

Magician Base List 3.4.4

LIGHT LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	F
2)	Shock Bolt I	1 target	—	100'	E
3)	Light I	10' R	10 min/lvl	touch	F
4)	Spark Nova	5' R	—	self	E
5)	Sudden Light	10'R	—	100'	F
6)	Shockbolt III	1 target	—	300'	E
7)	Light V	50'R	10 min/lvl	touch	F
8)	True Aura II	1 target	10 min/lvl	10'	F
9)	Nova	15'R	—	self	E
10)	Lightning Bolt	1 target	—	100'	E
11)	Waiting Light	varies	varies	100'	E
12)	Shock Bolt V	1 target	—	500'	E
13)	Beacon V	5 miles	1 min/lvl	self	E
14)	Greater Nova	15'R	—	self	F
15)	Lightning Bolt III	1 target	—	300'	E
16)					
17)	Utterlight	100'R	1 min/lvl	touch	E
18)	Chain Lightning	V	—	100'	FE
19)	Beacon X	10 miles	1 min/lvl	self	E
20)	Lightning Bolt V	1 target	—	500'	E
25)	Following Lightning Bolt	1 target	—	300'	E
30)					
50)	Greater Chain Lightning	V	—	100'	FE

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

3. Light — 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.

4. 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.

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

6. Shock Bolt III — As *Shock Bolt I*, except range is 300' or if used within 100' hit point damage is doubled or a +30 attack bonus added (chosen at the time of casting).

7. Light V — As above, except radius can be up to 50' (can be changed by concentrating 1 round).

8. True Aura — Creates a bright aura around target and makes him appear very powerful; subtracting 15 from all attacks.

9. 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).

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

11. 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.

12. Shock Bolt V — As *Shock Bolt I*, except range is 500' or if used within 100' hit point damage is tripled or a +50 attack bonus added (chosen at the time of casting).

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

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

15. Lightning Bolt III — As *Lightning Bolt I*, except range is 300' or if used within 100' hit point damage is doubled or a +30 attack bonus added (chosen at the time of casting).

17. Utter Light — As *Light*, except radius is 100' and the light nullifies all magically created darkness.

18. Thunder Hop — As *Lightning Bolt I*, except this electrical bolt continue to a second, third, fourth or even fifth target as long as they are within 20' of each other. Every jump requires caster to make a Spell Mastery roll, starting with a Hard (-10) and rising one degree of difficulty for each additional jump. Full Directed Spell bonus is applied to the first attack, then drops by 20 for each additional attack.

19. Beacon X — As *Beacon V*, except beacon can be up to 10 miles long.

20. Lightning Bolt V — As *Lightning Bolt I*, except range is 500' or if used within 100' hit point damage is tripled or a +50 attack bonus added (chosen at the time of casting).

25. Following Lightning Bolt — As *Lightning Bolt*, except that the bolt is "auto-aiming" and follows the target until it strikes or until the total range of 300' is travelled or until the bolt must pass through any opening smaller than 6". When the bolt strikes its victim, apply normal Directed Spell bonus.

50. Greater Thunder Hop — As *Thunder Hop*, except up to ten targets can be attacked and Directed Spell bonus drops only by 10 for each additional attack.

SPECIAL NOTES

1) Thunder Hop. Example: Gandor, a 20th lvl Magician, encounter a large group of hostile easterlings during an expedition. He decide to discourage them by casting a Thunder Hop spell into their midst. He has +150 to Lightning Bolt, but having no time to prepare the spell, his Directed Spell skill bonus is at -30. The first target is attack by a +120 Lightning Bolt, the second target require a hard (-10) Spell Mastery roll and will be attacked by a +100 Lightning Bolt, the third require a very hard (-20) Spell Mastery roll and will be attacked by a +80 Lightning Bolt. At the fourth target, Gandor's player are required to roll an extremely hard (-30) Spell Mastery roll, but fails to reach 111+, thus ending the Thunder Hop spell. Hopefully the easterlings will reconsider their quarry.