster or their clothing (since it will then move with the caster), this can be dangerous since it would make tempting targets for enemies waiting to ambush.

Roll: Effect:

10 This can be cast on any number of locations by spending the mana cost for each casting.

15 This can be cast on a character's or creature's eyes to make it difficult for them to see. The glare will reduce their vision radius to one twenty feet minus a fifth of the spell's effect (they're blinded if the spell's effect is at least a hundred).

Marker

Level: 1

Type: Illusion

Mana: 1 mana / 3 minutes of duration

Upkeep: 0 mana

Range: 5 yards / level

This is a simple spell, creating a marking of color on any surface. This is useful to keep track of paths traveled down, warning of traps for others lagging behind the caster, etc. It creates a simple stripe of any color, up to about a yard long and a foot wide.

This marking, upon close inspection, is slightly transparent, not preventing characters from seeing whatever the mark is on. If cast on glass, eyes, or anything else that can be seen through, this doesn't obscure the ability to see.

Roll: Effect:

10 The markings may be twisted and formed into letters or simple symbols. This isn't very useful for leaving full messages since each letter would need to be its own illusion, and this would be very costly in terms of mana.

10 This can be cast on any number of locations by spending the mana cost for each casting.

15 The mark can be formed, making gaps and stretching parts to make simple pictures. This can be more helpful than letters for conveying messages. For an example, a stick figure with an arrow through it might be used to warn of a trap that shoots arrows from the walls.

40 The symbols that the marking can make may be shaped into runes with magical properties, if the caster has the disciplines associated with rune lore. The illusion will fade if the rune's effects end and vice versa.

Mend

Level: 2

Type: Healing

Mana: 5 mana

Range: 2 feet / level

This is a general cure for all skeletal injuries, great and small. With it, fractures can be mended, splits may be realigned, and loss marrow regrown. Though not its primary use, these spells may be used on skeletal undead to fuse their bones together or hold them for a time (depending on the effect).

Roll: Effect:

10 Bones can be realigned to be in their proper place. If cast on a skeletal undead, this will cause them to stand straight and rigid for a number of rounds equal to a third of the spell's effect minus three times the undead's level.

20 If the caster wishes, they may return a skeletal undead to perfect condition and full hit points (if they have them).

25 Fractures and other such damage to bones can be mended, though the injury may return if those healed don't take it easy on the bone for a few days. Against skeletal undead this can fuse any joint if the spell's effect is at least double the number of hit points they have left (five times their level in the undead doesn't use hit points). This might prevent them from attacking (being unable to move their shoulder) or move quickly (having a fused knee).

45 Lost bones can be regrown, though this is extremely painful and a regrown bone will take a couple of days before it can support any weight. When used against skeletal undead, this has the opposite effect, weakening the marrow in their bones so that they collapse, instantly defeated. This spell has an all or nothing sort of effect, autokilling the undead if it works. There is a percentage chance of success equal to the spell's effect minus double the undead's level.

Chance

Level: 2

Type: Charm (Direct)

Mana: 1 mana / 1 rounds of duration

Upkeep: 1 mana / round per three targets

Range: 2 yards / level

This increases the luck of the character it's cast on, making it so they can't mishap. A tenth of the spell's effect determines the number of extra dice that will be rolled if the wild die rolls a six (no further wild dice are rolled after this if any roll sixes).

Roll: Effect:

12 This can be used to counter the jinx scourge magic curse, having half its normal mana cost when cast.

20 This can be cast on any number of characters by spending the mana cost for each casting.

30 The character gets a bonus to their **fortune (half spell's effect)**.

40 In games of chance, wild guesses, random attacks (see Section 1.3 game rules), and other things totally based on chance tend to go in the character's direction. Anything based on luck goes a fourth of the spell's effect in percent in the character's favor.

Blind

Level: 2

Type: Illusion (Direct)

Mana: 7 mana

Duration: 1 round

Range: 3 yards / level

This creates an intense burst of light right in front of an enemy's eyes, designed to blind them, or at least daze them for a time. Double the effected character's level is subtracted from the spell's effect.

Roll: Effect:

10 The target's search rolls are reduced by the spell's effect.

15 The target is blinded for a number of rounds equal to a fifth of the spell's effect over ten (such as three rounds with the effect of 25).

50 The target is permanently blinded unless cured by a skillful healer.

Phantasmal Creature I

Level: 2

Type: Illusion

Mana: 2 mana / round

Upkeep: 1 mana / round

Range: 3 yards / level

This spell creates an illusionary image of any 'small' or smaller creature (following the conventions of the D&D 3rd Edition Monster Manual). The image is clear enough to fool a search roll of up to half the spell's effect. However, this is an illusion, and thus silent and only fools sight. For it to be effective at all, the caster should chose beings that don't look too out of place. This can't create anything inanimate.

Roll: Effect:

20 This can be cast on any number of creatures by spending the mana cost for each casting.

Sight

Level: 2

Type: Illusion (Direct)

Mana: 1 mana / 1 round of duration

Upkeep: 1 mana / round per two targets

Range: 10 yards / level

Warps the light coming to the character's eyes, clearing the image and allowing them to see beyond what they usually would be able to. The character adds a fifth of the spell's effect to their search rolls.

Roll: Effect:

18 The character can see through non-solid obstructions such as fog, fire, smoke, water, and glare up to the spell's range.

20 This can be cast on any number of characters by spending the mana cost for each casting.

30 The character can see through solid barriers. The thickness of the barrier can be at most a tenth of the spell's effect in feet thick. This must be within the spell's range.

40 The character can look at a location a number of miles up to half of the character's level away. This is a narrow but very clear vision much like looking through a telescope. When gazing like this the other effects of the spell (seeing through barriers or obstructions) aren't in effect.

Bravado

Level: 2

Type: Passive (Mind Altering)

Mana: (3 mana / round of duration) - 1/5 target's willpower

Range: 1 yard / level

This erases a character's doubt to such an extent that their common sense is impaired. For player and non-player characters their perception of events will be far more favorable for the character than they actually are. In terms of non-player characters they will often be provoked into actions that usually they wouldn't do due to care for survival.

Roll: Effect:

20 This can be cast on any number of characters by spending the mana cost for each casting.

Light Screen

Level: 3

Type: Charm

Mana: 1 mana / 10 hit points

Duration: 1 round / level

Range: 2 yards / level

This creates a barrier to protect the target character from damage. The character is surrounded by a transparent, white tinted field as long as the spell's in effect. The barrier has the defense equal to three times the caster's level and has a number of hit points equal to the spell's effect. Since the spell's cost is determined by the hit points of the screen, the spell's effect may be reduced to conserve mana. By paying an upkeep of a third of the casting cost each round the shield is returned to full hit points every turn. Even so, if the shield is destroyed in one turn then the shield will need to be recast. Anything that doesn't deal damage are unaffected by the spell. If the shield is broken then any left over damage is dealt to the character normally.

Roll: Effect:

30 This can be cast on any number of characters by spending the mana cost for each casting.

45 The shield, when first made, can be designed so that it can also block spells that are cast on the character. Both positive and negative spells are prevented. In this case, the shield loses hit points when spells are cast on it equal to the spell's effect. The spell's effect is reduced by the amount that's absorbed by the shield.

50 As long as the light screen is present, the effected character is immune to auto-death effects.

60 For every hit point lost by the shield in absorbing a spell, the spell's effect is decreased by two.

75 For every hit point lost by the shield in absorbing a spell, the spell's effect is decreased by three.

Flash

Level: 3

Type: Illusion

Mana: 10 mana

Duration: 1 round

Range: 5 yards / level

This creates a brilliantly bright burst of light to appear in a location, temporarily dazing, blinding, or even knocking out those who look at it. This appears without warning and lasts for only a couple of seconds, not giving onlookers time to avert their eyes before the damage is done. When casting, it is best placed where the most enemies (and fewest allies if any) will see it (the game master determines the best effect that it can have). The flash's effects are reduced or prevented if there's any obstruction such as thick fog. The effect of the flash is doubled if used when onlookers are adjusted to darkness or dim light (such as against enemies approaching in moonlight). Every one effected subtracts three times their level from the spell's effect against them.

Roll: Effect:

15 Half the spell's effect is subtracted from the onlooker's search rolls and a fifth from their melee, sneak, and any other skill that uses the character's sight. This has the duration of a fifth of the spell's effect in rounds.

20 The onlooker is **stunned** for a number of rounds equal to a twentieth of the spell's effect.

40 If the onlooker's willpower is less than a fourth of the spell's effect, then they fall unconscious for 2d20 rounds.

Calm

Level: 3

Type: Passive (Mind Altering)

Mana: 5 mana

Duration: (1 round / 5 effect) - 1/3 target's willpower

Range: 1 yard / 1 level

The caster can make others lose interest in fighting. They don't necessarily give up their anger toward their enemies, but they simply don't feel like putting out the energy to try to harm them. They will still defend themselves against attacks, but feel little need to retaliate. This spell's effects end if they are harmed by someone they would consider an enemy. The spell's effect can be anywhere from half to double its normal amount depending on how well the caster (in character) understands the anger or aggressive feelings of the target. If unable to relate (perhaps because the target is a naturally aggressive creature or the anger is caused by a curse), then the effect is reduced. Generally the effect should only be improved if the character has experienced this sort of anger in their past or is especially empathetic toward it. The game master determines this effect (it should be unchanged if they don't feel strongly one way or another).

Roll: Effect:

30 This can be cast on any number of characters or creatures by spending the mana cost for each casting.

*35 The disinterest is so complete that they don't aid allies or make an effort to advance or retreat. This can be devastating if used on the healer of an enemy's party or some other key person in a battle.

*45 The character's mind is so lost to the real world that they slip into a euphoric trance. Just standing there, they are essentially unconscious as long as the spell's effects last.

*80 Rather than falling into a trance, the spell causes a profound change in the mentality of the character. They no longer feel enjoyment in combat, nor pleasure at the thought of harming their enemies. From this point on they will try to avoid fighting any way they can and will likely either lay down their arms in the interest of peace or retire from

whatever line of work includes the bloodshed that they now find unsettling. This effect doesn't end with the duration, nor if the character's harmed by an enemy. This can be undone by anything that removes permanent mind altering effects.

Splice

Level: 4

Type: Healing

Mana: 25 mana

Range: 1 foot / level

An indispensable spell of healing, this allows severed limbs to be reattached, and when used by a powerful healer they can even be regrown. The difficulty of each of its effects are one higher for each minute that passes since the limb was severed (up to fifty), is double the normal difficulty if the limb is in poor condition (dried, mutilated, etc), and three times the normal difficulty if there is no limb at all (and must be regrown). Reattached limbs can't be used for one full day, and those regrown are useless for three. Only the character's own body parts can be reattached. If more than one of these conditions raise the difficulty, then only use the one that would raise the difficulty the most.

Roll: Effect:

- 20 Only things that regrow naturally, such as the skin over a stump, hair, fingernails, etc may be regrown (the reattaching of such things usually isn't of much use).
- 30 Chunks of flesh, muscle, and bone may be reattached, if they can be placed (more or less) where they should be. Again, this is mostly regrown rather than reattached for if its severe enough to be worth mending, then it was probably lethal as well. However, this is very useful to perform on the deceased, repairing the body before attempting to revive it (since most revivals require fair condition of the body).
- 40 Any extension of the body that isn't a limb may be reattached (or regrown), such as ears, fingers, the nose, etc.
- 50 Limbs can be reattached. This is, perhaps, the most useful purpose for this spell, for arms and legs are often lost in combat.
- 60 Complicated body parts and organs can be reattached or regrown. This includes things like the eyes, the tongue, and most internal body parts (lungs, intestine, etc). This requires very little in terms of placement, for realigning a severed intestine or tongue is exceedingly difficult (the spell will right the placement itself).
- 75 Limbs of other beings or creatures may be reattached, rather than needing to regrow or find a lost one. Limbs of other races will always have an odd sensation and some quirks in movement. This will make the character have a loss to their stats that use the limb, with the loss depending on the foreignness of the limb (up to -15). However, limbs of other creatures or races may have benefits, such as the claws that grow on the hands of blood fiends, or especially great strength. The game master will need to decide if having the limb inherits any benefits (as well as their effect).

Glare

Level: 4

Type: Illusion

Mana: 7 mana / round of duration

Upkeep: 2 mana / round

Range: 2 yards / level

This creates a lasting barrier of light, too bright for anyone to look directly at. The lights form a flat screen with the radius of a fourth of the spell's effect in feet. This is especially useful to cast before retreating to confuse enemies, or at the backs of allies to make it difficult for enemies to fight them. This reduces the melee, sneak, and any other skills that use sight by a third of the spell's effect, and search rolls by twice this amount. The spell's effect is halved if there's much of an obstructions in front of the screen (characters, pillars, etc). For this reason, it is less effective if cast behind charging allies rather than being placed in front of enemies before when retreating.

Phantasmal Creature II

Level: 4

Type: Illusion

Mana: 5 mana / round

Upkeep: 2 mana / round

Range: 3 yards / level

This spell creates an illusionary image of any 'medium' or 'large' sized creature (following the conventions of the D&D 3rd Edition Monster Manual). The image is clear enough to fool a search roll of up to a third of the spell's effect. This is an especially useful illusion, since it includes most demi-humans. The spell, however, doesn't show enough detail to craft an image of a certain individual. At best, the caster can make a vague likeness of their features. This can't form anything inanimate.

Roll: Effect:

- 40 This can be cast on any number of creatures by spending the mana cost for each casting.

Hypnosis

Level: 4

Type: Passive (Mind Altering)

Mana: 4 mana / level

Duration: (1 round / 2 levels) - 1/5 target's willpower

Range: 1 foot / level

This causes the target character to become drowsy and perhaps fall asleep. Characters that are tired have a difficult time performing actions, losing an amount from their subskill rolls equal to a fifth of the spell's effect.

Roll: Effect:

*20 Concentration difficulties (especially for spells and difficult abilities) are increased by half the spell's effect.

*25 The character's vision blurs and they have a hard time focusing. They need to make a willpower roll of at least a third of the spell's effect so see clearly. Otherwise the character's search has the maximum roll of five and the character sees double.

*35 The character falls asleep for the spell's duration. If, however, they are dealt any damage then they wake up the next round and only suffer from effects with required rolls below this.

40 This can be cast on any number of characters by spending the mana cost for each casting.

*50 The character falls asleep for the spell's duration and won't wake up if harmed.

Friendship

Level: 5

Type: Passive (Mind Altering)

Mana: (6 mana / round of duration) - 1/4 target's willpower

Range: 2 feet / 3 levels

This causes the target character to believe that the caster is their friend and ally. The target character will aid the caster and try to ensure that they don't come to any harm. If someone who really is their ally tries to harm the caster then the target character will attempt to intervene in any way they would if two of their allies were fighting. The target character won't do anything that's out of character and the spell's effect will be immediately broken if the caster tries to harm the target character.

Roll: Effect:

50 This can be cast on any number of characters by spending the mana cost for each casting.

Tranquility

Level: 5

Type: Passive (Mind Altering)

Mana: 15 mana / round of duration

Upkeep: 5 mana / round

Range: 5 feet / 1 level

All characters up to the range's distance away (friends and foes alike, except the caster) are struck with a stop (or at least suppression) of all thoughts of aggression. It takes a willpower roll of half the spell's effect to take a directly aggressive action (in other words, attack) or a fourth of the effect to take an indirect action that would lead to an enemy's harm (such as cause a landslide to fall toward them). A sixth of the spell's effect is needed for tasks generally reserved for combat, but not against an enemy (such as drinking a strengthening potion or summoning protective wards). Characters are made immune to this spell's effects (when used by this caster for this day) if they are harmed by someone they would consider an enemy.

Phantasmal Creature III

Level: 6

Type: Illusion

Mana: 10 mana / round

Upkeep: 4 mana / round

Range: 3 yards / level

This spell creates an illusionary image of any 'huge' or 'gargantuan' sized creature (following the conventions of the D&D 3rd Edition Monster Manual). The image is clear enough to fool a search roll of up to a fifth the spell's effect (the larger size makes it tend to have a much lower quality). This can be a very effective spell at scaring away enemies, for it can create among the most fearsome creatures (dragons, hydras, etc). This can't make anything inanimate.

Roll: Effect:

60 This can be cast on any number of creatures by spending the mana cost for each casting.

Trance

Level: 6

Type: Passive (Mind Altering)

Mana: 5 mana / round of duration

Upkeep: 3 mana / round

Range: 2 feet / 3 levels

This causes the spell caster to have control over the target character's motor functions (their ability to move). If this is cast on a character while they're asleep then it will immediately end if the character wakes up. However, the spell's effects on a sleeping character aren't reduced by that character's willpower. Thus, this spell is often used with the hypnosis spell to knock enemies unconscious, then take control of them. The higher the spell's effect, the less likely that pain, disturbances, and other such things will wake the character (the game master will need to determine this). Generally, for each instance of pain or injury they have a chance of remaining asleep of the spell's effect. When cast, only one of the effects with an asterisk (*) may take effect (rather than all the effects up to the roll).

(Note for nexus games: Treat this spell's effects as being a telepathic effect)

- Roll: Effect:
- *30 The spell caster's control over the character is jerky and uncoordinated, moving them much like a sleepwalker. The character only moves at half of their normal speed and their physical stats are limited to a maximum roll of the caster's level. The targeted character is only coordinated enough to move about but not fight, use abilities, spells, talk, etc.
 - *35 The spell caster is able to steady the target character and control them far better. They move at their normal speed, have their full physical stats, and are coordinated enough to use melee weapons. Their skill at fighting is equal to the caster's combat stats. The target character is still unable to use spells, abilities, or speak.
 - *40 The target character is under control enough that any but very keen observers can't tell that they're under the caster's control. Now the target character is steady enough to use any sort of attack or weapon (including brawling and missile). The caster is also able to tap into the target character's mind slightly in order to use their skills to aid them. When making attacks, the character under the trance either uses their combat skills or the caster's (whichever is higher). Still the character is unable to use spells, abilities, or speak.
 - *50 The target character is the same as the previous effect except that now they can use any abilities that don't require that they're able to be able to speak. They're still unable to use spells or talk.
 - 60 This can be cast on any number of characters by spending the mana cost for each casting. The spell caster can only issue individual orders to one character under their control, or a single command to the entire group.
 - *60 The target character is the same as the previous effect except that now they can speak. This allows them to use any of the target character's abilities (requiring that they're able to speak or not). The target character will only say the words that the caster orders them to. They can perform spells now but since they only say what the caster directs them to they can only cast the spells the caster knows (with the same skill as the caster), using the caster's skill. This will drain from the target character's mana and spells can't be cast by them unless they have enough mana for it.
 - *75 The target character is the same as the previous effect except that their mind is even more open to being used and can be tapped into to make use of their magical abilities. As long as there's mana for it, the target character may cast spells that they know (using the appropriate magic subskill, like nature magic for nature spells). If both the caster and the target character have the same magic subskill then the higher amount is used.
 - *80 The caster may partly awake the target's mind in order to ask questions. Though their mind is somewhat awake, their body is still asleep and thus they are unable to move or even talk except when the caster allows it (to answer questions). This use of the spell makes the body useless as a puppet, but is used to collect information. Since this is tapping into their mind far deeper than any other effect of this spell, the target may resist it (reducing the spell's effect by the willpower) even if they were asleep. The caster can order the target character to tell them anything they want to know and the target character can't lie and must answer the question. However, the character may make these answers cryptic or deceptive as long as they fulfill whatever the caster asks of them.

Arise

Level: 7

Type: Healing

Mana: 20 mana

Range: 1 yard / level

A vital spell in combat. This acts as a pick-me-up for the fallen, instantly reviving those recently slain so that they can continue the fight. This won't work with those whose bodies are in poor conditions for the corpse must be able to house life again (with the exception of cuts, blood loss, etc). For an example, a lost head would need to be reattached with magic or some other healing before they could be revived. It is assumed that excessive amounts of overkill result in these sorts of deaths. Characters revived this way have a percentage of their maximum hit points equal to half the spell's effect. The character must have died within half the caster's level in rounds for this spell to work.

Roll: Effect:

70 This can be cast on any number of characters or creatures by spending the mana cost for each casting.

Heaven's Gaze

Level: 7

Type: Illusion (Direct)

Mana: 11 mana / 1 round of duration

Upkeep: 7 mana / round

Range: 2 miles / level

The character, through meditation, can warp the light before their eyes to be that of a location many miles away. The caster can see any location that is visible from the sky up to the range of the spell away. Their sight is that of being high in the sky, looking down with a very narrow telescope. This is most useful for spying on others when the caster knows their general area. This can't be used during the night unless the caster can see in the dark or the viewed area is lite.

Roll: Effect:

60 This spell may allow another character, rather than the caster, to meditate and see with the spell's effects.

70 This can be cast on any number of characters by spending the mana cost for each casting.

80 This vision can pierce clouds and poor weather in the sky, though fog and other obscuring conditions can still make

this spell useless.

Dawn

Level: 9

Type: Passive

Mana: 50 mana

Many creatures of evil carry a hatred, if not fear of the sun. Foremost among these are vampires, who turn to ash in the warm glow of sunlight. Thus, this spell is their greatest bane for it brings an end to night, and raises the sun from the horizon. The time this takes to have an effect depends on the spell's effect, taking an hour minus a number of minutes equal to the spell's effect over forty five.

Roll: Effect:

50 This can be used to counter the dusk scourge magic curse, having half its normal mana cost when cast.