

The Land of Karn

Fantasy Role-Playing Game

Basic Version

Magic

Although the number of spells found in the full game is only limited by the imagination of the GM and the players, I have included a simple list of already written spells to use for easy character construction right out of the basic version of the rules. First is the list of Cantrip spells (which are also found in the skill section) then comes the common spells and skills found in the Magic skill group (shown as [see magic section] on the skill list).

Symbols on the Spell Lists

Each spell title on the skill list is followed by some letters in parenthesis that tell you the basics of what is needed to be able to cast that spell. The following lists explains what the letters mean, but you will have to look up each spell description to get detailed information about them.

- L Language Required: This means the spell has a Spoken Word Ritual, but does not require a specific language for it to be spoken in.
- LS Language (Specific) Required: This means the spell has a Spoken Word Ritual, but it has to be a specific language.
- SL Sign Language Required: This means the spell has a Gesture Ritual that requires Sign Language, but does not require a specific sign language for it to be done in.
- SLS Sign Language: Specific Required: This means

the spell has a Gesture Ritual, but it requires a specific sign language.

- M Meditation Required: This is a spell that has a Concentration Ritual that requires the Meditation skill.
- C Component Required: This is a spell that requires some physical component to be able to cast it. Most of the time these are actual spell components that disappear when the spell is cast but can just be something that is needed for the ritual.
- T Time Required: This is a spell that requires more than the basic about the time to be spent during casting. Usually this means the Preparation Ritual was used but doesn't always have to.
- ## MEP Cost: The number following the letters is the basic MEP cost it takes to cast the spell. If a spell has more than one cost, usually dependent on the number of targets, only the lowest of them will be listed here.

Magic Skills and Spells

This list is the magic section of the skill list that has been moved to its own section (as marked on the list in the skill section). It is structured exactly the same as the skill list and has a couple skill groups in common with it. Treat this exactly as if it was part of the skill list.

Skill and Spell List

Cost	Starting Info	Skill or Group Name	Maximum
50	Base Group	Magic	n/a
n/a	Note	[See the Skill List Section for full listing of base group]	n/a
200	Sub-Group 1	Spell Casting	n/a
Free	Skill Bonus	Starting MEP: INT + 1/2 (ALT + END) + Race Bonus	END x10
1+	Skill Bonus	MEP Increase: +1 MEP	END x10

Cost	Starting Info	Skill or Group Name	Maximum
25	ALT	Meditation	ALT x2
10+	Skill Bonus	Meditation Bonus: +1 RES [Note: special - temporary]	Racial
Free	Sub-Group 2	Lore	n/a
Free	INT	Spell Lore †	INT x2
25	Sub-Group 2	Sign Language	n/a
n/a	Note	[The first skill you take from here cost 25 less]	n/a
50	INT	Frenalli Finger Language	INT + DEX
50	INT	Orcish Finger Speak	INT + DEX
25	INT	Southern Mages Guild Sign Language	INT + DEX
50	INT	Standard Creators Sign Language	INT + DEX
Free	Sub-Group 2	Spells	n/a
Free	Sub-Group 3	Magic Cantrip Use	n/a
n/a	Note	[first 50 points worth of Cantrip spells are free]	n/a
10	40	Amber's Create Fruit (L, 10)	INT + 40
10	40	Amber's Water Refill (L, C, 7)	INT + 40
10	40	Create Bread (L, C, T, 10)	INT + 40
10	40	Falgrath's Campfire Starter (L, 20)	INT + 40
10	40	Falgrath's Snuff Wick (L, C, 5)	INT + 40
10	40	Falgrath's Spark Wick (L, C, 6)	INT + 40
10	40	Ignite Fire (Basic) (L, 26)	INT + 40
10	40	Instant Builders Brick (L, C, 4)	INT + 40
10	40	Keep Dogs At Bay (L, C, T, 13)	INT + 40
10	40	Limited Nightvision (L, T, 16)	INT + 40
10	40	Mage Light (L, T, 15)	INT + 40
10	40	Niera's Nocturnal Vision of the Mother (L, T, 24)	INT + 40
10	40	Snuff Wick (Basic) (L, 20)	INT + 40
10	40	Spark Touch (L, 10)	INT + 40
10	40	Spark Wick (Basic) (L, 21)	INT + 40
10	40	Steak From Stake (L, C, 8)	INT + 40
10	40	Xero's Cleansing Tide (L, C, 20)	INT + 40
Free	Sub-Group 3	Basic School of Magic Spell List	n/a
n/a	Note	[first 100 points worth of spells here are free]	n/a
25	30	Basic Ball of Fire (L, 86)	INT x2
25	30	Basic Bolt of Lightning (L, 71)	INT x2
25	40	Basic Fire Resistance (L, 42)	INT x2
25	30	Basic Impervious To Fire (L, T, C, 64)	INT x2
25	30	Basic Invisibility (L, T, C, 50)	INT x2
25	40	Bubble of Air (SL, 209)	INT x2
25	50	Cloud of Smoke (L, 65)	INT x2
25	50	Create Blacksmith's Iron (L, 54)	INT x2
25	30	Give Simple Flight (L, C, 300)	INT x2
25	40	Globe of Silence (M, 75)	INT x2
25	40	Iara's Simple Healing Spell (L, 45)	INT x2
25	50	Ignite Fire (L, 40)	INT x2
25	30	Immobilize Any Mammal (L, 127)	INT x2
25	30	Magic Blast of the Dragon God (L, SL, 170)	INT x2
25	40	Mystic Ball of Darkest Night (M, 55)	INT x2
25	50	Night Eyes of the Wolf (L, T, 125)	INT x2
25	30	Protection from Animals (M, T, C, 60)	INT x2
25	40	Protection from Grass Devils (M, T, 51)	INT x2
25	40	Quick Gust of Wind (L, 75)	INT x2
25	50	See Magic Energies (L, T, 28)	INT x2

Cost	Starting Info	Skill or Group Name	Maximum
25	50	See the Invisible (L, 80)	INT x2
25	50	Simple Ball of Light (L, T, 33)	INT x2
25	50	Snuff Small Fires (L, 70)	INT x2
25	30	Ten Foot Wall of Rock (L, 90)	INT x2
25	40	Torchlight Blade (L, T, 27)	INT x2

Cantrips

These are the cantrip spells that have been created for minor spellcasters to use without fear of serious problems. They can be learned and cast by both types of spellcasters without penalty (as long as they have the MEP available to cast them). Many of these are used by true spellcasters when they train a new apprentice to get them used to magic without endangering their lives. As such, most spellcaster know quite a few of them.

Since these listed cantrips are so well known, any character with a Spell Lore skill of at least 50% will already know of these spells (even without a roll needed). Even if the skill level is under 50% any roll will still be with a +25% since they are so well known.

Cantrip Descriptions

This is a list of all the Cantrips included with these rules and full descriptions of how each one works. There are far more cantrips than this in the world and more are created every year in Karn. More can be found in the full rules, elsewhere on the site, and created by other GMs and Players who have the spell creation rules.

Amber's Create Fruit

MEP Cost: 10 MEP

Control Level: 40%

Requirements: Speak

The caster holds their hands out in front of them like a bowl and chants the mystic words for a few seconds. There will then be a small flash and woosh noise as an assortment of fruit appears in their hands. There is a small apple, orange, banana, and a few grapes. The whole process takes about 5 seconds.

Amber's Water Refill

MEP Cost: 7 MEP

Control Level: 40%

Requirements: Speak, Container

The caster holds a container in their hands, like a water skin or jug, and chants the mystic words for a few

seconds. There will then be a small flash and woosh noise from within the container as it quickly fills up to a gallon of water. The whole process takes about 5 seconds.

Create Bread

MEP Cost: 10 MEP

Control Level: 40%

Requirements: Speak, Clean Towel

The caster takes a thin clean towel and lays it out flat before them. For most of the next minute they chant the mystic words and slowly fold the towel into a specific rectangular shape. Once this is completed the caster places his hands on either side of the towel and says the final words. There is then a flash of light and a one pound loaf of wheat bread appears on the towel. This will be a fine, pure, baked loaf of wheat bread.

Falgrath's Campfire Starter

MEP Cost: 20 MEP

Control Level: 40%

Requirements: Speak, Wood for Campfire

The caster sets up a standard campfire, with wood laid out inside a cleared circle of earth, perhaps even circled with rocks. They then chant the mystic words for five seconds as a faint purple magical swirl of mist grows on their finger, ending with touching one of the pieces of wood in the campfire. The touched piece of wood ignites and starts to burn, but will go out naturally if not maintained.

Falgrath's Snuff Wick

MEP Cost: 5 MEP

Control Level: 40%

Requirements: Speak, Water/Spit

The caster spits into the palm of their hand, or places a few drops of water there, and speaks the mystic words. They then blow gently over their hand towards a target candle or lantern within 10 feet. The moisture in their hand will seem to instantly boil, turn into steam, and disappear up into the air as the candle or lantern instantly goes out. This whole process takes about 5 seconds.

Falgrath's Spark Wick

MEP Cost: 6 MEP

Control Level: 40%

Requirements: Speak, Oil

The caster places a few drops of oil, of any kind, on the palm of their hand and speaks the mystic words. They then blow gently over their hand towards a target wick of a candle or lantern within 10 feet. The oil seems to turn into little orange embers that fly over to the wick, where they surround it and fade away as the wick starts to spark and then ignite. This whole process takes about 10 seconds, with half it being the casting time of the spell.

Ignite Fire (Basic)

MEP Cost: 30 MEP

Control Level: 40%

Requirements: Speak

The caster locates a piece of dry, untreated wood within 10 feet of them and speaks the mystic words. Within 5 seconds the spell activates, shooting a swirl of faint purple mist that flies from the hands of the caster and the wood ignites, but the fire will be natural and small to start and usually must be tended to grow or spread.

Instant Builders Brick

MEP Cost: 4 MEP

Control Level: 40%

Requirements: Speak, Dirt

The caster scoops up a handful of dirt and chants the mystic for a few seconds. The dirt will then start to hiss and turn into what appears to be a cloud of steam, only without any heat or moisture. A second later, when the steam clears, a perfect red clay brick is in their hands instead of the dirt. This whole process takes about 5 seconds.

Keep Dogs At Bay

MEP Cost: 13 MEP

Control Level: 40%

Requirements: Speak, Piece of Bone

The caster draws a circle around themselves with a piece of bone and sits in the middle of it, chanting the mystic words. They slowly place the bone in front of themselves and finish of the chanting with the final words. This whole process should take about half a minute. When they finish the bone seems to melt into the ground and they are encircled by a faint purple

mist. They now repel all dogs within 5 feet of them. All dogs are unable to move closer to the caster while within five feet from them. This does not keep dogs from acting as they normally would, it just keeps them from moving closer while the duration is in effect. This is likely to confuse dogs who don't understand why they can't move in certain directions. This effect lasts for 15 minutes.

Limited Nightvision

MEP Cost: 18 MEP

Control Level: 40%

Requirements: Speak

The caster covers and closes their eyes while speaks the mystic words for 30 seconds. When they open them again they have 10 feet of nightvision that lasts for 10 minutes. If the caster already has natural nightvision it will be increased by 5 feet for 10 minutes instead. While the spell is in effect they have a very faint swirl of purple mist dancing around their eyes.

Mage Light

MEP Cost: 15 MEP

Control Level: 40%

Requirements: Speak

The caster chants mystic words while making circles on their left palm with their right forefinger. They continue to do this for at least 30 seconds to build up the needed magic energy on their palm. Then they stop and slowly close their left hand while saying the final words of the spell. When they open the hand there is a small ball of light in the palm that puts out the same level of light as a standard lantern and has very faint purple magic swirls dancing around it. After about 10 minutes the light will start to quickly fade out and go away.

Niera's Nocturnal Vision of the Mother

MEP Cost: 24 MEP

Control Level: 40%

Requirements: Speak

The caster closes their eyes and gently rubs them with his thumbs while chanting the mystic words for about 30 seconds. When they open their eyes they will either have standard nightvision of 20 feet or have their natural nightvision increased by 10 feet, whichever is higher. This lasts for about 10 minutes before it fades back to their normal vision or nightvision. The whole time they are under the effects of the spell the caster has faint purple swirls of magic dancing around their

eyes.

Snuff Wick (Basic)

MEP Cost: 20 MEP

Control Level: 40%

Requirements: Speak

The caster concentrates on a lit candle, lantern, small torch, or other small burning item used for light while speaking the mystic words for 5 seconds. When they finish a small swirl of purple magic fly from the casters hands to the target and the fire goes out without as much as a sound or even a trickle of smoke from the wick, just the fading purple wisps of magic.

Spark Touch

MEP Cost: 10 MEP

Control Level: 40%

Requirements: Speak

The caster speaks the mystic words for 5 seconds and touches any flammable item, causing a spark to ignite it where they touched it. The fire will be natural and small to start with and usually must be tended to grow or spread.

Spark Wick (Basic)

MEP Cost: 21 MEP

Control Level: 40%

Requirements: Speak

The caster visually locates a small wick on a candle, lantern, or other ready to ignite source of light. They speak the mystic words for 5 seconds and a faint purple swirl of magic flies from their hands to the wick, which ignites without any other effect.

Steak From Stake

MEP Cost: 8 MEP

Control Level: 40%

Requirements: Speak, wooden stake

The caster places a wooden stake on a plate or tray and holds it in their hands. They chant the mystic words for a few seconds and the wooden stake on the plate starts to sparkle and crumble into nothing. There is then a flash of light, some purple swirls of magic, and a one pound beef steak, perfect in every way, appears on the plate or tray. It is free from any disease or decay, but still needs to be cooked before it can be eaten. This whole process takes about 5 seconds.

Xero's Cleansing Tide

MEP Cost: 20 MEP

Control Level: 40%

Requirements: Speak, Water

The caster speaks the mystic words for five seconds while holding their hands cupped before them with water held in them. The water sizzles and turns to purple mist so they quickly lay their hands upon an article of clothing. The purple swirls spread out from their hands and encases the whole piece of clothing. Within a second all dirt, rock, and mineral on the clothing is destroyed and the purple mist puffs away. Any water or plant related filth on the clothing will remain.

Common Spells

These are the common spells that most master Mages and magic schools know of and teach in addition to their special spells. Some of these are spells that mages created for the "common sector" of trained mages or as hired hands to others. Some of them are from arrogant mages who wanted to get their names out there and be famous. Still others are those spells that were released against the creator's wishes or perhaps even knowledge for one reason or another. Unfortunately, the creators of most of these spells have been lost to time and remain unknown, so the truth may never be known.

No matter how they got out there they have become the most well known spells of the world. As such, any character with a Spell Lore skill of at least 50% will already know of these spells, without a roll needed. Even if the skill level is under 50% any roll will still be with a +10% since they are so well known.

Spell Descriptions

These are full descriptions of all the Common Spells included with this book. There are more common spells than this and more are created every year in Karn. Any GM may make their own spells, but I would suggest following the spell creation rules to keep it balanced.

Basic Ball of Fire

MEP Cost: 86 MEP

Control Level: 30%

Requirements: Speak

Upon speaking the mystic words, for about 10 seconds while some purple swirls of magic build up around their hands, a ball of fire about a foot in diameter appears in front of the spellcaster and floats in the air. They choose a direction by pushing their hands out in

front of them and the ball flies in that direction. They make a strike roll against a target they choose. Any target they try to hit within 20 feet is -5 to dodge. Any target beyond that, for up to 700 feet away, are +1 to dodge (off of that initial -5 you start with) for every 50 feet. The first thing struck by this ball takes 3D6 Burn Damage, no save, and then the ball disappears. Things it passes by, but does not hit, may also feel the heat from it and may even catch highly flammable items close to it on fire.

Basic Bolt of Lightning

MEP Cost: 71 MEP

Control Level: 30%

Requirements: Speak

Upon speaking the mystic words, for about 10 seconds (1 melee) while some purple swirls of magic build up around their hands, a magical charge of electricity appears in front of the caster and flies in the direction they choose at 50 miles per hour. They make a strike roll against a target they choose. Any target they try to hit within 20 feet is -5 to dodge and no other standard defenses are possible. Any target beyond that, for up to 700 feet away, are +1 to dodge (off of that initial -5 you start with) for every 50 feet. The first thing struck by this bolt takes 3D6 Electrical Damage, no save, and then the bolt disappears.

Basic Fire Resistance

MEP Cost: 42 MEP

Control Level: 40%

Requirements: Speak

Upon speaking the mystic words, for about 5 seconds while some purple swirls of magic build up around their hands, the willing target touched by the caster will become resistant to 5 points of Burn damage for two minutes (12 melee). During this time they have a natural protection against Burn damage in that the first 5 points of Burn damage from any single source is canceled, but anything above that still does normal damage. The target is also surrounded by a relatively faint purple mist that swirls around them until the duration runs out.

Basic Impervious To Fire

MEP Cost: 114 MEP

Control Level: 30%

Requirements: Speak, Water

The caster chants the mystic words while slowly dampening their body and clothing with fresh water

for at least 30 seconds. As the final words are spoken they will feel a cool rush pass over their body as they become completely immune to fire and heat damage and surrounded by a swirling purple mist. The caster, and up to 10 pounds of clothing and equipment on them, take no damage from any Burn sources for 10 minutes.

Basic Invisibility

MEP Cost: 62 MEP

Control Level: 30%

Requirements: Speak, Cotton Blindfold

The caster slowly ties a cotton blindfold on the target willing person and places their hands on the target's head while chanting the mystic words. When they say the final words the target person, and up to 25 pounds of clothing and equipment on them, seem to fade out and disappear. The blindfold actually does disappear, but the target has simply turned invisible to normal sight for 10 minutes. They still produce sound, heat, and can be touched, but just can't be seen by the naked eye and produce no visible magical effect, but can be seen by those who can see magic.

Bubble of Air

MEP Cost: 204 MEP

Control Level: 40%

Requirements: Sign Language

The caster uses mystic hand gestures and sign language, which takes about 20 seconds, and a large bubble of air starts to form and surround the head of the caster, along with purple swirls of magical energy. This bubble of fresh air is about five feet in diameter, stays around the head of the caster, continues to have purple swirls floating around it, and moves with them for wherever they go. After about an hour the bubble breaks up into smaller bubbles which float to the surface of the water or dissipates into the surrounding air. This is mainly used to move around underwater or through poisoned or smoky areas unharmed.

Cloud of Smoke

MEP Cost: 65 MEP

Control Level: 50%

Requirements: Speak

The caster chants the mystic words for about 5 seconds while purple wisps of magic energy form around their hands and a 5 foot diameter area, within 30 feet, fills with a thick black cloud of choking smoke. You can't even see a foot through this smoke and it can

make it hard to breathe or hurt the eyes, but it starts to dissipate naturally instantly after it is cast.

Create Blacksmith's Iron

MEP Cost: 54 MEP

Control Level: 50%

Requirements: Speak

Upon speaking the mystic words, for about 5 seconds, a large hunk of pure iron appears in the hand of the spellcaster with a puff of mystic purple smoke. This hunk is about 4 inches by 4 inches by 12 inches long and is perfect for melting down and making into goods.

Give Simple Flight

MEP Cost: 300 MEP

Control Level: 30%

Requirements: Speak, Eagle Feather

The caster places an eagle feather in the hair of the target willing person, who is under 250 pounds, and chants the mystic words. They then grab the hands of the target, or simply closes their own hands if they are targeting themselves, and slowly lifts them over their head as the eagle feather fades into their hair and they are both surrounded with wisps of purple magical mist. From this point the target gains the ability to fly up to 15 mph for 1 hour. Including their own weight, clothing, and anything they want to bring with them, they have to be 250 pounds or less in order to fly.

The target of the spell will be in complete control of the flight, but they have to work at it to maintain control, and if they lose consciousness or all concentration they will simply continue to fly in the last direction and speed they were while under control of it. When the duration runs out the spell will simply stop and all flight ability will end, even if the target person is still in the air, and they will just fall. The purple swirls of magic mist also remain around the target until the spell runs out.

Globe of Silence

MEP Cost: 75 MEP

Control Level: 40%

Requirements: Meditate

The caster sits on the ground and concentrates on the forces of magic for a minute, molding them into shape and building up purple swirls of magical mist around them. Then a 10 foot diameter invisible ball is created anywhere within 30 feet of the caster. This ball is completely silent and no sound can enter or

escape from it, but does appear as surrounded by faint swirling wisps of purple magic mist, connected to the caster by a faint line of swirls as well. Within the area no sounds are produced at all and nothing can be heard from outside the ball. Once the ball is placed it can not be moved and it lasts for 30 minutes.

Iara's Simple Healing Spell

MEP Cost: 45 MEP

Control Level: 40%

Requirements: Speak

The caster speaks the mystic words and lays their hands on a willing or unconscious target whom has taken damage. Purple swirls of magic mist form around their hands and within seconds they are healed of 3D6 damage, up to their normal maximum. This will not re-grow lost limbs or mend broken bones, but will seal open wounds and have little scaring.

Ignite Fire

MEP Cost: 30 MEP

Control Level: 50%

Requirements: Speak

Upon speaking the mystic words, for about 5 seconds, a faint swirl of mystic purple mist flies from the casters hand to a target piece of wood within 10 feet ignites and starts to burn. The wood will burn naturally, even going out if that's what would happen in the situation, since this just starts the fire. This can not target items made of combined elements that include wood or treated woods.

Immobilize Any Mammal

MEP Cost: 130 MEP

Control Level: 30%

Requirements: Speak

Upon speaking the mystic words, for about 5 seconds, a swirl of mystic purple mist flies from the casters hand to a single target mammal animal within 50 feet will freeze in place and be completely unable to move. They will remain in this state for 2 minutes or until they take at least one point of damage, which will shake them out of it early. This does not, however, freeze the mind so any mental powers are still usable by the animal.

Magic Blast of the Dragon God

MEP Cost: 165 MEP

Control Level: 30%

Requirements: Speak, Sign Language

Targeting any person within 30 feet of them the caster says the mystic words and makes mystic hand gestures. A faint swirl of mystic purple mist flies from the casters hands towards the target. Unless they save the target is struck with a sharp stabbing pain from within and instantly takes 2D6 Magic damage. This whole process only takes about 3 seconds.

Mystic Ball of Darkest Night

MEP Cost: 52 MEP

Control Level: 40%

Requirements: Meditation

The caster concentrates and meditates on the mystic forces of magic for a minute and a large ball of pure darkness appears anywhere the caster chooses within 20 feet, in a puff of faint magic purple swirls that bursts out of the caster. The ball is 10 feet across and stays in the position it was placed for 15 minutes. No light can penetrate or escape this ball of darkness, preventing even nightvision from working within or through it. Light sources taken or found within the ball will give off no light and no other spectrums of light work within the area either.

Night Eyes of the Wolf

MEP Cost: 125 MEP

Control Level: 50%

Requirements: Speak

The caster places his hands over a willing persons eyes, or their own, and chants the mystic words while focusing on the magical forces of nature. This repetitive chant must continue for at least 5 minutes before they finish with the spells last mystic words and a burst of purple magic mist forming around the hands. They take their hands away and the person will now have nightvision of 100 feet, or get an additional 50 feet of range if they already have natural nightvision, whichever is higher. This works exactly like normal nightvision and lasts for 1 hour before their normal vision returns. While in effect the target will have swirls of purple mist circling their head and a faint string going back to the caster.

Protection from Animals

MEP Cost: 68 MEP

Control Level: 30%

Requirements: Meditation, Piece of Bone

The caster draws a circle around themselves with a piece of bone and sits in the middle of it, where they concentrate and meditate on the mystic energy around

them, and the purple swirls start to form and surround them. After about nine minutes they slowly place the bone in front of themselves and continue to meditate for another minute. When they finish the bone seems to melt into the ground and they now repel all mammals and lizards within 30 feet of them.

All forms of these animals are unable to move closer to the caster while within 30 feet from them. This does not keep the animals from acting as they normally would, even using ranged attacks, it just keeps them from moving closer while the duration is in effect. This is likely to confuse animals who don't understand why they can't move in certain directions. This effect lasts for 1 hour and the caster remains surrounded by the circle of purple mist the whole time.

Protection from Grass Devils

MEP Cost: 51 MEP

Control Level: 40%

Requirements: Speak

The caster draws a circle around themselves in the dirt and sits in the middle of it, where they chant the mystic words and the purple swirls start to form and surround them. After about five minutes, when they finish with the chanting, they now repel all Grass Devil warriors within 30 feet of them. Grass Devil warriors are unable to move closer to the caster while within 30 feet from them. This does not keep the animals from acting as they normally would, it just keeps them from moving closer while the duration is in effect. This is likely to confuse these deadly insects who don't understand why they can't move in certain directions. This effect lasts for 1 hour and the caster remains surrounded by the circle of purple mist the whole time.

Quick Gust of Wind

MEP Cost: 75 MEP

Control Level: 40%

Requirements: Speak

The caster chants the mystic words for about 5 seconds and a sudden gust of 100 mph mystic wind strikes anywhere within 30 feet. This gust is very sudden, filled with several purple wisps of magic energy, and stops as quickly as it starts, lasting only a fraction of a second, but may blow items around or even knock someone over. This gust can knock people off their feet if they are not ready for it and fail to make an AGI check at -25. Even those ready for it who choose to stand without holding on to something stable have to make an AGI check, but they do it at +10.

See Magic Energies

MEP Cost: 28 MEP

Control Level: 50%

Requirements: Speak

The target of the spell must close their eyes and the spellcaster massages the eyes while chanting the mystic words for one minute as faint purple swirls form around the hands and eyes. Then, chanting the final mystic words, they will feel a slight tingling in their eyes for a second. For the next 10 minutes they will be able to see magic energy as colored light. The brighter the light, the more powerful the magic and the colors of the magic determines what kind of magic energy they are. The purple swirls of the casters spell does not effect the usefulness of the spell as they are unnoticed by the target of the spell.

See the Invisible

MEP Cost: 80 MEP

Control Level: 50%

Requirements: Speak

Upon speaking the mystic words, for about 5 seconds, and touching a willing target persons on the eyes they start to swirl with faint purple mist and they gain the ability to see invisible objects and things as if they were completely visible. This works on all types of vision the target person has, natural and magical, and lasts for 1 hour. While this is on the target person will not be able to tell the difference between something that is invisible and something that is visible since they both look normal to them.

Simple Ball of Light

MEP Cost: 33 MEP

Control Level: 50%

Requirements: Speak

The caster swirls their right hand over their left in larger circles, slowly shrinking the circles down until they look like they are packing a snowball of faint purple mystic mist swirls. After doing this for at least 30 seconds they chant the mystic words and pretend to toss the ball they made into the air. In that direction, within 10 feet, a small ball of light appears. This ball has a one inch radius and is as bright as normal daylight. Once cast the ball can not be moved and lasts for 10 minutes before it quickly blinks out. The whole time it is in existence the ball is surrounded by faint purple swirls and a faint line of mist leading

back to the caster.

Snuff Small Fires

MEP Cost: 70 MEP

Control Level: 50%

Requirements: Speak

Upon speaking the mystic words, for about 5 seconds, a target fire within 10 feet that is less than 10 cubic feet in size will be snuffed out by a swirl of purple mist that flies from the caster to the target instantly. This will not take away all the heat from the items that were just burning, but will instantly snuff the fire itself. If the fire is larger than 10 cubic feet in size this can be used to snuff part of the fire, but the rest of it will still burn and could easily spread back into the snuffed area.

Ten Foot Wall of Rock

MEP Cost: 90 MEP

Control Level: 30%

Requirements: Speak

Upon speaking the mystic words, for about 5 seconds, a large wall of granite seems to grow out of the ground instantly in a puff of purple magic mist. Even if the ground isn't rock, but as long as it is still solid and stable, the wall grows to be about ten feet long, one foot thick and seven feet tall. The wall is real and permanent, but can be chipped away and eventually broken down.

Torchlight Blade

MEP Cost: 25 MEP

Control Level: 40%

Requirements: Speak, Meditate

The caster concentrates on a specific sword or knife, placing the blade between their hands, for about half a minute and then speaks the mystic words as faint purple swirls of mist dance around their hands. At this point the blade of the weapon starts to glow with the brightness of a standard lantern and continues to do so for 15 minutes, at which time it quickly fades back to its normal form and the faint mist dissipates.