

## Open Essence 3.1.11

### THE ESSENCE OF LIGHT

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Light I	10' R	10 min/lvl	touch	E
3)	Aura	1 target	10 min/lvl	10'	U
4)	Light II	20' R	10 min/lvl	touch	E
5)	Shockbolt I	1 target	—	100'	DE
6)	Sudden Light	10'R	—	100'	F
7)	Light III	30' R	10 min/lvl	touch	E
8)	Resist Light I	1 target	1 min/lvl	10'	U
9)	Spark Nova	5'R	—	self	E
10)	Utterlight I	10'R	1 min/lvl	100'	E
11)	Light V	50' R	10 min/lvl	touch	E
12)	Waiting Light	varies	varies	100'	E
13)	Flare	varies	1 rnd/lvl	20'/lvl	DE
14)	Light X	100' R	10 min/lvl	touch	E
15)	Nova	15'R	—	self	E
16)	Utterlight V	50'R	1 min/lvl	100'	E
17)	Mass Light	10'R/lvl	10 min/lvl	50'	E
18)	Beacon	5 miles	1 min/lvl	self	E
19)	Resist Light II	1 target	1 min/lvl	10'	U
20)	Mass Aura	varies	10 min/lvl	10'	U
25)	Lightning Bolt	1 target	—	100'	DE
30)	Greater Nova	15'R	—	self	E
50)	Mass Utterlight	10'R/lvl	1 min/lvl	100'	E

**1. Projected Light** — A beam of light comes forth from the casters palm. It can be shut by closing the hand and works like a flashlight.

**2. Light I** — Lights a 10'R area around the point touched; if the point is on a mobile object or being, it will move with the object/being.

**3. Aura** — Creates a bright aura around target and makes him appear more powerful; subtracting 10 from all attacks.

**4. Light II** — As Light I, except one or two areas can be created with a total radius of 20' (e.g. one area of 20' or two areas of 10').

**5. Shock Bolt I** — An intense bolt of electricity is shot from casters hand and strikes a target using the *Shock Bolt attack table*.

**6. Sudden Light** — Causes a 10' burst of intense light; all those inside are stunned 1 rnd/5 failure.

**7. Light III** — As Light II, except up to three areas can be created with a total radius of 30'..

**8. Resist Light I** — Caster creates a shimmering field around target which protects him from light attacks such as *Shock bolts*, *Lightning bolts*, *Sudden Light* and *Lightning blades*. The target gains +25 RR towards light attack spells and +25 DB (inherent) towards light bolt/blade attacks, takes only part of the damage (75%) from those attacks and lowering criticals by one level.

**9. Spark Nova** — Sparkling bolts of electricity enbarks from casters body and travel outwards from him covering a 5'R area. Everyone within the area (e.g in melee combat with the caster) takes a *Shock Bolt* attack modified only by casters BAR.

**10. Utterlight** — As Light, except it's the equivalent of full daylight. It also nullifies all magically created darkness for the duration.

**11. Light V** — As Light II, except up to five areas can be created with a total radius of 50'.

**12. Waiting Light** — In conjunction with any light spell on this list (i.e this spell is cast when the light spell is cast) it can delay the action of that spell for up to 24 hours. It can be triggered by one of the following (decided by caster): time period, certain movements, certain sounds, touch, violent action in the area, etc.

**13. Flare** — A 6" radius ball of light is shot from the palm of the caster. It will travel to the limit of its range, explode (as a flare), drift slowly to the earth and go out. An area equal to the range is lit if the flare can raise to its full range. If used against a target, use the Shock bolt attack table but deliver heat criticals.

**14. Light X** — As Light II, except up to ten areas can be created with a total radius of 100'.

**15. Nova** — As *Spark Nova* except area is 15'R and the bolts are more powerful. Attacks are resolved on the *Shock Bolt* attack table modified by casters BAR and range mods (e.g +35 to those within touch range).

**16. Utterlight V** — As Utter Light, except up to five areas can be created with a total radius of up to 50'.

**17. Mass Light** — As Light III, except radius is 10' per level and range is 50'.

**18. Beacon** — Caster creates a ray of light of any color in a vertical beam which can be up to 5 miles long. Its most appearant use is to function as a beacon.

**19. Resist Light II** — As Resist Light I, except target gains +50 RR towards light attack spells and +50 DB (inherent) towards light bolt/blade attacks, takes only half damage (50%) from those and lowering criticals by three levels.

**20. Mass Aura** — As Aura, except as many targets as caster's level can be affected.

**25. Lightning Bolt** — As *Shock Bolt*, except a Lightning Bolt is shot and the result is determined on the *Lightning Bolt Table*.

**30. Greater Nova** — As *Nova*, except attacks are resolved on the *Lightning Bolt* attack table modified by casters BAR (NO range mods on this spell).

**50. Mass Utterlight** — As Utterlight, except as many areas as the caster's level can be created with a total radius of 10' per level.

### SPECIAL NOTES

1) None of the Aura spells (Aura and Mass Aura) are cumulative with each other or with the Blur spell.

2) If the caster of a Light II (or higher) spell wants to light different areas, he must be able to walk to the area since the spell range is touch. This may take more than one round to complete.