

Rays of Light

3rd Power Magist Spell (Invocation)

Time (SF): 3

Components: V (from eyes) or S (from hands)

Duration: Instantaneous

Save: None

Range: 40 yards + 10 yards per level

Area: 1-2 creatures/objects within 20° angle

Effect: d4 hp damage per level

Notes: AV ineffective

This appears as rays of light from the caster's eyes or hands to a single target for each ray; though two separate targets must be within a 20° arc from each other. A single target still only takes the same damage.

The damage from the pure positive light energy is d4 hp per level of caster, with no save to reduce damage.

Developed by Jean

Intense Rays of Light

6th Power Magist Spell (Invocation)

Time (SF): 6

Components: V (from eyes) or S (from hands)

Duration: Instantaneous

Save: None

Range: 60 yards + 20 yards per level

Area: 1-2 creatures/objects within 20° angle

Effect: d6 hp damage per level

Notes: AV ineffective

This appears as intense rays of light from the caster's eyes or hands to a single target for each ray; though two separate targets must be within a 20° arc from each other. A single target still only takes the same damage.

The damage from the pure positive light energy is d6 hp per level of caster, with no save to reduce damage.

Developed by Jean

Power Rays of Light

9th Power Magist Spell (Invocation)

Time (SF): 9

Components: V (from eyes) or S (from hands)

Duration: Instantaneous

Save: None

Range: 100 yards + 25 yards per level

Area: 1-2 creatures/objects within 20° angle

Effect: d8 hp damage per level

Notes: AV ineffective

This appears as powerful rays of light from the caster's eyes or hands to a single target for each ray; though two separate targets must be within a 20° arc from each other. A single target still only takes the same damage.

The damage from the pure positive light energy is d8 hp per level of caster, with no save to reduce damage.

Developed by Jean

Omni Rays of Light

10th Power Magist Spell (Omni)

Time (SF): 10

Components: V (from eyes) or S (from hands)

Duration: Instantaneous

Save: None

Range: 100 yards + 30 yards per level

Area: 1-2 creatures/objects within 20° angle

Effect: 2d4 hp damage per level

Notes: AV ineffective

This appears as blinding rays of light from the caster's eyes or hands to a single target for each ray; though two separate targets must be within a 20° arc from each other. A single target still only takes the same damage.

The damage from the pure positive light energy is 2d4 hp per level of caster, with no save to reduce damage.

Developed by Jean

Lightning Stream

3rd Power Magist Spell (Invocation)

Time (SF): 3

Components: S (one hand only)

Duration: Instantaneous

Save: None

Range: 90 yards + 10 yards per level

Area: One target

Effect: d4 hp damage per level

Notes: AV ineffective

Thin bolts of lightning arc from the hand of the caster to a single target, enveloping that target briefly in a net of lightning, doing d4 hp per level of caster electric damage to the target, with no save to reduce damage.

Developed by Jean

Intense Lightning Stream

6th Power Magist Spell (Invocation)

Time (SF): 6

Components: S

Duration: Instantaneous

Save: None

Range: 150 yards + 20 yards per level

Area: One target

Effect: d6 hp damage per level

Notes: AV ineffective

Bolts of intense lightning arc from the hands of the caster to a single target, enveloping that target briefly in a net of lightning, doing d6 hp per level of caster electric damage to the target, with no save to reduce damage.

Developed by Jean

Power Lightning Stream

9th Power Magist Spell (Invocation)

Time (SF): 9

Components: S

Duration: Instantaneous

Save: None

Range: 150 yards + 25 yards per level

Area: One target

Effect: d8 hp damage per level

Notes: AV ineffective

Bolts of powerful lightning arc from the hands of the caster to a single target, enveloping that target briefly in a net of lightning, doing d8 hp per level of caster electric damage to the target, with no save to reduce damage.

Developed by Jean

Omni Lightning Stream

10th Power Magist Spell (Omni)

Time (SF): 10

Components: S

Duration: Instantaneous

Save: None

Range: 150 yards + 30 yards per level

Area: One target

Effect: 2d4 hp damage per level

Notes: AV ineffective

Bolts of blinding lightning arc from the hands of the caster to a single target, enveloping that target briefly in a net of lightning, doing 2d4 hp per level of caster electric damage to the target, with no save to reduce damage.

Developed by Jean