

Light and Dark Spells



Contents

Contents	1
Light spells	2
1st Level	2
2nd Level.....	2
3rd Level	3
4th Level.....	3
Dark spells	4
1st Level	4
2nd Level.....	4
3rd Level	5
4th Level.....	5

Light and Dark spells are not good and evil, they are the presence of existence and it's absence. As such those that cast light or dark spells can be any alignment the person chooses. However light and dark are by their nature more powerful and limited to the day or night, darkness as a result tends to gather the more evil type of person to its side.

Light and Dark spells differ from the normal elemental spells. There is no controlling influence of a god when trying to access the spells, one draws it directly, channelling it for the desired effect. The time to cast the spell and the vocals are similar to elemental magic, and as with magic the channelling of this power will leave the caster sapped after they have used their body to pass this power through. The more power the more effect it will have on the caster (If this is not role-played then the refs will diminish the effect of the spell on the subjects/items it is cast on) In order to limit this painful channelling, and to offset the drain on

Light and Dark Spells

the physical body a small ritual should be performed, just like magic users and clerics pray to be given power. The light or dark magic users must meditate to prepare themselves for the channelling of power.

There is no need for magical symbols of a god, or holy items to focus your worship on. However those that use this magic carry various items of personal value that reflect the power, which becomes the centre of their belief and outlook.

Light and Dark magic is a **rare** form of magic, known to those ancient races that have been around for a very long time, or those rare places that exist where the magic is present. In order to be able to cast these spells you will need to discuss your character with the game refs. They are not simply additions to the elemental magic's or clerical spells.

Below is a list of commonly used powers by those very rare individuals that can cast the spells. However like all magic there are those more capable, more knowledgeable in casting these spells

Light spells

All spells take the manifestation of the bright light passing from the casters hands. There is a requirement for them to be used in daylight only.

1st Level

1. **Purify food / water.** Purifies the food and water put before the caster (enough for one individual). There is no time limit for eating as the harmful properties are burned off and will not return. However natural wastage and damage from time will apply.

Range: Range is 5 feet.

Save: N / A

Duration: Instant

2. **LIGHT:** This produces a magical flame the same brightness as a single candle for a period of 15 mins (Prop needed). The light can appear in an area 15 ft from the mage. (This is done by calling a time freeze and placing the light source in the desired location).

Range: 15 ft **Save :** N/A

Duration: 15 mins

3. **BLINDING LIGHT:** Causes temporary blindness in the target. The target must close his eyes and cannot take any action that requires sight for the full duration of the spell.

Range: Range is 30 feet

Save: Race dependant

Duration: 3 seconds

2nd Level

Light and Dark Spells

1. **WARMTH:** This enables the Caster to cure two locations to the level of 1HP, it has to be by touch. Unlike Cleric spells the pain is not drawn in and is simply healed.

Range : 15 ft

Save : N/A

Range: Touch

Duration : 15 mins

2. **LIGHT BLADE:** The caster is able to summon forth the power of light into whatever hand held weapon he is holding. The blade strikes as enchanted and the caster must call "Enchanted Blade of light" the blade however can be any hand held weapon. Pole arm etc. Once the combat is over, the caster must rest for an hour as the drain on the body is too great.

Range: Touch

Save: N/A

Duration: 1 combat

3rd Level

1. **PURGE POISON:** this allows the caster to purge all poison from an individual, or from an item. The poison is burned off as a flare of bright light. Temporarily blinding the people who are watching. (this may not work for all poisons please contact ref for success)

Range: Touch

Save : N/A

Duration: 1 person touched

2. **FORTIFY:** The Caster gives the target or himself a resistance to one type of magic for the duration. It will provide resistance to **2** First rank spells or **1** second rank spell of that sphere (The spells have to be named if cast on another person, if cast on himself the caster doesn't need to name them). The sphere is decided whilst casting, examples are Earth, Air, Necromancy etc.

Range: Range is touch

Save: N / A

Duration: 5 minutes

4th Level

1. **MASS WARMTH :** this is a healing spells that will heal all wounds on all the people within the area of effect as if healed by 1 point of damage per location. It will not heal above this mark, or repair magical enhancements to hit points.

Range: Range is 10 feet radius.

Save: N / A

Duration: Instant

Light and Dark Spells

2. **BURNING LIGHT:** Causes intense light to shoot from the casters hand, causing all locations on the target to suffer 1 hit. Those parts of the target protected by armour will see the armour take damage (burned leather straps, melted metal), requiring at least an hour of work to bring back to working order unless magic can be used to repair the damage. The effects of the burning cannot be cured as easily as fire magic. Divine magic (cleric spells) will not work on their own. It will take two healers working on each point to cure 1 point of damage. Magical healing, such as potions will cure the area as normal. Alternatively natural time will also heal as normal.

Range: 30 paces

Save: N/A

Duration: Instant

Dark spells

The darkness spells can only be cast in dark or very shadowy areas (Ask ref if unsure).

1st Level

1. **WEAKEN:** The caster forces darkness into the targets body, sapping the strength of the target. It causes target to fight at slow speed, can't run.

Range: Range is 10 paces for one, or touch for two.

Save: Race dependant

Duration: 10 seconds

2. **DARK BOLT:-** Hit single target and causes momentary blindness.

Range: Range is 30 paces for one.

Save: Race dependant

Duration: slow count of 3

3. **SHADOW SKIP:** allows the caster to jump between shadows. Similar to the Narhills ability. Range limited to ten paces. There is the normal limiting effect after the spell is completed. i.e 5 secs after reappearing they are disorientated, then 10 then 20 then 30 etc until 24 hours has passed.

Range: Range is 10 paces for one.

Save: N/A

Duration: Instant

2nd Level

1. **INFLICT:** A greater version of weaken. The caster forces more darkness into the victim of the spells. The life is drained away, replaced with emptiness,

Light and Dark Spells

causing pain and weakness, stopping the blood flowing and making the target location useless. This will cause the target to suffer 1 point of subdual damage to a named location. This area can affect all locations of the individual, or individuals touched. Although subdual damage, the body location will be useless for ten minutes, after which the life returns.

Range : Range is 10 paces for one, or touch for two.

Save : Race dependant

Duration : 10 minutes.

2. **SHADOW MELD:** Allows the caster to remain undetected in shadows for the duration of the spell. The caster can be detected by smell but not by touch, attacking will negate the spell.

Range: Caster.

Save: N/A

Duration: 3 mins

3rd Level

1. **DARK BLADE:** This encases a weapon (any close combat weapon with a blade can be used) for the length of one combat in a dark magical flame thus making hit as a magical weapon. The wielder must shout when hitting someone "Enchanted Dark Blade".

Range: Touch

Save: N/A

Duration: 1 combat

2. **CRIPPLE:** The Caster again forces darkness into a targets body. However instead of a small sapping it is the complete anarchy in the body, everything being jumbled and messed the targets existence is rewritten for a short period. The target will fall to the floor immediately, taking no further action another than to writhe on the floor in agony or lay prone and motionless as if all the muscles are in spasm for the duration of the spell.

Range : Range is 10 paces for one.

Save : Race dependant

Duration : 10 seconds

3. **PIERCING BOLTS:** 2 Bolts 1 hp of Dark Damage; Does not negate Armour.

Range: Range is 10 paces.

Save: Those of the Dark Element are not affected

Duration: Instant

4th Level

1. **ENRAGE** – Causes everyone within the target area attack their nearest person.

Range: Range is 30 paces circular.

Light and Dark Spells

Save: Race dependant or casters of Dark powers.

Duration: 10 seconds

- 2. FORCE OF DARKNESS:** Dark energy is shaped into a dark lightning bolt, inflicting 1 point of Dark Damage per location.

Range: Range is 20 paces.

Save: Those of the Dark Element are not affected

Duration: Instant