

# THE BOOK OF LIGHT AND DARKNESS

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“Light and darkness, yin and yang—opposing forces? Or the gift of contrast to all creation?”

—Rhue Wayyan, Shadowmancer

The two oldest of the primal elemental forces, Light and Darkness, could not be more dissimilar—yet they are so tightly interwoven that a discipline involving one could not conceivably be cultured without the other. Coiled hand in hand, neither unable to explain its essence without the distinction of its counterpart; it is through their differences that they define the existence of their opposites. These are forces so old that nothing may claim them—they outdate the gods, demons, and creation itself. Some claim that darkness was the first force, shattered by light at the beginning of everything, but without light there could not have been a darkness, merely a nothingness. It is the wisest of scholars who understands that these primal forces came into being at the same moment, defining each other in their mutual inception.

The mortal who would channel these two ancient powers may find them gentle at first in comparison to the other elemental practices, but as with all primal forces, one should never take lightly their employment. Light and Darkness hold secrets deep within their core—secrets hidden in blinding brilliance or in blackest black. These old truths guard themselves, and if even chanced upon, will take the sight of the seeker for all time as payment for whatever small shred of knowledge might be garnered. From the earliest legends we hear tell of how the old gods would at times sacrifice an eye to gain but the briefest of glimpses into the primal source that these two forces shelter and flower from.

Manipulation of light, and by the same token, wielding control over its absence, darkness, is one of the oldest forms of magic, first learned when man formed shelters from the sun, and then later accelerated by the gift of fire. However, those who used fire to destroy and those who used fire to illuminate and create quickly diverged paths, eventually forming into two separate and distinct disciplines of magic. Magicians who put their focus on the power of light learned both how to add it and remove it from their environments, creating patterns in the shadows and shades of grey in the contrast. It is for this reason those who wield this form of magic are called “Shadowmancers”, painters of light and darkness. It was in fact this raw primal precursor to light magic that

the fey later took and refined into the Book of Glamour, but the older form is still around and has taken its own path forward. Whereas illusionists use light to create intricate patterns, the shadowmancer focuses more on revealing and hiding secrets.

And let us now address the most common misconception towards the magic of light; there will always be outsiders who hold prejudice against those who wield darkness, but it is only the novice that lets this guide his studies. Those who are serious in this pursuit understand that darkness is merely the other side of light's coin, and cannot be avoided, and neither should it be. In fact, there are some who argue that this should not be called the Book of Light and Darkness at all, but merely the Book of Light, for any scholar will tell you that darkness is merely the absence of light, so creating darkness is actually just a matter of manipulating light in a different way, removing it from an environment rather than adding it. To the shadowmancer, saying one should not wield darkness is like telling the fire mage that all things must be aflame at all times, or the water mage that her life should be lived under the sea. There is balance in all things, and it is in this balance that the shadowmancer works her art.

As for the shadowmancer herself, she is more often than not a singular personality, not so much a soul that sees all things in terms of black and white, but someone who tries to find the grey areas of whatever she chooses to involve herself in. The pursuit of Light offers a great deal of variety and utility, but perhaps lacks some of the overwhelming force of the other primal books, making it a popular choice for those who see magic as a secondary occupation—an explorer perhaps, a priest, or a thief, or very often an assassin.

## LIGHT AND DARKNESS BASICS

Like the books of Air, Fire, Water, Life, and Earth, Light and Darkness is considered a Primal form of magic. These are some of the oldest forces in creation, the palette employed by gods, angels, demons, elementals and mythic powers to shape the cosmos. Beings such as these speak in tongues of raw force that can move mountains and alter realities. What little we know and understand of their speech we have come to call the Primal tongue. This is the third of the seven ancient languages, older than Music, Nature, Dragon, or Sylvan. Primal words do not typically translate across the board to our modern ways of speech; they are far more diverse, and each encompasses a concept rather than a single meaning. This language can be very dangerous to employ—learn and practice it with caution and reverence or it will consume you, body and spirit.

The primal words for light and darkness are **λᾰμῦνα** and **shadapnon** respectively. Those that choose to wield these most ancient of ancient words can black out the sun or bring dawn to the darkest of caverns, but all things have their beginning in humble places. The

basic tenet of the Book of Light and Darkness is Spark, shared with the Book of Fire. This is the raw ability to create and control light in its most basic form. This tenet can be learned by anyone awakened to magical energies, but is often gifted to those who have some sort of connection to fire, light, or to the sun; those who are struck by lightning, who survive a terrible fire, or who have escaped a blazing-hot desert by following the stars at night may begin to exhibit this talent.

Spells in elemental books employ Primal words (sometimes combined with the tongues of Music and Nature as well as Sylvan) in order to achieve the desired effect. The intonations and motions that go along with the spoken incantations add depth and majesty as well as devastation, depending on the combinations. Races without arms or hands (or even those with missing limbs) will have to develop other gestures that make sense to them to cast these spells. Often times these self-developed gestures make the magic more potent. Races with no vocal chords may be able to simply think the words rather than say them aloud (Focus roll of 20 or better to trigger any spell).

Light moves quickly, and darkness hides much; those who pursue this path of magic typically have quick minds and secretive natures. They are intelligent and curious, open to changing their minds and always seeking new experiences and new ideas. They are ambitious and often dangerous, and see the magic more as a means to get what they are after than as an academic pursuit or a goal in itself. Often social, they are visual thinkers and skilled liars, possibly sensates. And like the discipline's dual nature, they are often quite moody and fickle, even manic-depressive at times—though while a truly manic person might bounce rapidly between extremes of black and white, the shadowmancer is quite comfortable experiencing the various shades of grey that make up a complicated life.

## LIGHT AND DARK EFFECTS

Light and its absence can drastically affect a scene, particularly a combat. The Osiris rules, for the most part, assume that all situations are well-lit and free from excessive glare or overly bright objects. Some exceptions are covered in the Osiris core rulebook (blindness, for example). But there are many situations that need further explanation here.

There are essentially four different lighting conditions for any given scene. Many of the spells in this book essentially shift conditions from one level to another. It is important to define what conditions apply to any given situation. The four types of lighting are as follows:

- **Overly Bright:** There is too much light in the area, making it difficult to see. This may be directional rather than consistent over an entire area—perhaps the sun is in one’s eyes, for example. In any case, all attack and defense rolls are made at a -3 penalty, as well as any sight-based Awareness rolls and any other applicable skill rolls.
- **Normal:** Lighting conditions are relatively ideal, and the eyes have adjusted to the current conditions. This is considered baseline, and no penalties or bonuses are offered to anything.
- **Dim Light:** There is some ambient light in the area, but not enough to see normally. Perhaps the room itself is not lit, but there is light filtering in from another room. Unless a character has low-light vision, she will take a penalty of -3 to all attack and defense rolls, as well as to all sight-based Awareness rolls and any other applicable skill rolls.
- **Total Darkness:** There is no light of any kind and everyone present is effectively blind. All attack, defense, and sight-based Awareness rolls are made at a -10, as well as any other applicable skill rolls (Acrobatics, for example). Called shots are not possible either.

Of course, not all creatures see with light. Creatures with echolocation, psychic echolocation, scent vision, and supernatural vision will not be affected by light effects. Creatures with heat-vision are sometimes immune to conditions of light and darkness, and sometimes not—depending upon if the infra-red spectrum of light is affected. See spell details for specifics.

Most direct damage dealt by light magic is typically laser-based, and is applied only to a single wound location per hit unless specified otherwise.

Some spells can be maintained once cast. A shadowmancer may maintain only one spell on a given round, though she may continue to cast spells normally while maintaining her one. Mana for maintained spells is paid at the start of each round. When stacking mana costs, the shadowmancer may purchase as many stacks in a single casting as the order of the highest level spell she knows (from any book). So, if the caster knows a 5<sup>th</sup> level spell, she can buy up to 5 mana stacks. Maintainable spells can be paid for ahead of time and left to run on their own. For example, Light costs 1 mana per minute. The caster can spend 10 mana up front to cast the spell with a ten-minute duration, and it is no longer considered a maintained spell.

When casting any spell, the shadowmancer must score a Magical Attack (or Defense if required) roll of at least 10+Spell Order, or the effect will fizzle out—even if there is no opponent to resist it.

Magic is not a loaded crossbow where one simply pulls the trigger and the desired effect occurs; the primal forces of creation are old and mysterious, and those who wield them always run the risk of scratching the surface of primordial truths. On a critical failure, a shadowmancer casting from the book of Light and Darkness runs a 10% chance per level of spell cast of going blind for 1d4 rounds. This effect cannot be compensated for with other further magic; it can only fade on its own. The base (10%) chance of this occurring decreases by 2 for every level a spell has been known until after 5 levels it is no longer an issue. If the caster is blinded for a full 4 rounds, she will regain, with her sight, some insight that was beyond her knowing before being blinded. She may recall where a misplaced book is, or suddenly know that a trusted friend has been lying to her for years, or she may gain some sort of wild magical understanding, allowing her to purchase a new book of magic at half cost.

## BASIC TENETS

### **Spark**

*Prerequisite:* Magical Awakening (Any)

*Sacrifice:* 1 (unless free with awakening)

*Mana Cost:* 1

*Range:* Caster

*Target:* Self

*Area of Effect:* Caster

*Duration:* 1 round

*Roll:* Magical Attack

*Resist:* None

*Casting Time:* 1 action

*Effect:* Creates a spark in the caster's hand

*Words:* e'p̄aȳ

*Casting:* The wielder utters the Primal word for Spark while snapping her fingers.

Spark simply creates a small spark (like that from a flint and steel or an electric spark plug) in the caster's hand. It can come from her fingertips or from her palm as desired. Basically the caster snaps her fingers and the spark springs forth. The spark acts like a normal spark, and can be used to start fires, make a small flash of light, shock someone (no damage, just a sting), or anything else one might do with a spark. Spark is the basis for both the Book of Fire and the Book of Light and Darkness, and it is also quite relevant to the Book of Air.

*Material Component:* A silver thimble will keep the spark from fading, increasing the duration to 1 minute. Can be purchased for around 35 units in most settings.

## FIRST ORDER SPELLS

Unlike with more complex spells, Shadowmancers can take first-order spells immediately after gaining the basic tenets necessary. The trade skill Linguist (Primal), must be learned and trained to at least 10%.

### **Light**

*Order:* 1

*Prerequisite:* Spark

*Sacrifice:* 1

*Mana Cost:* 1 per minute

*Range:* 30m

*Target:* Single creature, object, or point in space

*Area of Effect:* 10m radius

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Reflex

*Casting Time:* 1 Action

*Effect:* Creates magical light

*Words:* ღამუნა

*Casting:* The shadowmancer points an closed hand toward where she wishes to cast the light and then opens her fingers with a swirling motion, saying the primal word for light.

With the proper word for light bound to it, the common spark tenet is guided away from the destructive path of flame and channeled into a different sort of work—illumination. This spell creates a bright white light emanating from a single point, equivalent to a well-lit indoor space, brighter and cleaner than a simple torch. This spell can be cast onto a point in space, or onto an object. If bound to a location, the light source will not move. If the target is an object, such as the end of a staff or the caster's palm, the light will move with the object.

If Light is cast upon a creature or a guarded object, the target gets a Reflex roll to dodge the spell. If this roll is failed, the light is now bound to the creature or object and will move with it. If the roll succeed, the light is still cast, it just remains in that point in space instead of sticking to the target.

Despite popular belief, this spell cannot be used to blind, only to illuminate; if cast on someone's face it will simply allow them to see everything around them very clearly. And neither is this light bright enough to temporarily blind someone when cast in a dark room. Heavy clothing and other solid objects (such as a glove, maybe) will cover the light, and such a cover could be lifted and replaced to create a flashing pattern if needed.

The light illuminates everything within 10 meters normally. The next 20 meters beyond this are considered dim light. Beyond that is darkness, though creatures with low-light vision that are physically located in this dark area will be able to see normally if there is any direct line of sight to the light spell. Creatures with low-light vision that are in the spell's area won't be able to see past 30 meters though.

This spell can be cast upon a Darkness spell to cancel it out. The caster of the Darkness effect must roll Magical Defense (even if she is no longer present), and that result is compared to the Magical Attack of the Light effect. If the rolls are within 5 of one another, both spells are canceled out. If Light wins by 5 or more, the Darkness spell will be canceled and replaced by the Light effect.

*Material Component:* If milky white quartz crystal is the target of the spell, the duration increases, from 1 per minute to 1 per 10 minutes. Can be found easily in many places where there is loose rock, no roll needed to find. Can also be purchased from gem and stone dealers for 1 unit.

## **Tint**

*Order:* 1

*Prerequisite:* Spark

*Sacrifice:* 1

*Mana Cost:* 1d4 per 1 hour

*Range:* Touch

*Target:* Single creature or object

*Area of Effect:* 10 square feet of surface (stackable)

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Melee Defense

*Casting Time:* 1 Action

*Effect:* Changes the color of the target

*Words:* *chan lamúna*

*Casting:* The caster speaks the primal words for alter and light as she touches two fingers to the object she wishes to change.

Within the Book of Light and Darkness, there are three distinct paths of learning—there is the path of light, the path of darkness, and then there is a middle ground, the path of balance and contrast. The root for this third path is the spell Tint, which neither adds or removes light to an area, it simply alters the natural light that is already present.

Tint changes the appearance of an object by altering its color. No new patterns can be made, it is just that each existing color in the object can be made separately into a new one. So a red and white striped shirt could be made completely black, or completely red, or made into a blue and brown striped shirt.

This spell does not actually dye the object a new color but rather changes the way the light refracts off of it, altering the perception of the object. This spell can be cast on a living creature if desired. If cast on a creature or guarded object, the target is allowed a melee defense roll to avoid the caster's touch.

The spell can be stacked so as to increase the maximum surface area affected. can be increased by multiplying the mana cost—so 3d4 for 30 square feet for 1 hour, for example.

This spell is generally harmless, but has a very wide variety of uses. It may be cast for disguise purposes, or just plain aesthetics, or something more intricate, such as hiding a door in a wall. It is also a requirement for several illusion spells in the Book of Glamour. If used with a Disguise roll it will typically add a +5 bonus, though a particularly good or bad application may adjust this up or down.

*Material Component:* A prism held in the off-hand will increase the maximum surface area from 10 square feet to 10 square meters. Can be crafted with a full success in Potter, or purchased in most civilized areas for around 10 units. The prism is not harmed in the casting.

### **Shade**

*Order:* 1

*Prerequisite:* Spark

*Sacrifice:* 1

*Mana Cost:* 1d4 per 10 minutes

*Range:* Touch

*Target:* Single creature or object

*Area of Effect:* Target, up to 500 lbs.

*Duration:* Maintained

*Roll:* Magical Attack



*Resist:* Melee Defense

*Casting Time:* 1 Action

*Effect:* Protects target from light effects

*Words:* ἰαλα λαμύρα

*Casting:* The shaper touches the target with one hand as she brings the other up to shield her eyes like a visor and speaks the words for cover and light.

Although it marks the first step along the path to darkness, Shade is a pleasant enough spell. It simply protects the target from most light effects, including natural sunlight (and magical sunlight, such as the sunlight spell). The most common use of the spell is to protect from hot weather; the spell functions as if the target were properly hydrated and wearing proper clothing, effectively lowering environmental heat effects down one level. The spell stacks with actual hydration and clothing as well, lowering the heat level by 2 if the target has the protection of both effects.

Shade will also allow a creature to see normally in an area with overly bright light (such as when looking into the sun), removing any penalties from glare and brightness.

Though most casters find the spell of little use (to protect from sunburn mostly), to undead creatures such as vampires, this spell is a godsend, allowing them to roam the streets without penalty in twilight and under cloudy skies, and to suffer broad daylight as if only being burned by dim sunlight.

Creatures affected by this spell are detectable by their shady appearance in bright light.

*Material Component:* A hunk of smoky quartz will increase the spell's duration to 1d4 per hour. Smoky quartz can be found in many areas with a partial success in Scholar: Geology, or purchased in most settings for around 10 units. The rock is not consumed by the casting.

## SECOND ORDER SPELLS

Shadowmancers who wish to learn second-order spells must be at least second level themselves, and must have leveled since they learned the prerequisites for any of these spells. Additionally, the trade skill Linguist (Primal), must be learned and trained to at least 20%.

### **Darkness**

*Order:* 2

*Prerequisite:* Shade

*Sacrifice:* 1

*Mana Cost:* 1d6 per round

*Range:* 30 meters

*Target:* Single creature, object, or point in space

*Area of Effect:* 10m radius

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Reflex

*Casting Time:* 1 Action

*Effect:* Creates magical darkness

*Words:* **shadapnon**

*Casting:* The shadowmancer points an open palm towards where she wishes to cast the darkness, and then brings her fingers into a closed palm with a swirling motion as she speaks the primal word for darkness.

One of the most iconic and feared spells of all time, Darkness seems to strike a chord of fear in those who witness its power—the power to take away their ability to perceive the world. The spell is the exact reverse of the light spell—it keeps light away from the target area, ensuring it remains in total darkness regardless of normal light conditions.

This incantation creates an inky blackness centered around a single point. Normal, low-light, and even heat vision types no longer function. However, beings with echolocation, psychic, scent or supernatural vision can still “see” normally. As with the Light spell, this can be cast upon a fixed point or upon a movable object or creature.

The area within 10 meters of the target will be plunged into total darkness, even if there are torches burning in it or the sun is in the sky. Additionally, everything up to 20 meters past the affected area will be dimmed, and a dim light penalty will apply here to creatures with normal vision.

If cast upon a creature or a guarded object, a Reflex roll is allowed to dodge the spell. The spell will still go off, but it will go off as if it targeted a fixed point, not the object or creature.

This spell can be cast upon a Light spell to cancel it out. The caster of the Light effect must roll Magical Defense (even if she is no longer present), and that result is compared to the Magical Attack of the Darkness effect. If the rolls are within 5 of one another, both spells are canceled out. If Darkness wins by 5 or more, the Light spell will be canceled and replaced by the Darkness effect.

*Material Component:* Coal dust held in the offhand and thrown into the air during the casting of the spell will increase the duration of the spell to 1d6 per minute. This can be

scavenged from any coal bin, or discovered and mined with partial successes in Scholar: Geology and Laborer.

### **Flash (Light Ray)**

*Order:* 2

*Prerequisite:* Light

*Sacrifice:* 1

*Mana Cost:* 1d6

*Range:* Caster or 30 meters

*Target:* Single creature, or anyone viewing the caster

*Area of Effect:* 10 meter radius

*Duration:* Instant

*Roll:* Magical Attack

*Resist:* Reflex

*Casting Time:* 1 Action

*Effect:* Caster creates a blinding flash of light

*Words:* *úçen lamúna*

*Casting:* The shadowmancer thrusts out an open palm and snaps the fingers of her other hand while speaking the words for light and big.

The shadowmancer has become accustomed to wielding light, and she now knows its power enough to begin using it as a weapon against her enemies—in a bright burst of blinding energy.

This is really two spells in one. The first version is an unfocused flash of light that affects anyone within 10 meters of the caster who happens to be looking in her direction. The second is a focused ray of light that is directed at the eyes of a single target, and which can travel up to 30 meters. Both versions have the same effect, temporarily blinding anyone who is caught by the flash.

Those targeted by the spell are allowed a Reflex roll to briefly close their eyes and avoid the flash. Those who fail this roll become partially blind for 1d4 rounds:

- 50% chance of failure for any actions
- -10 to Attack and Defense rolls and sight-based Awareness rolls
- No called shots

After the first round, the target's sight will begin to come back. Each round that the effect lasts, reduce the failure chance by 10% and the Awareness penalty by 2.

Targets with the Blind Fighting ability do not have a chance of failure, take only half the roll penalty, and can make called shots.

The flash effect requires that the targets look at the caster. This can usually be easily accomplished by the caster screaming “Hey!” or something of the sort. If the target is wise to what the caster is up to, she may be allowed a Will roll vs. the caster’s Silvertongue skill to avoid looking. The light ray effect can target creatures not looking at the caster, and is also used when allies are around and it doesn’t make sense to blind everyone in the entire area. It can also be used to trigger certain magical keys.

*Material Component:* A pinch of white phosphorus will increase the radius of the flash effect to 30 meters and the range of the light ray effect to 90 meters. Can be purchased in industrial settings for 10 units or produced from urine and bone ash with a full success in Scholar: Chemist.

## **Mirror**

*Order:* 2

*Prerequisite:* Light, Tint

*Sacrifice:* 1

*Mana Cost:* 1d6 per minute

*Range:* 30 meters

*Target:* Area

*Area of Effect:* 3m x 3m plane

*Duration:* Maintained

*Roll:* Magical Defense

*Resist:* See Below

*Casting Time:* 1 Action

*Effect:* Creates a shield that reflects light and gaze effects back at the caster

*Words:* pa’kaū lamūna

*Casting:* The shaper holds both palms together in front of her and then rotates them apart along the thumbs, so they finish open and facing the target area. When the palms are open, the caster speaks the words for repel and light.

One of the greatest gifts of light is the ability to see oneself. However, this gift is not always welcome. Another step along the third path, Mirror is arguably of limited use, but when it is needed, its use is invaluable.

This spell creates a two-dimensional reflective plane in the air, which shields the caster (or whomever) and reflects all light-based and gaze effects back at the caster. The mirror can take three forms, the first is a silver rectangle that reflects from both sides. Next is the one-way mirror—those on one side see themselves as if in a mirror, but those on the other can see through it as if it were a window. And finally, the mirror can be made to be invisible to all but the caster, who can direct others behind its protective shield as

needed. This shield can be curved if desired, but once cast it cannot be moved or reshaped.

It is somewhat up to the GM to determine what effects this spell will protect against, as it is too big a list to enumerate here. The Flash spell above is certainly a good example, as are things like the Laser spells later on and Medusa's gaze. The Light spell and the Darkness spell would be reflected as well. Basically, if the spell is light based, it should be affected if it passes through the plane of the mirror.

Spells are not automatically reflected though. Roll a Magical Attack roll for the caster and compare to the Magical Defense roll used to cast the Mirror. If the mirror wins, the spell is reflected. If the mirror loses by 5 or less, the spell is simply blocked. If the Mirror loses by more than 5, the spell will get through.

*Material Component:* A small silver mirror (at least 3 inches across) will increase the affected area to a 3 x 10 meter plane. Can be crafted from silver with a partial success in Blacksmith or purchased for around 100 units.

### **Shape Darkness**

*Order:* 2

*Prerequisite:* Shade, Tint

*Sacrifice:* 1

*Mana Cost:* 1d6 per round per 3x3x3 meter cube

*Range:* 30m

*Target:* Area of darkness

*Area of Effect:* Per mana

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* None

*Casting Time:* 1 Action

*Effect:* Controls the shape of shadows

*Words:* **ashab shadapop**

*Casting:* The shaper holds up one hand, palm facing her and points at it with the index finger of her other hand. The little finger on the outward hand is then lowered and the thumb pointed up as the shadowmancer speaks the primal words for form and darkness.

As the shaper first learns how to bend light and to refract it in different ways, she finds she can create interesting shadows, the possibilities only limited by her imagination. With this spell, the shadowmancer can affect an existing area of darkness, whether magical or natural, shaping it to her will. The darkness cannot be increased or decreased

in size, but it can be elongated, bent, or shaped, the surrounding light conditions filling in where it draws away. This shadow can take the form of a great beast, a dancing figure, an intricate pattern, or even words. A Darkness spell could be manipulated to draw back from the caster or from an ally. Or an existing darkness could be extended to allow a thief to slip past unseen.

The only caveats are that there must be some kind of light around to fill in where the darkness is pulled away, and that the manipulated darkness must remain within the spell's range.

*Material Component:* A small candle held in the off-hand and used to point will increase the duration of the spell from a round to a minute. The candle is consumed in the casting. Can be purchased for 1 unit in most settings or crafted from animal fat with a partial success in Tanner.

## **Vision**

*Order:* 2

*Prerequisite:* Light, Shade

*Sacrifice:* 1

*Mana Cost:* 1d6 per round

*Range:* Touch

*Target:* Single creature

*Area of Effect:* Target

*Duration:* Maintained

*Roll:* Magical Defense

*Resist:* None (See below)

*Casting Time:* 1 Action

*Effect:* Target can see normally regardless of lighting conditions

*Words:* **vis**

*Casting:* The shaper places both hands over her eyes and then draws them slowly down as if they are melting away. As she touches the target, she speaks the primal word for see.

For many, this is as far as they probe into the magic of light, eager to empower other spells in other, more common books, but to the shadowmancer, this spell is key to her identity and power, for she knows that no matter what conditions she creates for those around her, she and her allies will still be able to see clearly at all times.

This spell grants the target a sort of magical vision, one that is fairly normal, but that which is not at all dependent upon light. The target can see normally in darkness, in dim

light, and even in overly bright conditions. The target will be able to see if blinded by a quick flash of light or if a bright object like the sun dominates their field of view. The target is considered to have the high-color vision type for the purposes of this spell, and they can see out to the normal range a normal sighted person would be able to see.

This spell even works on blind people or blind races, allowing them to see normally, even if the eyes have been removed from the body. It is thought that magical energies take the place of light waves here, echoing off all things in the environment and bouncing back right into the target's mind. The target cannot see through solid objects though unless they are transparent. Oddly enough, this vision is still flawed like normal sight in that there are still shadows in the environment, as if the light source were mounted on the target's forehead.

The most common use of this spell beyond the caster's personal use is to prepare her allies just before a battle in which she knows that she will be employing Darkness spells.

If this spell is cast upon a person that is magically blinded (such as with the Blindness spell below), the caster will need to beat the magical attack of the blindness spell with a magical defense roll to grant the temporary vision bestowed by this spell.

*Material Component:* A lens of the type found in a spyglass will increase the duration from 1d6 per round to 1d6 per minute. Can be purchased in most settings for around 10 units or crafted with a full success in Potter.

## THIRD ORDER SPELLS

Shadowmancers who wish to learn third-order spells must be at least third level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 30%.

### **Blindness**

*Order:* 3

*Prerequisite:* Darkness, Vision

*Sacrifice:* 2

*Mana Cost:* 1d8 per round

*Range:* 60 meters

*Target:* Single creature or object

*Area of Effect:* Target

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Reflex

*Casting Time:* 1 Action

*Effect:* Target is temporarily blinded

*Words:* aꞑũk vis

*Casting:* The shaper claws two fingers of one hand and touches them to her eyelids, drawing them down as she speaks the words for see and destroy.

Why spend great efforts to manipulate light over a great area when all you must do is keep the light out of the eyes of your enemy. This is a very targeted version of the Darkness spell, which essentially blinds a single person or creature for as long as the spell is maintained.

The target of this spell is allowed a Reflex roll to dodge its effects, but if this roll is failed, they cannot see as long as the spell remains in effect, and is treated as blind (basically as if in an area of total darkness). Creatures with alternative forms of vision, such as echolocation or scent vision will still be able to “see”, though the spell will cancel out heat vision as well as normal and low-light vision types.

Magical light cannot counteract this spell, though the Vision spell can try. If Blindness is cast upon a creature that is under the effect of the Vision spell, the caster will need to beat the defense roll used to cast the Vision spell with her magical attack roll, or this spell will fail.

*Material Component:* A handful of sand will increase the duration from one round to one minute. The sand is thrown at the target in the casting of the spell. Can be found nearly anywhere.

## **Clairvoyance**

*Order:* 3

*Prerequisite:* Mirror, Vision

*Sacrifice:* 2

*Mana Cost:* 1d6 per round

*Range:* 100m per round

*Target:* Caster

*Area of Effect:* Caster

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* None (

*Casting Time:* 1 Action

*Effect:* Target can see remotely

*Words:* t'ełap vis



*Casting:* The shadowmancer holds up one open hand, thumb touching her temple, then extends her arm in a forward, sweeping motion while speaking the words for see and distance.

With this spell, the shadowmancer learns to merge her consciousness with the power of light, and begins to understand its true function and presence in the world around her. Her abilities to fine tune a single beam of light are now complete.

This spell is an extension of the Vision spell, only the caster can extend the point of origin of her sight outside her body. Each round this spell is maintained, the caster can extend her sight up to 100 meters away from her body. So after 3 rounds, the caster would be able to see from 300 meters away. This remote vision can go around corners and under doors and through glass, but it can't pass through solid objects. Basically, anywhere light can go, this spell can go, through keyholes, through cracks, and so on.

This spell is commonly used to spy ahead into the next room when in a dungeon, or perhaps to spy upon an enemy.

*Material Component:* A silver tube will extend the duration if this spell from 1d6 per round to 1d6 per minute. The tube is looked through as part of the casting. Can be purchased in most settings for 50 units per inch. Tube must be at least four inches long, and each casting will eat away about a tenth of an inch of the tube.

## **Darklight**

*Order:* 3

*Prerequisite:* Light, Darkness

*Sacrifice:* 2

*Mana Cost:* 1d8 per round

*Range:* 60 meters

*Target:* Single creature, object, or point in space

*Area of Effect:* 20m radius

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Reflex

*Casting Time:* 1 Action

*Effect:* Darkness that does not block heat vision

*Words:* λαμύνα shadanon

*Casting:* The shadowmancer robs both palms together to warm them and then places them over her eyes as she speaks the words for light and darkness together.

A rare spell that few human shadowmancers learn, this spell is extremely popular with underground races such as dwarves and nightlings. At this point in the shadowmancer's learning she fully understands how light is a collection of different particles moving at different wavelengths, and she now can control some separately than others. Specifically, instead of casting a spell that blocks all light from an area, she can now cast a spell that blocks the normal spectrum of light only, allowing those who rely upon infra-red light (those with heat-vision basically) to see normally.

For the dark-dwelling races, this spell is a powerful weapon. Cast it on a group of normally-sighted creatures and then move into the area and pick them off like sitting ducks.

This spell is also sometimes used in place for Darkness as well, simply because it covers a larger area. It is possible to cast this spell as just a larger version of Darkness that does not allow infra-red light through, or to allow a different spectrum of light through, such as ultra-violet or just green, or whatever makes sense.

*Material Component:* A lump of coal will increase the duration of this spell from 1d8 per round to 1d8 per minute. The coal is consumed in the casting. Can be purchased in most settings for 1 unit or mined with a partial success in Scholar: Geologist and a full success in Laborer.

### **Dark Wall**

*Order:* 3

*Prerequisite:* Darkness, Shape Darkness

*Sacrifice:* 2

*Mana Cost:* 1d8 per minute

*Range:* 60 meters

*Target:* Contiguous surface in space

*Area of Effect:* 10 meter x 3 meter surface (stackable)

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Reflex

*Casting Time:* 1 Action

*Effect:* Creates a wall of darkness that has no substance but which can't be seen through.

*Words:* *shadanon ob'ast*

*Casting:* The shaper holds both palms out together and facing forward, then slowly separates them as if feeling along a wall and sucks in her breath as she speaks the words for darkness and wall.

Now that the shadowmancer has learned to both create and shape darkness, she begins to learn how to create darkness that is shaped from its inception. In this case, the darkness is flattened into a 2-dimensional plane that can be placed and folded anywhere on the battlefield. The most common use is to simply create a visible barrier that enemies cannot see through, though the spell could have more creative uses, such as to cover a wall that contains the exit door, or to create a maze for children to try to find their way through. It could also create a shadow for an assassin to creep past unseen in.

The darkness has no substance, and anyone who tries can simply step through it if desired. This is merely a barrier for light. Those targeted with a Vision spell, or who have echolocation and other means of “seeing” will be able to see through the wall.

*Material Component:* An ounce of black ink will increase the base area of this spell to 100 meters by 3 meters. The ink is poured out in the casting and turns into the wall. Can be purchased in most settings for 1 unit, or crafted with a full success in Herbalism.

## **Fear**

*Order:* 3

*Prerequisite:* Darkness

*Sacrifice:* 2

*Mana Cost:* 1d8

*Range:* 60 meters

*Target:* Single creature, or point in space

*Area of Effect:* 10 meter radius

*Duration:* Instant (1d4 minutes)

*Roll:* Magical Attack

*Resist:* Will

*Casting Time:* 1 Action

*Effect:* Frightens the target

*Words:* *ƒeɪteɹ*

*Casting:* The shadowmancer holds her hands up above her head, fingertips together and arms bowed out, as if making her look enlarged. The primal word for fear is spoken through bared teeth.

There is no small irony in the fact that this spell is considered the beginning of the “dark” path of the Book of Light and Darkness. Light and Darkness are primal forces, and their properties extend greatly beyond their mere visible properties. Darkness for example is greatly tied with the unseen and the unknown, the hidden and the terrible. There is a primal fear of darkness that exists in all sighted creatures that perhaps most who reach adulthood have learned to put aside, but have never conquered.

The shaper has now learned to tap into this other primal property of darkness, the ability to cause fear, and separate it from the visible elements of light and darkness themselves.

There are two ways to cast this spell, a targeted version that affects only a single target, and a broad version that targets everyone in a single area, whether friend or foe. When the spell is first cast, all targets must make a Will roll. If this roll is successful, the spell has no effect. If the roll is failed, the target is overcome with fear and must physically flee whatever he perceives to be the focus of his fear (generally the caster). If flight is not physically possible (backed into a corner perhaps), the target will fight with a -4 penalty to all rolls while the fear effect remains in place.

The magic of the spell is instant, so targets need only roll once, but those affected will feel the fear within them for 1d4 minutes. As long as the fear remain in their hearts, they cannot return to the battle (or to whatever exactly they think they are afraid of).

*Material Component:* A tarantula or other large spider (generally dried, but alive works too) will increase the area of the spell to a 20-meter radius. The spider is held between the two hands above the head. Can be found in tropical areas with a partial success in Survivalist. May be able to be purchased for around 25 units in some settings. The spider is disintegrated by the magic of the spell.

## **Halo**

*Order:* 3

*Prerequisite:* Flash

*Sacrifice:* 2

*Mana Cost:* 1d8 per round

*Range:* Touch

*Target:* Single creature or object

*Area of Effect:* Target + 30m radius

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Will

*Casting Time:* 1 Action

*Effect:* A very bright light surrounds the target, making it hard to look at

*Words:* ღამუნა რაღა

*Casting:* The shaper places both hands on the back of her head and then raises them up, forming a circle with the thumbs and index fingers. With the motion, the primal words for light and cover are spoken.

A more powerful extension of the standard Light spell, Halo creates an extremely strong concentration of light at the origin point, encircling the target in a wreath of light.

At its most basic level, Halo functions as a larger version of the Light spell, creating normal light out to a 30 meter radius, and dim light out to 300 meters beyond that. However, because the light is so bright at its origin point, there is a second effect—it is now extremely painful and unpleasant for any light-sighted being to look upon the target.

Anyone who wishes to look at the target of this spell (be it an object or a person) must succeed at a Will roll at the start of each round. If the Will roll is failed, that person is forced to avert her eyes away from the target for the remainder of that round. Those who make the Will roll are affected as if in an area of overly bright light if they look upon the target.

Fighting someone without looking at them is effectively fighting blind, though perhaps lessened by knowing generally where the person is. All Attack and Defense rolls against the person in question are made at a -8.

This is not considered an offensive spell—the target will not suffer any penalties from this spell and should be able to see normally. However, there may be secondary disadvantages, such as if this spell is cast upon a thief who is trying to hide. The target can avoid the spell if needed by dodging the caster's touch with a Melee defense roll.

*Material Component:* A bone bleached by the sun will increase the duration of this spell from 1d8 per round to 1d8 per minute. Can be found easily in desert areas with a partial success in Survivalist.

### **Laser Blast**

*Order:* 3

*Prerequisite:* Flash

*Sacrifice:* 2

*Mana Cost:* 1d10

*Range:* 60 meters

*Target:* Any creature or object

*Area of Effect:* Pinpoint

*Duration:* Instant

*Roll:* Magical Attack

*Resist:* Ranged Defense

*Casting Time:* 1 Action

*Effect:* Creates single, focused laser beam that damages its target

*Words:* ღამუნა რუნტაღ

*Casting:* The shadowmancer holds one arm out towards the target, pointing. The other hand comes up pointing as well and rests against the inside of the other shoulder, just under the chin. The caster then speaks the words for light and force.

At this point in her studies, the shadowmancer has moved past light as a simple source for vision and begun to experiment with its other properties. In this case, the ability for light to be focused into a single, narrow beam, allowing it to burn solid objects like a child might burn ants with a magnifying glass.

This spell creates a single, focused beam of light that cuts and burns into whatever it strikes. The caster uses her Magical Attack roll to make a ranged attack, and the target is allowed a Ranged Defense roll to dodge. If the beam hits, the target takes 4d8+Depth points of damage (1d6 crit) to a single wound location. On a critical hit, the target will need to make a Reflex roll of 15 or better or catch on fire (1d8 points of fire damage per round—lose an action to try another Reflex roll to put the fire out).

The laser can fire through transparent surfaces like glass, and will reflect off of mirrored surfaces, possibly going around corners this way. The laser is a quick blast, and does not last long enough to cut through solid objects, just to burn a tiny hole in them.

*Material Component:* A ruby of at least 2 carats in size held in the off-hand will increase the range of this spell to 300 meters. The ruby is not consumed in the casting. Can be purchased for around 1000 units in many settings, or mined and crafted with full successes in Scholar: Geologist, Laborer, and Jeweler.

### **Shadow Substance**

*Order:* 3

*Prerequisite:* Darkness, Shape Darkness, Mirror, Create Air [A]

*Sacrifice:* 2

*Mana Cost:* 1d8 per 3 x 3 meter square per 10 minutes

*Range:* 60 meters

*Target:* Point in space

*Area of Effect:* Substance appears around target

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Ranged Defense

*Casting Time:* 1 Action

*Effect:* Creates a protective cloth of light and shadow

*Words:* ლამუნა რეჟ'ტაკკ შადანონ

*Casting:* The shaper faces both palms out and then together, interlacing the fingers forward. The palms are then turned down and around and then cocked at a right angle so that the fingers appear woven together. The words for light, touch, and darkness are spoken.

The third path again—this time it has moved from being an useful diversion to a powerful pursuit. This spell is the first to take the forces of light and darkness and weave them together with Air to give them substance. And while this spell may be relatively mild on its own, this is the basis for many later powerful incantations that rely upon this basic recipe.

When cast, this spell creates a blanket of intricate fabric, woven of light and darkness. This material does not conduct heat and provides a perfect insulation, maintaining the temperature of whatever is wrapped inside. It also keeps out the elements, as well as any light and darkness effects. It can even be used as lightweight armor, providing a damage reduction of 2 with no weight or penalties.

The fabric will simply appear after casting at the target point of the spell. If cast in the air, it will fall down upon whatever is below. Anyone dodging this is allowed a Ranged Defense roll to avoid it. Though the fabric is harmless, it will blind the target temporarily if it covers his face, requiring a wasted action to cast it off.

The fabric can be cut about as easily as leather, however, once the blade is removed, the fabric will weave itself back together as long as the magic of the spell remains in effect.

*Material Component:* A twisted tuft of black wool (from a black sheep, not dyed) will increase the duration stack of this spell from 10 minutes to an hour. Can be purchased for 1 unit or found wherever sheep are found.

### **Vision Dark**

*Order:* 3

*Prerequisite:* Darkness, Vision

*Sacrifice:* 2

*Mana Cost:* 1d8 per round

*Range:* 60 meters

*Target:* Single creature, object, or point in space

*Area of Effect:* 20m radius

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Reflex

*Casting Time:* 1 Action

*Effect:* Creates darkness that the caster can see normally in

*Words:* *shadānon vis*

*Casting:* The shadowmancer claws both hands and places them over her eyes, like bug eyes. Then she speaks the primal words for darkness and see.

Sometimes it is the simplest of magics that are the most cruel and deadly—and nothing more exemplifies the rule than this spell. A nasty trick that has won many a fight for the villain, Vision Dark is a simple combination of the Darkness and Vision spells, creates an area of magical darkness that the caster can see quite normally in.

An unfortunately quite common spell, shadowmancers use this relentlessly to unbalance any conflicts they find themselves in, ensuring that they are the victor. In addition to the vision effect, this covers a larger area than the Darkness spell and is sometimes employed simply as an enlarged version of Darkness.

If the caster wants to include her allies in the fun, she can easily allow someone else to see in the dark area by touching them and affecting them with the Vision spell. Note that neither this nor the Vision spell require light of any kind in order to see.

*Material Component:* A hunk of bunsenite will increase the duration from 1d8 per round to 1d8 per minute. Can sometimes be found in rare rocky areas with a full success in Knowledge: Geologist (20% chance per region successfully searched). Can be purchased for around 100 units in most settings.

## FOURTH ORDER SPELLS

Shadowmancers who wish to learn fourth-order spells must be at least fourth level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 40%.

### **Dark Blade**

*Order:* 4

*Prerequisite:* Shadow Substance

*Sacrifice:* 2

*Mana Cost:* 1d10 per round

*Range:* Caster

*Target:* Self

*Area of Effect:* Caster

*Duration:* Maintained

*Roll:* Magical Attack/Melee Attack



*Resist:* Melee Defense/Will

*Casting Time:* 1 Action

*Effect:* Creates a weapon of darkness that strikes fear when it hits

*Words:* *shadapnon zolapn*

*Casting:* The shaper makes both hands into fists and touches them together side by side at arm's length. Then both hands are drawn apart in an arc as if drawing a sword as the caster speaks the words for darkness and weapon.

Now that the shadowmancer along this third path has learned to give shadows physical form, she can begin to employ them for a wide variety of purposes, some even deadly. In this case, the shadow substance is formed into the shape of a deadly blade that bleeds darkness into all it touches.

The dark blade is essentially a scimitar made of shadow that the shadowmancer can wield as a melee weapon. The blade deals 1d12 damage and 1d8 crit, and has a fast attack speed. Because its shape is malleable, it can seek and find weak points more easily, giving it a base critical range of 19-20.

Additionally, the caster may choose to inflict the defender with the effect of the Fear spell on any successful hit with the weapon. The defender must roll Will vs. the caster's magical attack roll used when casting the Dark Blade spell, and if the roll is failed, the defender will be compelled to flee the battle. See Fear for more details.

*Material Component:* A shard of obsidian will increase the length of the blade out to 2 meters, allowing the caster to strike enemies farther away. The shard will last for about 10 castings before crumbling. Can be purchased in most settings for 75 units, or found in volcanic regions with a full success in Scholar: Geologist.

## **Dark Ray**

*Order:* 4

*Prerequisite:* Shadow Substance

*Sacrifice:* 2

*Mana Cost:* 1d10

*Range:* 120 meters

*Target:* Single creature or object

*Area of Effect:* Target

*Duration:* Instant

*Roll:* Magical Attack

*Resist:* Will

*Casting Time:* 1 Action

*Effect: A ray of darkness strikes the target, stunning it*

*Words: shadapnon shan*

*Casting: The shadowmancer extends an arm and points two fingers at the target, then takes the other hand and places it over her eyes, covering one and leaving the other visible through a gap in her fingers. Then the words for darkness and speed are spoken.*

By combining the properties of darkness and light together, the shadowmancer begins to grow beyond simply creating patterns of light and into a powerful adversary for anyone who would challenge her. Another extension of the substance of shadow, this spell uses the properties of light to project the substance instantaneously towards the target, and the properties of darkness to affect the mind and envelop the body.

This spell creates a black ray of pure darkness that arcs toward the intended target at the speed of light. Anyone struck by the ray must make a Will saving throw or be stunned for 1d4 rounds. Stunned creatures cannot take any actions and cannot defend properly against attacks—all attacks are made as if from stealth.

Dark Ray can also be used to trigger certain magical keys, and creative casters may be able to find other uses for it as well.

*Material Component: An ounce of ink from a squid will blind the target on a failed Will roll, in addition to stunning her. Can be purchased for 20 units in some settings or harvested in deep oceans with a full success in Fisher.*

## **Gloom**

*Order: 4*

*Prerequisite: Blindness, Shape Darkness*

*Sacrifice: 2*

*Mana Cost: 3d10*

*Range: Touch*

*Target: Area*

*Area of Effect: Up to a 30m radius*

*Duration: Permanent*

*Roll: Magical Defense*

*Resist: None*

*Casting Time: 1 hour*

*Effect: Permanently dampens mood of the area*

*Words: shadapnon ifan lamuna*

*Casting: This ritual requires a candle. The caster must light it and pace the entire area to be prepared, using one hand to cast a shadow and eventually casting that shadow upon*

every square inch of the room or ground. The words for shadow, end, and light are repeated each time the shadow is cast.

Those who pursue the path of pure darkness have something of a different bent to them—these are solitary and private individuals who prefer silence and contemplation. Such casters are typically drawn to certain locations—lairs, one might call them—where they feel at home, and like to have them prepared with a certain *je ne sais quoi*. This dark ritual has been created expressly for this purpose.

This spell is an enchantment that permanently affects a room, glade, chapel, or some other area. Once the gloom is in place, the room takes on an eerie shadowy quality, never quite able to be lit well, and always seeming to absorb any light placed in the room. Shadowmancers often prepare such areas to serve as their homes or their laboratories. An area may be prepared ahead of a battle perhaps, or an interrogation. The spell's listed area is the maximum; if the room is smaller, the spell simply fills the room.

Within the area of the gloom, the light level is always one stage lower than it normally would be. So an outdoor area in broad daylight would behave as if it were simply normally lit. At night, if the area were lit by lamps, it would be considered to be dimly lit instead of normal. If the lamps are turned off and only the moon and the stars are overhead, the area will be plunged into total darkness instead of being dimly lit.

Additionally, all light spells or natural lights in the area will light only half their normal range. So a standard light spell would cast dim light only 5 meters instead of casting 10 meters of normal light.

*Material Component:* A candle made from human tallow will add an additional psychological effect to the Gloom, which is that all light-sighted creatures receive a -2 penalty to all Will rolls while in the area. Can be crafted from human fat with a partial success in Tanner.

### **Laser Augur**

*Order:* 4

*Prerequisite:* Laser Blast

*Sacrifice:* 2

*Mana Cost:* 2d8 per round

*Range:* Caster

*Target:* Caster

*Area of Effect:* Caster

*Duration:* Maintained

*Roll:* Magical Attack/Melee Attack

*Resist:* Melee Defense

*Casting Time:* 1 Action

*Effect:* Creates persisting laser beam suitable for cutting or drilling

*Words:* ΛΑΜΠΗΝΑ ΤΥΠΤΑΙ ΑΓΡΑΣ

*Casting:* The shadowmancer raises one hand as a fist as if holding a sword pointed upward. The other hand grabs the wrist of the first and the words for light, force, and hold are spoken.

Fire and light are closely related, and as primal forces, they are difficult to fully separate. Fire creates light, that is well known, but then light, if focused, again creates fire, or at least heat—which can cause fire. The skilled shadowmancer is an expert at all properties of light and knows exactly how these forces cross over and where they separate. The fabled laser augur is an exemplary spell that takes the focused power of light and turns it into an offensive force that rivals fire in its destructive power and beats it in its utility.

This spell is an extension of the Laser Blast spell, creating an even more focused beam of light, shooting out one meter from the tip of the casters finger (or thumb). The beam can be used to make melee attacks like a sword, but mostly it is used for cutting and drilling. The laser auger can cut through any substance, given enough time, and is very effective in escaping from manacles, cell bars, or even solid walls. The auger can cut a gash 1 inch deep in the following lengths of the following materials in one round:

- Paper: 12 inches
- Rope: 10 inches
- Plastic: 8 inches
- Ice: 6 inches
- Glass: 4 inches
- Wood: 3 inches
- Soft Metal: 2 inches
- Stone: 1 inches
- Hard Metal: ½ inch
- Mithral: ¼ inch
- Gemstone: ¼ inch
- Adamantine: 1/8 inch.

If a deeper cut is required, the augur could be moved more slowly. A two-inch-deep gash, for example, could be cut in one round by halving the length, and so on. Note

that a 1" by 1" cut is typically enough to cut through the hard metal deadbolt on a door or equivalent.

If wielded as a weapon, the Laser Augur deals 3d8+Depth damage (Strength is not used) and 1d12 crit. It has an attack speed of fast, and the crit range is increased by 1 to 19-20 base. On a critical hit, the target will need to make a Reflex roll of 15 or better or catch on fire (1d8 points of fire damage per round—lose an action to try another Reflex roll to put the fire out).

*Material Component:* A 2 carat diamond or larger doubles the cut distance and increases the length of the sword effect to 3 meters, allowing it to hit enemies farther way. Cost is around 5000 units in most settings. There is a 10% chance per casting that the diamond will become cloudy and worthless. Can be mined with full successes in Scholar: Geologist (20% chance of finding per success) and Laborer, and refined with a full success in Jeweler.

### **Remote Viewing**

*Order:* 4

*Prerequisite:* Clairvoyance, Ventriloquism [G]

*Sacrifice:* 2

*Mana Cost:* 1d10 per round

*Range:* 1000 meters per round

*Target:* Caster

*Area of Effect:* See below

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* None

*Casting Time:* 1 Round

*Effect:* Target can see and hear remotely

*Words:* ṛ'eḷḷḷ vis kahn

*Casting:* The shadowmancer holds up one hand in a fist and covers it with the other, sliding it around on the surface as of polishing. After a moment, the second hand is lifted and the arm extended, palm out as the caster speaks the words for distance, see, and know.

A bit of Glamour magic can be used to enhance the standard Clairvoyance spell into something far more useful. For many dabblers, this is the stopping point in the book of shadow, but for those dedicated to the craft, this is only the root for many other incredible powers to come.

This spell is almost exactly like the Clairvoyance spell, except that the ability to hear sounds is added to the effect and the speed of the viewing is greatly expedited. Each round that this spell is maintained, the caster can project her perception up to 1 kilometer in any direction, and can see and hear normally as if she were at whatever point in space her consciousness is.

The only limit is that the consciousness can only travel where light can travel—through glass, air, keyholes, under doors, and so on, but not through solid objects or into a sealed, opaque box. The caster can, however, travel without consequence to places completely hostile to life—to the bottom of the ocean, the heart of a fire, or the crater of an active volcano, for example.

The caster is not visible or detectable while remote viewing, though those with certain psychic sensitivities may be altered to some kind of strange presence. Wards may block remote viewing (see the book of Wards and Bindings). Treat this spell the same as Scry for purposes of warding.

While this spell is active, the caster is still aware of her physical surroundings. It is much like she holds a tiny device with a movie playing on it that she can control and that she can choose to look away from as she needs to.

*Material Component:* A perfect sphere of crystal quartz, at least 1 inch in diameter, held in the fist-hand will increase the duration of the spell from 1d10 per round to 1d10 per minute. The quartz is not consumed in the casting. Make a full success in Scholar: Geology roll to find an appropriate stone near a hot spring, and a full success in Jeweler to refine. It can also be purchased from gem and stone dealers for around 100 units.

### **Sunlight**

*Order:* 4

*Prerequisite:* Halo, Laser Blast

*Sacrifice:* 2

*Mana Cost:* 1d10 per round

*Range:* 120 meters

*Target:* Single creature, object, or point in space

*Area of Effect:* 100 meters

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Reflex

*Casting Time:* 1 Action

*Effect:* Creates an exceptionally bright area of light that harms vampires

*Words:* ღამუნა სოღ

*Casting:* The shadowmancer covers one fist with the other hand, elbows up and then throws both hands outward and upwards as if exploding, exclaiming the primal words for light and sun.

There is something primal and mystical about the light of the sun—the first light of the world, and likely the last. It is warm and nourishing, but also harsh and destructive, a full spectrum of pure, intense light, but any shadowmancer can tell you that the sun is merely an incredibly large fire, and that the light it gives off is nothing special—it is merely in intensity that the sun shines.

This spell extends the effect of the common light spell, producing the same, full spectrum of light that is produced by a blazing sun. The basic effect is that of a more powerful version of Light: the area is much larger and the light brighter. The Sunlight spell lights out to 100 meters normally, and out to 1000 meters past that dimly. Those looking away from the light source see normally, but within the area and forced to look towards it (so that it is within their field of vision) are affected as if in an area of overly bright light.

A secondary effect of this spell is that it affects everything it touches as if it were normal sunlight. For the most part, this is meaningless, but when dealing with certain creatures, such as vampires, this spell burns them just as normal sunlight does (see creature details for effects). This spell also triggers light sensitivity in dark-dwelling races, such as nightlings.

If cast in an area of Gloom, this spell will light the area up to 50 meters as if normal, indoor lighting.

*Material Component:* A shot of moonshine will increase the duration of this spell to 1d10 per minute. The caster must hold the shot in her fist at the start of the spell, and drink it before exploding outward. Can be purchased for 5 units in most settings or crafted with a full success in Brewer.

## FIFTH ORDER SPELLS

Shadowmancers who wish to learn fifth-order spells must be at least fifth level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 50%.

### **Despair**

*Order:* 5

*Prerequisite:* Fear, Gloom

*Sacrifice:* 3

*Mana Cost:* 2d10 per round

*Range:* 150 meters

*Target:* Point in space

*Area of Effect:* 15m radius

*Duration:* Maintained/2d4 rounds

*Roll:* Magical Attack

*Resist:* Will

*Casting Time:* 1 Round

*Effect:* An inner darkness causes temporary insanity to all in the area

*Words:* **καλην shadow**

*Casting:* The shadowmancer bows her head and tears at her hair with both hands. The words for know and darkness are shouted, and the head is slowly lifted, hands melting down the face.

By this point in her studies, the shadowmancer has learned something of a secret. All that high-and-mighty business about the magic of darkness not taking one down a psychologically dark path is utter horse feces. There is indeed a small pocket of the path of shadow that builds on the emotional force of the Fear spell and takes it somewhere very dark indeed. This spell is the penultimate step on that journey. So be forewarned... once this magic is learned, there is no going back.

This frightening spell creates an inner darkness that is seen by the hearts of the living. Any conscious mortal creature caught in the area of effect of this spell (whether man, monster, or animal) must succeed at a Will roll or become temporarily insane. This insanity lasts for 2d4 rounds before it fades. Roll 1d10 each round that effect applies to see what the creature does. Each round the creature may do something completely different.

1. Falls to the ground and weeps loudly
2. Dances wildly
3. Flees in a random direction
4. Attacks nearest person
5. Removes all clothing
6. Drops all items and screams unintelligibly
7. Has an orgasm
8. Does nothing but drool
9. Attacks herself
10. Has a religious vision



*Material Component:* A dried and blackened human heart will increase the duration of this spell to 2d10 per minute. Can be created by taking a heart and leaving it to dry in darkness without first draining it of blood. The heart is crushed in one of the hands and is consumed in the casting of the spell.

### **Laser Explosion**

*Order:* 5

*Prerequisite:* Laser Augur

*Sacrifice:* 3

*Mana Cost:* 2d12

*Range:* Caster

*Target:* All enemies in area

*Area of Effect:* 10m radius

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Ranged Defense

*Casting Time:* 1 Round

*Effect:* Caster fires laser beams in all directions

*Words:* ღამუნა რუნთა კარაჲ

*Casting:* The caster places both hands upon her head, chants the words for light and force, and then flings both arms out to the sides, fingers wild, and shouts the word for explode.

Once mastery of light is achieved, power begins to flow. Light may indeed be the perfect force to wield control over—it is flexible, quick, light, malleable, precise, and devastating. In this case, the caster takes a standard Light effect and focuses it down to a collection of laser rays, burning in multiple directions at once.

When the caster throws her arms out, laser beams emanate from her hands, striking down all enemies within range. The caster can release a maximum number of beams equivalent to her stack max (the level of the highest spell she knows). If this is the highest-level spell she knows, she can release up to 5 beams at once. She cannot hit any one enemy with more than a single beam, but she can pick and choose targets, excluding any friends from the carnage. Targets may be before, beside, or behind the caster—as long as they are within the area of the spell, they are fair game.

Each beam that hits deals 4d8+Depth points of damage (1d6 crit) to a single wound location. On a critical hit, the target will need to make a Reflex roll of 15 or better or catch on fire (1d8 points of fire damage per round—lose an action to try another Reflex roll to put the fire out).

*Material Component:* A pinch of diamond dust tossed into the air when the spell is cast will increase the area of the spell to 30 meters. Can be purchased in most settings for around 100 units, or mined with full successes in Scholar: Geologist, and Laborer, or created by smashing 1 carat of diamonds with a hammer.

## **Rainbow**

*Order:* 5

*Prerequisite:* Sunlight, Clairvoyance, Create Water [W]

*Sacrifice:* 3

*Mana Cost:* 2d10 per minute

*Range:* 150 meters

*Target:* Area

*Area of Effect:* 3m x 30m ribbon of light

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Reflex

*Casting Time:* 1 Action

*Effect:* Creates multi-purpose rainbow bridge effect

*Words:* *spax lamúna*

*Casting:* The shaper places both hands, closed, by her ears and then thrusts them forward and up, extending her arms and flicking open her fingers as she speaks the words for part and light.

There are times when the going gets easier when everyone works together and functions as a single unit, but there are also times when things work best when everyone shines with their own unique talents—and such is the case even with light. For the most part, the shadowmancer wields white light, which is really just a cable woven of multiple different colors working as one on different wavelengths. But at this point in her learning, the shadowmancer has finally learned how to separate the individual colors out and wield each one to its own abilities. Matter is energy and energy matter, each with its own unique signature. The caster has now learned the secrets of the rainbow.

This powerful spell, though unfortunately the butt of many jokes, can be quite the lifesaver, and can even devastate armies with its rare mix of utility and offensive might. The effect of the spell is to produce a seven-colored ribbon of light that can be curved into whatever shape or position the caster desires. The Rainbow provides solid support and bears an unlimited amount of weight, needing no anchor on either end. It can be used as a bridge, a slide, a wall, a dam, a support for a damaged building, a signal flare, or whatever the caster can imagine.

The rainbow is not interrupted by transparent objects such as glass walls or water, but passes through them as if they were not there. Opaque surfaces will stop the rainbow where it meets them. Once in place, the rainbow will not budge throughout the duration of the spell. If used as a wall, the Rainbow will function as the Wall of Force spell (see below), but without the laser effect that damages those who touch it.

As a full-round action, and costing an additional 2d10 mana, the caster may merge with the rainbow, becoming converted to pure light and exiting at the end of the round at any position along the rainbow that she chooses.

If the rainbow is placed in a way so that it touches any enemies when it first appears, these creatures are allowed a Reflex roll to dodge. If the Reflex roll fails, the caster can pay 2d10 mana per creature to absorb it into the rainbow, converting it into pure light. The caster can then eject these creatures at any time and at any point along the rainbow that she desires. Creatures that have not yet been ejected when the spell expires reappear exactly in the spot they were absorbed from, unharmed. The caster may also pay to convert any creature that touches the rainbow later on.

*Material Component:* A prism carved of pure clear quartz will increase the length of the rainbow, from 30m to 300m (1000 feet). The quartz must be held by the caster upon casting, and there is a 10% cumulative chance per creature absorbed that the quartz will become cloudy after any attempted casting (and thus useless for this spell). Can be found in many places, and often near hot springs—make a partial Scholar: Geology roll to find. Make a full success in Jeweler to carve. Can be custom ordered from gem and stone dealers for around 300 units.

### **Shadow Armor**

*Order:* 5

*Prerequisite:* Dark Wall, Dark Blade

*Sacrifice:* 3

*Mana Cost:* 1d12 per round

*Range:* Touch

*Target:* Single creature or object

*Area of Effect:* Target

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Melee Defense

*Casting Time:* 1 Action

*Effect:* Bestows a suit of stealthy armor on the target made of shadows

*Words:* shadānon tala li'a

*Casting:* The shaper points two fingers up with one hand, then flips the hand down and moves the fingers as if they were legs as the other hand moves to cover them. The words for darkness, cover, and friend are spoken.

Another step along the path of shadow that only reinforces the stereotype, Shadow Armor is a spell tailor-made for the assassin or the career criminal.

The spell creates more of the shadow substance that the shadowmancer has been learning to control for the last few levels. This time, the substance is form fitted to the target's body, looking something like a black body suit of silk. The suit even covers the target's face and eyes and can occlude her shape and size, making her impossible to recognize. The target can see out of the suit and can move as if it were not even there.

The suit has no weight and grants no bulk penalty to the wearer, though it does add a Damage Reduction of 6, which applies to bonus critical damage as well. So if a critical hit was scored and dealt 12 stamina and 7 critical, the target would take only 6 stamina and 1 wound.

The suit also adds a bonus of +6 to the wearer's Stealth rolls and +8 to Hide rolls when the wearer is in an area of at least partial shadows. It also adds a +10 to Disguise rolls, though the only disguise the wearer can take is that of a living shadow. Finally, it also protects the wearer against the elements, counting as proper clothing vs. both hot and cold weather.

*Material Component:* A strip of black silk, enough for a handkerchief perhaps, will increase the duration of the spell from 1d12 per round to 1d12 per minute. Can be harvested from silkworms or spiders with a full success in Survivalist and woven and dyed with a full success in Tailor. Or it can be purchased for about 10 units in the typical setting. The cloth crumbles to ash when the spell is cast.

### **Shadow Puppet**

*Order:* 5

*Prerequisite:* Remote Viewing, Shadow Substance

*Sacrifice:* 3

*Mana Cost:* 2d8 per round

*Range:* 1000 meters per round

*Target:* Caster

*Area of Effect:* Man-sized region

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* See Below

*Casting Time:* 1 Round

*Effect:* Caster can view, hear, and interact with a remote area

*Words:* ɾ'eɫəp ʋis feɣ'takk

*Casting:* The shadowmancer closes both eyes and reaches out with both hands, palms forward, then begins to walk them around her body in a circle as if feeling blindly as she speaks the words for distance, see, and touch.

At this point in her learning, the shadowmancer has become a master of extending her consciousness through light and in manipulating the world through its opposite. She is a dangerous and powerful individual, because she no longer needs to be seen or even present to effect her will.

A powerful amalgamation of the Remote Viewing and Shadow Substance abilities, this spell creates a magical force out of darkness and light, allowing the caster to control it at her whim. The shadow functions just like a Remote Viewing spell, able to move as light at a speed of up to 1000 meters per round, containing the caster's consciousness with it. The shadow takes roughly the caster's size and shape and can function as a mild telekinesis, able to push, pull, or carry one object up to 10 lbs. at any point in time. The puppet is invisible in dark areas (and does not show up on heat vision), though it appears as a shadowy figure in areas of normal light. The shadow cannot manifest at all in areas of overly bright light, though it can still function as the Remote View spell.

This spell could be used to open a box from across the room, drag keys into a cell, open a door, and so on. It could drop a rock on someone's head or jab them with a dagger or syringe. It can be used to strike or grapple creatures, but it does no damage unless it holds a weapon of some kind. To attack with it, the caster must make a melee attack roll (or ranged if throwing an object), using the shadow's Strength of 1 and the caster's fitness and other stats. Defenders can roll defense rolls as normal, but attacking the shadow is a pointless affair—any weapons with merely pass through it as if it were made of darkness. It can be dispelled though, and disrupted by bright light. The shadow puppet can take 1 action for each action the caster gets in the round, but may only hold and attack with a single weapon at a time.

*Material Component:* A bat wing (fresh or dried) will increase the duration from 2d8 per round to 2d8 per minute. Can be found in temperate areas with a partial success in Hunter.

**Sheen**

*Order:* 5

*Prerequisite:* Sunlight, Mirror

*Sacrifice:* 3

*Mana Cost:* 4d12

*Range:* Touch

*Target:* Area

*Area of Effect:* Up to a 100m radius

*Duration:* Permanent

*Roll:* Magical Defense

*Resist:* None

*Casting Time:* 1 Hour

*Effect:* Permanently brightens mood of area

*Words:* ἑλπίδα ἀγρᾶς αὐτῶν

*Casting:* This ritual requires a torch. The caster must light it and pace the entire area to be prepared in a clockwise motion, walking into every corner and behind every obstruction, so that the light falls at least briefly upon every square inch of the room or ground. The words for light, hold and peace are repeated throughout the ritual.

Though the common layman likes to think of the caster of light and the shaper of darkness as different people following different paths in related schools of study, in truth, these are the same person, just responding to different needs of the situation, or even to a different mood. Sometimes a place calls for gloom, other times a sheen.

As with Gloom, this spell is a ritual that permanently affects a room, glade, chapel, or any other open area. Once the sheen is put in place, the room takes on a bright, cheerful quality, where every corner is visible, and any light effect seems to be reflected and amplified. This area will always remain lit, even if there are no light sources in the room. There is never any glare or shadow within the area, and everything always seems perfectly lit.

Because there are no shadows, stealth is quite difficult in the area. Both the Stealth and Hide skills operate at a +6 penalty against light-sighted creatures. Also, creatures with light-based-vision receive a +2 to all to Attack and Defense rolls and to all applicable skill rolls (those benefitted by clearer vision). So Acrobatics, Awareness, and Rope Use (for example) would be at +2, but not Silver Tongue or Seduction. Oddly enough, Pick Pocket is neither helped nor hurt by the sheen, as it involves more distraction than vision. The GM will need to use common sense and adjudicate what specific actions get what bonuses or what penalties.

The prepared area can be indoors or outdoors. Solid objects such as walls will limit the area of effect. Transparent windows will not block the spell. Any darkness spells cast in

the area will operate only at half their normal radius. Also, they merely drop lighting conditions to dim light in these reduced effective areas, never to true darkness.

*Material Component:* Magnesium shavings, if sprinkled into the torch whenever the words of power are spoken, will add an additional psychological effect to the Sheen, which is that all light-sighted creatures receive a +2 bonus to all Will and Reflex rolls while in the area. Magnesium ore be found easily with a partial success in Scholar: Geologist and extracted with a full success in Laborer. Refining it requires a full success in Blacksmith and Scholar: Chemist. Enough shavings for one spell can be purchased for about 100 units in settings with at least alchemical knowledge.

### **Wall of Force**

*Order:* 5

*Prerequisite:* Dark Wall, Dark Blade, Laser Augur

*Sacrifice:* 3

*Mana Cost:* 2d8 per minute per area stack

*Range:* 150m

*Target:* Point in space

*Area of Effect:* 9 square meter plane (10' x 10') (stackable)

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Reflex

*Casting Time:* 1 Action

*Effect:* A shimmering, burning wall of light and darkness blocks the way

*Words:* ლამუნა ოვ'ასტ შადანონ ოვ'ასტ

*Casting:* The shadowmancer holds both palms up before her, facing out. She moves them slowly to the side, speaking the words for light and wall, and then quickly flips them and moves them slowly back, reversed, to their original position, speaking the words for darkness and wall.

Light and darkness is all about exact, precise control over the battlefield. This is not lighting the room on fire or sending a storm crashing through, this is pinpoint accuracy, perfect planes of containment, and exact, right angles. With the wall of force, the shadowmancer gains enhanced control over her enemies—where they can step and where they can't, who can see who, and ultimately, who lives and who dies.

A wall of force is a combination of different effects. It is primarily the shadow substance stretched into a flat plane, though it includes the laser effect of light to be employed against any foolish enough to try to break through it. The wall can be placed at any point in space and arranged in nearly any contiguous shape. It most commonly blocks a

doorway, but it could circle around an enemy to keep her trapped, or perhaps a friend to keep her safe. It can vary in appearance from a transparent glass-like wall, to an opaque black shadow wall, depending on whether the caster wants someone to see through to the other side. If transparent, the wall will not block other light-based effects, but if dark it will.

The wall is not quite as sturdy as a solid wall of stone perhaps, but it more than makes up for this in offensive power. On a given round, a creature may try to push themselves through it, requiring a Strength roll greater than the caster's Magical attack roll to break through. However, the caster can choose to imbue the wall with laser energy, subjecting anyone who touches it to  $4d8 + \text{Depth}$  points of damage each time it is interacted with. A large object could potentially be pushed through without touching the wall, but it will still require a successful Strength roll.

The wall is surprisingly effective against ranged attacks of all sorts, repelling anything that moves faster than a slow walk, including bullets, arrows, explosives, missiles, acid, throwing knives, and so on. Even energy weapons such as lasers and lightning will be stopped if the wall is opaque. The wall cannot be damaged—if cut it will just reform at the speed of light. Large blasts such as nuclear bombs may get through—the wall will only stop up to  $3 \times$  the spell's magical attack rating in damage from any one hit. (So if the wall is cast with a roll of 30, and a massive bomb goes off, doing 200 points of damage to the area, 110 points of damage would still get through.)

Normally, the wall is cast where no one is already standing on the battlefield, but if it does happen to be cast directly on someone, they can roll Reflex to try to avoid touching it and taking any damage. Regardless of whether they take damage or not, the person will get to choose which side of the wall they end up after jumping out of the way. If a person chooses to remain embedded in the wall in this way, they will not take additional damage after the first round—the wall will see them as its natural boundary.

*Material Component:* A shard of fulgurite will increase the duration from  $2d8$  per minute to  $2d8$  per ten minutes. Can be found in areas where lightning has struck sand high in silica content. Make full successes in Scholar: Geologist and Laborer to find  $2d8$  inches worth. May be able to be purchased in some gem shops for 100 units. Each time the spell is cast, about one inch of the fulgurite will vaporize.



## SIXTH ORDER SPELLS

Shadowmancers who wish to learn sixth-order spells must be at least sixth level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 60%.

### **Black Hole**

*Order:* 6

*Prerequisite:* Rainbow, Shadow Puppet

*Sacrifice:* 3

*Mana Cost:* 2d8 per round (plus absorb costs)

*Range:* Line of sight

*Target:* Point in space

*Area of Effect:* 1 meter diameter sphere

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Reflex

*Casting Time:* 1 Round

*Effect:* Creates a globe of magical darkness that absorbs everything it touches

*Words:* shadapnon ka'paü

*Casting:* The shadowmancer rubs both hands together with ever increasing speed, as if rolling a ball of dough. When the magic is ready, the words for darkness and attract are spoken, and the hands are released, flinging the imaginary ball outward.

Because light and darkness are the two oldest forces in the multiverse, all other things came from them, and if one knows the way, all things can be reduced back to their basic components of these elements. As matter converts to energy, and light is energy, matter can be converted to light, and perhaps to darkness as well, a binary code of dark and light for what the object once was, able to be converted back when the time is right as well.

This spell calls into being an intense concentration of darkness imbued with the energy of light, which can fly through the air at high speed (up to 60 meters per round), following the caster's every whim. Similar to a black hole of gravity, this hole will absorb objects that it touches, converting them to light energy and then folding them into itself. Any small, loose objects (under 100 lbs.) struck by the hole will become absorbed into it and remain absorbed until the spell ends, whereupon they will all be ejected at once. Larger objects can be absorbed as well, though not without some effort—the caster will need to pay 1d8 mana per 100 lbs. of the object absorbed.

Creatures can be absorbed as well, though since living things are part energy to begin with, they are a little less expensive to absorb. The cost for absorption depends on the relative size of the creature:

- Bird Size (crow) or smaller: 1d4 mana
- Cat Size: 1d6 mana
- Dog Size: 2d6 mana
- Human Size: 2d8 mana
- Horse Size: 2d12 mana
- Elephant Size: 2d20 mana
- Dragon Size: 3d30 mana
- Epic size: Not possible

In addition, the hole will also extinguish any light sources it comes into contact with. Light spells will be dispelled, fires will be snuffed out, and electric lights prevented from emitting anything as long as the hole lasts. Permanent light effects, such as Sheen, are affected as if by a Darkness spell.

The caster may attempt to make one attack per action with the hole. Attacking large objects requires no roll. To attack a creature with the black hole, the caster must roll a magical attack roll opposed to the defender's Reflex. If the attack hits, the target immediately takes  $3d10 + \text{Depth}$  points of cold damage and is absorbed into the hole.

Selected objects and creatures absorbed by the spell can be ejected at any point at the caster's whim. Otherwise, they will eject at the end of the spell wherever that happens to be (over a cliff, a fire, in jail, etc.)

*Material Component:* A black sapphire of at least 2 carats will increase the base duration from 2d8 per round to 2d8 per minute. Can be found with full successes in Scholar Geologist and Laborer, and refined with a full success in Jeweler. Can be purchased for 250 units on average. The stone is consumed in the casting.

### **Light Walk (Blink)**

*Order:* 6

*Prerequisite:* Rainbow

*Sacrifice:* 3

*Mana Cost:* 1d12 per 1000 meters per person

*Range:* Line of sight

*Target:* Caster + creatures touched

*Area of Effect:* Target

*Duration:* Instant

*Roll:* Magical Attack

*Resist:* None (see below)

*Casting Time:* 1 Action

*Effect:* Grants caster and allies line-of-sight teleportation

*Words:* ღამურა ვერს

*Casting:* The shadowmancer holds up a hand, speaks the word for light, and then snaps her fingers as she speaks the primal word for travel.

Matter is a difficult thing to transport—it is heavy, full of mass, and it must force its way past all other types of matter such as air that want to slow it down. Matter that moves at 60 miles an hour, say, is considered to be moving pretty frighteningly fast. Light on the other hand is the fastest force known to man, normally traveling at 671 million miles an hour. If you want to get somewhere fast, convert yourself into light energy and travel on its beam. Head to that distant mountaintop, or even to that moon. The shadowmancer who has learned to convert matter to light no longer must worry about her travel needs. She can get wherever she is going instantly.

This spell allows the caster to temporarily convert herself (and her equipment) into a light wave and then back, allowing instant travel to any point within her field of vision. She can travel through glass, clear water, and the line, and even across mirrors. As long as she can directly see where she wants to go, she can travel there. This spell, unfortunately, will not allow the caster to travel more than 186,282 miles (not quite far enough to get to the moon), though Body of Light later on will.

In practice, this looks much like a short range teleport. The caster may bring others along with her as long as they are physically touching. Passengers may attempt a melee defense roll to avoid being teleported against their will.

This spell does not work through electronic cameras or screens, though it will work through a spyglass, say. There must simply be a direct way a single beam of light could travel from start to finish in a straight line.

*Material Component:* A spyglass or telescope will decrease the range cost of the spell from 1d12 per 1000 meters to 1d12 per 12,000 meters. Can be crafted with full successes in potter and blacksmith, or purchased for around 100 units in most settings. The telescope is not harmed by the casting.

### **Shadow Walk (Skulk)**

*Order:* 6

*Prerequisite:* Shadow Armor

*Sacrifice:* 3

*Mana Cost:* 3d10 per minute

*Range:* See Below

*Target:* Caster

*Area of Effect:* Caster plus equipment

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* None

*Casting Time:* 1 Round

*Effect:* Target merges with shadow and can slip out anywhere connected by darkness

*Words:* **uεrs shadapnɔn**

*Casting:* The caster raises both hands up and out and spreads her legs wide, becoming as two-dimensional as possible. Then she speaks the words for travel and darkness as she falls forward, and if the spell works, she turns to shadow as she hits the ground.

If light is the swiftest thing in the multiverse, darkness is faster. For it might take light but a second to travel some great distance, but when it gets where it is going, it will find that darkness is already there. It is well known that shadowmancers can travel on a beam of light, but it is something more of a secret that they can travel without it as well.

Shadow Walk is very much related to its sister spell, Light Walk, yet there are a few key differences. This spell allows the caster to transform her physical form into pure darkness, and merge with it in her surroundings. Then she can travel instantly to any other part of the darkness, no matter how far it stretches, and then she can reassert her physical form, emerging from the shadows hundreds if not thousands of miles distant. Unlike Blink, Skulk allows the caster to delay the time of her emergence—she retains her awareness while in the shadows and can stay hidden as long as she can afford the cost of the spell.

The mana cost of this spell is entirely based on how long the caster remains in shadow form, and not on how far the caster travels. The travel is instantaneous, and the caster can travel to anywhere that is connected to her current place by darkness—solid walls and objects block her progress, though glass, water, and other transparent materials do not. If a new moon were in the sky, the caster could travel to the moon in the same time it would take her to travel across the room. A bright moon, however, fills the sky with light and blocks her travel. Or, more commonly, if half the planet is covered with darkness at night, the caster could travel all the way to the other side of the world in an instant at dusk or dawn. With Skulk, the caster need not have to see her target point, she can feel it via the connected shadows.

Unlike with Blink, the caster cannot take anyone with her when traveling in shadow.

*Material Component:* A handful of soil from a haunted place will increase the duration from 3d10 per minute to 3d10 per 10 minutes. Cannot typically be purchased, but can typically be found if one knows the history of an area. The soil is thrown over the caster's head in the casting and lost in the casting of the spell.

### **Solar Oven**

*Order:* 6

*Prerequisite:* Sheen, Laser Explosion

*Sacrifice:* 3

*Mana Cost:* 3d12 per round

*Range:* Line of sight

*Target:* Area

*Area of Effect:* Room affected by Sheen

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Reflex (See Below)

*Casting Time:* 1 Round

*Effect:* Laser light scours everything in a large area

*Words:* **sol apnik**

*Casting:* The shadowmancer creates a ball with her cupped hands, opens them a crack and then blows into them, then closes them and holds them together, speaking the words for sun and destroy.

The sun represents the ultimate power of light, a massive, burning blazing ball of fire millions of miles away that can still light the world up as day and still warm and even burn with its intense radiance. A light walker's lair is already infused with the power of the sun, and it is not much more of an effort to turn up the intensity and burn away all living things.

To cast this spell, the shadowmancer must first have prepared an area with the Sheen spell, creating a room infused with light. With a few words, the caster can uncork the magic of the room, allowing it burn out in an intense flare of light and heat. This spell will dispel the Sheen effect, but in the short term, it will blast all organic matter in the room with intense, burning light.

Each round that this spell is maintained, it will deal a cumulative 1d20 points of damage (+Depth) to everyone and everything (all organic material, essentially) in the area of the Sheen spell. So on round 1 it deals 1d20+Depth, on round 2 2d20+Depth, then 3d20+Depth and so on, until either the caster runs out of mana or everything in the area is reduced to ash.

Each round, everyone in the room must roll a Reflex roll vs. the damage taken that round or catch fire. Creatures on fire take 1d8 points of damage per round, and may sacrifice an action at any time to try another Reflex roll to put the fire out.

Inanimate objects do not take damage like creatures (they are somewhat immune to being cooked), but are susceptible to catching fire. All objects in the room must make their own Reflex rolls, with the base skill modifier depending on the type of material it is made of:

- Kindling/Dry Leaves: 4
- Paper: 6
- Cloth: 8
- Wood: 10
- Plastic: 12
- Leather/Skin: 14

So a cloth bag that took 12 points of damage would roll 1d20+8 and try to get a 12 or better to keep from catching fire. Once an item catches fire, it will last about as many rounds as its weight in pounds before it is totally turned to ash. Only the damage taken on a particular round must be overcome.

These rules apply to all objects in the room, including those worn or handled by creatures, though worn or held objects must fail two rolls to catch fire, the object's roll and the creature's roll. Items and creatures will continue to burn once the spell is ended—this is a natural fire, not a magical one.

While the spell is in effect, the entire area is considered to have overly bright lighting conditions. The shadowmancer typically prepares the oven ahead of time with locked doors or portcullises that can be dropped to seal the room.

*Material Component:* A pair of heavily padded mittens, if worn, will allow the caster to exclude herself from the effects of the spell if she is in the room. One glove will protect just herself or two gloves will shield a 1-meter area round her. The gloves can be made with a partial success in Tailor, or purchased in nearly any setting for about 5 units.

### **Thrall (Suicide)**

*Order:* 6

*Prerequisite:* Despair, Suggest [G]

*Sacrifice:* 3

*Mana Cost:* 2d20

*Range:* 100 meters

*Target:* Single creature

*Area of Effect:* Target creature

*Duration:* 2d4 hours

*Roll:* Magical Attack

*Resist:* Will

*Casting Time:* 1 Round

*Effect:* Despair so deep the target loses all will and will obey the caster utterly

*Words:* *shadapnon anuk kahny's*

*Casting:* The shadowmancer places a hand over her mouth, speaks the primal words for darkness, destroy, and mind, then opens her mouth, holding it gaping as she slowly draws her hand away. With open mouth, the first words of the spell's command are whispered to the target.

The primal force of darkness is associated with the void, with nothingness, with an emptiness of all things, and such a true void is incomprehensible to the mortal mind. For a mortal to draw back the curtain of reality and peer into this nothingness that lies behind all things is to tempt a terrible fate. For once the blackness gets a hold of you, there is no stopping it.

This spell allows the caster to emit a beam of pure, primal darkness and bury it into the mind of the target, seeping the blackness into the depths of their soul and destroying completely the target's will. The target is allowed at this point a Will roll to shake off the effects of the spell, but if this is failed, from this point on, as long as the spell lasts, the target has no will of their own and will not take any action unless directed to by the caster. And when the caster directs, the target must obey, no matter what the ask is, even killing themselves if directed.

When the spell is cast it is typically delivered along with a whispered message that provides the first direction to the target. In the mouths of evil casters, this message is very often simply "kill yourself", so in many circles this is known as the suicide spell.

As this spell relies upon darkness for the message to be delivered, the target creature must be light-sighted by some means, whether having normal, low-light, or even supernatural vision. Their eyes need not be open though, and the creature need not even be awake, though blinded creatures for some reason are immune to the effect of this spell.

*Material Component:* A death's head moth, if placed in the open mouth will increase the duration of the spell from 2d4 hours to 2d4 days. Can be found in temperate areas with a full success in Survivalist.

## SEVENTH ORDER SPELLS

The seventh order is considered the level of mastery. Only those who truly excel at the art find their way here, though the rewards are great. Shadowmancers who wish to learn seventh-order spells must be at least seventh level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 70%.

### **Body of Light**

*Order:* 7

*Prerequisite:* Light Walk

*Sacrifice:* 4

*Mana Cost:* 1d100 per second

*Range:* Caster

*Target:* Caster

*Area of Effect:* Target

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* Melee Defense vs. Touch

*Casting Time:* 1 Action

*Effect:* Travel at the speed of light over immense distances.

*Words:* ἴναρ λαμπύρα

*Casting:* The shadowmancer stands erect, head tilted back. Both hands are held up closed and then opened with a fluttering motion pointing at the caster's eyes. The words for become and light are spoken as the caster grab for any passengers.

At the level of mastery, converting matter to energy and back has become second-nature to the shadowmancer, particularly the matter of her own body. There is something about a master of magic that makes one wonder if they have truly mastered the force or if the force has mastered them, taking them as its avatar in order to wreak its will on the world. No master retains the same personality as the youthful apprentice who first took up the art. Perhaps this is just age and wisdom, or perhaps this is a primal force slowly taking over control. It is hard to say.

In any rate, now that the master can turn into light, she can travel at the speed of light, wherever light may go. Maintaining this spell for just one second allows the caster to travel 186,282 miles, far enough to go to any location on Earth and back many times over. Two seconds of the spell would allow the caster to travel twice that far, enough to travel to the surface of the moon. Beyond this, the caster may require some way of drawing additional mana to get to other planets or to the sun.



If the caster runs out of mana while this spell is in effect, the caster drops out of the spell at some random point along the path of travel. If the caster uses the Immolation ability and is killed by the point cost of the spell, she and all her belongings are forever gone, converted to light and lost. The caster can only go where light can go, so if she is trapped in a sealed box, she will not be able to get out, but she could get out of a cave that would its way to the surface or travel through water or transparent glass.

*Material Component:* The feather from a phoenix will allow the caster to bring passengers along with her—up to one other person per hand (normally two). Passengers may attempt melee defense to avoid being touched and teleported against their will. Passengers are ejected at a random point if the caster dies. The feature is consumed in the spell. May be possible to buy in some settings, but expect upwards of 10,000 units.

### **Disintegrate**

*Order:* 7

*Prerequisite:* Black Hole, Light Walk, Solar Oven

*Sacrifice:* 4

*Mana Cost:* 1d12 per 20 lbs.

*Range:* 20m incremental

*Target:* Single creature or object

*Area of Effect:* Target

*Duration:* Instant

*Roll:* Magical Attack

*Resist:* Ranged Defense

*Casting Time:* 1 Action

*Effect:* Laser energy reduces target to a fine dust

*Words:* **shadapnon anuk**

*Casting:* The shadowmancer opens her mouth wide and reaches a hand into it, simulating pulling out a ball of dark energy. The caster then shouts the words for darkness and destroy as she mimes throwing the ball at the target.

If the forces of light and darkness mixed together were enough to create the entire multiverse, it shudders one to think what might be achieved if one could harness but a mere crumb of their true potential. The shadowmancer who has walked all three paths, light, darkness, and the third way, comes close to being able to unlock this secret.

By mixing shadow and light together, the shadowmancer can produce a small ball of primal energy that can rewrite the rules of creation upon whatever it touches, essentially erasing the thing from existence. The darkness envelops the target and then tiny

microscopic jets of light laser through the bonds that connect the object's atoms at a molecular level, turning it into a cloud of fine vapor and dust.

The energy ball looks like a blob of darkness, streaking towards the target. It can be dodged with a successful Ranged Defense roll. The ball is considered a weapon with a range increment of 20 meters, so be sure to adjust for range. Each 20 meters the target is from the caster, a -2 penalty accumulates.

As with normal attacks, fixed objects and stunned or unaware target's don't get a defense roll, the Attacker just has to beat a fixed defense with her Attack roll. For creatures, this is their base Ranged Defense. For objects, this is based on the object's size. Be sure to adjust for range as well. Also, note that a die roll of 1 is always a failed spell, as is any magical attack roll below the minimum (17 for a 7<sup>th</sup> order spell).

<u>General Size</u>	<u>Base Defense</u>
Tiny (jewel)	18
Little (book)	14
Small (backpack)	11
Medium (chair)	8
Large (desk)	6
Big (car)	4
Huge (truck)	2
Massive (building)	0

Magical objects get a bonus equal to the highest level of magic that went into their casting.

Once the object or creature is struck, there is no saving it. It will be disintegrated as long as the caster can pay for its weight. If the weight total is not reached, a scaled percentage of the object or creature will be destroyed. So if a caster pays for 150 lbs. of a 200 lb. object, 75% of it will be destroyed. If it had been a creature struck, it would have lost 75% of its total uninjured wound points (not counting any negative points) spread evenly across its body, or 75% of its max wound in all locations. This can still knock out a character who already has some wound damage.

Once an object or creature is disintegrated, it is dead and cannot be restored. The dust and vapor will scatter in the breeze, and there is no body left to cast any kind of a spell upon. There is no bits of DNA remaining to clone, nothing left resembling the body in any way. Even if someone was to set up some kind of vacuum that filtered the air and

collected all the particles, they are just loose carbon and calcium atoms now. No magic that requires a body to affect will work here.

*Material Component:* The ashen remains of a living thing will drop the weight cost from 1d12 per 20 lbs. to 1d12 per 50 lbs. This can be the ash of a flower, or a songbird say, but it must be preserved in such a way that it is totally black but still takes the shape of its original self. The ashen creature is crushed to powder during the casting. Can be prepared from a living thing with a full success in Scholar: Arcane.

### **Shadow Form**

*Order:* 7

*Prerequisite:* Shadow Walk

*Sacrifice:* 4

*Mana Cost:* 2d20 per round

*Range:* Caster

*Target:* Caster

*Area of Effect:* Caster

*Duration:* Maintained

*Roll:* Magical Attack

*Resist:* None

*Casting Time:* 1 Action

*Effect:* Caster becomes a living shadow

*Words:* τὴν ἑαυτοῦ σκῆδανον

*Casting:* The shadowmancer closes one eye and touches both hands to her head, moving them up through the air as if tracing ram horns. The words for become and darkness are spoken.

Despite what may have been said earlier, It is important to realize that there are few if any masters who master both the path of light and the path of darkness. Most fall to one side or the other somewhere along the way. For those who choose the path of darkness, this is the end of their journey, physical oneness with the primal force from which all things sprung and to which all things shall one day return.

This spell allows the caster to transform her physical form into one made of pure shadow. She appears totally black, absorbing all light, and retains her original shape, but can stretch and flatten herself up to 10 times her normal height and to a paper thinness. Her normal movement rate is doubled, and she can slide easily under doors and the like, without a need for shadows being present. She can also walk on air in this state as if it were solid ground, climbing or descending it like stairs.

While in shadow form, the caster is incorporeal, and cannot be struck by physical weapons. She can use a touch of shadow substance to pick up objects and even attack with weapons as normal. Defenders can't attack back, but can attempt to disarm the shadow with a successful grapple roll. In shadow form, the caster also gains a +20 bonus to all Hide rolls, a +10 to all Stealth rolls, and moves with total, perfect silence. She can even attempt to hide immediately after casting this spell, merging with the shadows and appearing to the untrained observer as if she had simply disappeared.

The caster may choose to make unarmed attacks while in shadow form. These do normal damage, but anyone struck must make an immediate Will save, or suffer the effects of a Despair spell for 1d3 rounds.

In shadow form, the caster is immune to nearly all forms of damage, including physical, fire, electricity, light, acid, cold, and heat. Only raw, unfocused magic can harm her, such as a spell like Mana Bolt. Because of the size of the list, it is up to the GM to determine which if any spells can harm the caster in this form.

*Material Component:* An ink made from the blackened ashes of a demon will increase the duration from 2d20 per round to 2d20 per minute. Typically cannot be purchased. The ink must be drunk when the spell is cast. About 100lbs of demon will make enough ash for 1 casting.

## EIGHTH ORDER SPELLS

The eighth order is a level beyond mastery. Only the rare few attain this level of knowledge, and with it comes incredible and strange power. Shadowmancers who wish to learn eighth-order spells must be at least eighth level themselves, and must have leveled since they learned the prerequisites for any of these spells. The trade skill Linguist (Primal), must be trained to at least 80%.

### **Essential Light**

*Order:* 8

*Prerequisite:* Body of Light, Shadow Form, Suspend [L]

*Sacrifice:* 4

*Mana Cost:* 3d12 per day

*Range:* Touch

*Target:* Single creature or object

*Area of Effect:* Target

*Duration:* Maintained, or Permanent with material

*Roll:* Magical Attack

*Resist:* Will

*Casting Time:* 1 Round, or 1 day for permanence (plus material time)

*Effect:* Binds the target's soul to her body or to an object

*Words:* *esppi lamúna agras*

*Casting:* The shadowmancer touches seven places on the target's body, starting from the forehead and moving downward. With each touch, the words for essence, light, and hold are spoken. The phylactery, if used, is held in the off hand.

The pinnacle of any sorcerer's achievement, and the final culmination of mastery over two distinct disciplines of magic representing three key primal forces, Essential Light is the magic of legends and lore, a spell widely known and widely talked about, but rarely, if ever, seen. Only she who calls herself master of Light and of Life and of Darkness can attempt this incantation, representing a mortal creature's final victory over her own existence, immortality.

This spell takes two forms. Its primary form allows a caster to bind her soul to a physical object instead of to her body, so that if ever her body is destroyed, her consciousness will not flee this plane of existence. A slightly different version of the spell allows the caster to bind a creature's soul to its body, so that no matter how much damage that body takes, the soul will not leave, the creature will not die, and if the body is repaired, the creature will reawaken as normal.

This second version of the spell is a bit simpler. The caster typically applies it to herself and her comrades before an important battle. If the target is killed while under the effect of the spell, the target will not die but merely go unconscious and appear dead (not breathing, no pulse, etcetera). Then later, if someone can heal the body back to a functional state (above negative wound in the head and torso), the person will reanimate. If head and torso are both healed to above 0, the person will retain consciousness. This spell will function regardless of the cause of death—even burning the body will leave the soul bound to the ashes. If the spell times out while the person is dead, they will die. Technically, this spell will work against Disintegrate, though since there is no way to repair the body after that, the spell will eventually wear off resulting in death.

The permanent version of the spell is a complex ritual that requires a lot more preparation. The target must first prepare a phylactery. This can be almost any object, but it must be one either of great value or great significance to the target. It could be the target's lifelong diary perhaps, or a 10-carat flawless diamond, or one gold ring.

Before casting the spell, the target must first prepare the phylactery by chanting over it, inscribing it with magical runes, and placing upon it notations of significance to herself. Enchanting a phylactery takes at least 100 hours of preparation time, and when it is finished, the preparer must get a full success on an Arcane Scholar roll for the phylactery to be able to hold a soul. If this roll is failed, the phylactery is ruined and will need to start over. If it is only a partial success, the phylactery is not done yet, and will require another 50 hours of preparation before another roll can be attempted. The target of the spell must be the one to prepare the object and make the roll, so the target is typically also the caster of the Essential Light effect.

Once the phylactery is prepared, the caster must cast the essential light spell as described above, and the soul is transferred to the object. Once this is done, no amount of damage to the target's body will kill her. She will receive the permanent effect of the Essential Light spell as described above—if she is killed and her body is healed, she will regain consciousness. If her body is ever totally destroyed (disintegrated, or burned to ash and scattered perhaps), or if she remains dead for more than 2d6 days, the phylactery will drop its connection to her current body and begin to form a new one. This will grow in a state of stasis as close to the phylactery as possible. Growing a new body will take 2d4 days. The new body will be identical to the old one, though it will be free from scars, wounds, tattoos, and the like that might have identified the previous body. The body's apparent age will be around 25 or so, or whatever the prime of life is for the target's race.

Once the soul is bound to a phylactery, the target will stop aging. Some aged casters destroy their bodies themselves after casting the spell so as to reform a new one that is young, healthy, and beautiful.

If the phylactery itself is ever destroyed, there is a 50% chance that the soul in it will return to the target's current body, making her essentially mortal again. There is also a 50% chance that the soul will simply move on and that the target will just die and her body fall to the ground lifeless.

*Material Component:* A phylactery will increase the duration to permanent and will allow the soul to be bound to an object. See above for details.

## **Supernova**

*Order:* 8

*Prerequisite:* Body of Light, Disintegrate

*Sacrifice:* 4

*Mana Cost:* None (see below)

*Range:* Caster

*Target:* Sphere around caster

*Area of Effect:* 30m radius

*Duration:* Instant

*Roll:* Magical Attack

*Resist:* Will

*Casting Time:* 1 Round

*Effect:* Caster turns to light and disintegrates everything around her

*Words:* ღამუნა შადანონ ანუკ კარაჲ

*Casting:* The shadowmancer crouches down into a ball, and then springs upward, shouting the words for light, darkness, destroy, and explode while throwing her legs and arms up and apart.

When a sun has reached the limit of its energy, it does not fizzle out, but expands rapidly, consuming everything in its orbit and exploding out with enough force and power to destroy all who look upon it. In her final level of mastery, the shadowmancer loses her own identity and becomes simply an avatar of the most primal of all things, the light of a star—light strong enough to burn away all that she can see.

This spell is somewhat unusual in that it is not driven by mana, but by some other force outside of the caster's own energy—the caster is simply a channel for this force, which requires a sort of desperate energy to wreak its havoc. In order to cast this spell, the shadowmancer must be at 0 mana, and have taken at least one point of wound damage. Generally this is achieved by taking the Immolation ability and casting until the magic eats through all the caster's mana and starts to dissolve her body.

When Supernova is cast, the caster's body dissolves, turning into pure light, and explodes outwards, engulfing everything in the area. The light then attempts to convert everything it touches into light as well, erasing it from existence in the process.

All creatures in the area must make a Will roll to avoid being converted to light. If the roll succeeds, the spell does not consume them. If the roll fails, 10% of their body is destroyed for every point the roll is failed by. So this means that each wound location loses that percentage of its maximum. So a character with 5 wound points max in her head that failed the roll by 6 would lose 3 wound points from her head. If she had already taken an injury for 2 points, that would take her to 0 and to unconsciousness. Anyone failing the Will roll by more than 10 is utterly destroyed and converted to light.

In addition to creatures, all objects in the area are susceptible to being destroyed as well. Roll a d20 for each object and add a modifier based on the material it is made of and its

size. Add 1 for every level of the item's magical enchantment. If the roll succeeds, the item is fine. If the roll is failed, 10% percent of the object will be destroyed for each point the roll was failed by. Objects that fail by 10 or more are forever gone.

<u>Material</u>	<u>General Size</u>	<u>Roll Modifier</u>
Paper	Tiny (jewel)	2
Cloth/Flesh	Little (book)	4
Wood/Dirt	Small (backpack)	6
Plastic	Medium (chair)	8
Stone	Large (desk)	10
Ceramic	Big (car)	14
Metal	Huge (truck)	17
Gemstone	Massive (building)	20

So a metal car, for example, has a size modifier of 14 and a material modifier of 17, so it would roll 1d20+31. A book, for example would have a size modifier of 4 and a material modifier of 2, giving it a roll of 1d20+6. It is advised that the GM not roll for every single object in the area, but just the important ones, including any equipment held by surviving creatures. Also, if a bag or box survives, the items in it won't be affected by the spell. And only an inch or two of the ground the caster stands upon will be stripped away—roll for its composition at massive size, and each point it fails by is one centimeter deleted.

The light will remain in the area for 1d4 rounds, blinding any light-sighted creatures in the area. Anyone outside the area and looking in will just see white, as if staring into the sun. Once the light fades, the caster will reappear at the center of the area. She will take 1 wound point to each location upon returning.

*Material Component:* The caster's own body can serve as the material component for this spell if she wishes to sacrifice it. This will increase the area of effect to a 100-meter radius. If the caster has cast Essential Light and has a phylactery stored somewhere outside the area of the spell, her body will reform eventually. Otherwise she will be dead without any remains being left behind, and no discernable way to resurrect by any means.

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