

The Sun Source

Rank 1

Sun Light

	Orderly Sphere	-	The Sun Source
Rank:	1		Rng: 0
Cost:	2 SpP		AoE: Special
CsD:	2		Dur: 5 Minutes / Lv
CsT:	1 Round		Res: None

Fills one room, portion of a cave or up to 20 radial yards, all per Ausa Power, with radiant sunlight.

Warmth

	Orderly Sphere	-	The Sun Source
Rank:	1		Rng: 0
Cost:	2 SpP		AoE: Special
CsD:	2		Dur: 5 Hours / Lv
CsT:	1 Round		Res: None

Fills the AoE with great warmth, totally nullifying the natural weather. The AoE is a 10-foot radius per Ausa Power. The AoE is centered on the caster, and moves with them.

Circle of Comfort

	Orderly Sphere	-	The Sun Source
Rank:	1		Rng: 0
Cost:	1 SpP		AoE: 10 Yard Radius
CsD:	2		Dur: 3 Minutes / Lv
CsT:	1 Round		Res: None

The caster places a ward on the ground. All within the ward are greeted with great comfort. Food tastes better, wine is sweeter, the ground or bed is softer. Allows all to be affected as if these feeling were reality. Moreover, anything outside the ward feels repelled to approach. While this will not keep things dead-set on attacking at bay, all those who are not determined to attack specifically those within the ward will most likely

Growing Light

	Orderly Sphere	-	The Sun Source
Rank:	1		Rng: 0
Cost:	2 SpP		AoE: Special
CsD:	2		Dur: Special
CsT:	1 Round		Res: None

The Caster places a ward on the ground. 2 Rounds after placing it, a brilliant beam of light erupts from the ward filling a 5-yard Radius. Each Round, it grows 15 yards in radius and can grow a number of Rounds equal to the Ausa Power. Anything caught within the light takes 1d12+1 Raw Magic Damage per Round. Anything susceptible to light attacks or is naturally nocturnal take double damage.

Rank 2

Sun to Follow

	Orderly Sphere	-	The Sun Source
Rank:	2		Rng: 0
Cost:	2 SpP		AoE: Special
CsD:	2		Dur: 1 Hour / Lv
CsT:	2 Minutes		Res: None

The Suns in Wyrmsbane rise in the northwest, near Soga and set in the southeast, near Draconia. The caster and all those in his party are affected by this spell, which allows them to travel in the direction of the suns (during the day only) with great and magical speed. They walk towards the suns, but do not perceive terrain nor do they seem to remember minute to minute events. Everything seems to be as one would view it if backdropped by the sun. Each hour, they travel 10 leagues per Ausa power towards the sun. One hour before and after Midday, the spell has no effect. To all those outside the spell's effect, the part cannot be seen and seems to appear here and there as they travel. The people still experience strain from the march, but that strain that would come from normal travel on open ground.

Blinding Flash

	Orderly Sphere	-	The Sun Source
Rank:	2		Rng: 0
Cost:	3 SpP		AoE: 12 Yard Radius
CsD:	2		Dur: Instant
CsT:	Snap		Res: None

The caster snap-casts and all within the AoE are Blinded for 1 Round per Ausa Power. Those facing away receive a ResCheck to negate the effects.

Coliker of Might

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Ward

Rank: 2	Rng: Touch
Cost: 2 SpP	AoE: 1 Target
CsD: 2	Dur: Special
CsI: 1 Minute	Res: None

The caster places a mark on the flesh of an ally. A series of symbols appear and then fade away. The mark stays dormant until the recipient is faced with dire circumstances and needs more power. They must have lost ½ their Hit Points, or have a situation where great physical strength is urgent. The symbol then return and the recipient is covered in a sun-like glow. They receive 2 Strength, +1 more per Ausa Power. They also receive +10 Hit Points per Ausa Power and their Critical Threshold is raised by 2 per Ausa Power. This Ausa Power refers to what it is when the spell is triggered, and not where/when it was cast. Once triggered, the effects fade over the course of 2 minutes. The caster can only make 1 coliker at a time, and may disenchant one he had previously placed through touch. If the recipient dies, or leave the continent, the spell also ends.

Sun Water

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Enchantment

Rank: 2	Rng: Touch
Cost: 2 SpP	AoE: Special
CsD: 2	Dur: Permanent
CsI: 1 Hour	Res: None

The caster must find a small body of water, about 50 gallons or more, where the suns are currently reflecting off the water. The spell is cast and then 3 flasks of water can be collected per casting. The water glows brilliantly and has several properties. First, it is bright as a torch. If a whole flask is drunk, it warms the recipient who is now immune to natural cold and has a 20% immunity to unnatural cold per Ausa Power. If a flask is poured on a wound, it will cure all natural and unnatural infections. If thrown on the ground, it bursts into cloud of hot gas, causing 1d10 Heat Damage, +3 per Ausa Power, to all within a 3-yard radius. This can only be cast once, if cast again, the current flasks disenchant and more is made.

