

ES GUILD OF EMERALD SKY

The Guild of Emerald Sky is the most successful and global magic guild of all. Founded by the immortal archmage Ioldrak-Sul in 400AH at the same time as the official christening of Isengard as the capital of humanity, it is also one of the oldest magical organizations. Under the guidance of Ioldrak-Sul and

Kal-Zurak, another archmage and good friend, the two helped usher in the Age of Magic and cement the guild into history through their roles on the Magic Council. Aiding in the clamping down on rogue mages, further defining of the schools of magic and becoming a major factor in developing a methodology of teaching magic to young individuals with the potential to manipulate mana. Specializing in alteration and transmogrification magic, the guild has spread to nearly every major metropolis on the western continent and several of the largest cities on the eastern continent. It is really the only global organization on the planet



The Gachala Emerald – the largest Emerald Gem on Al'Akwannon 971 carats and a symbol of the guild housed in Isengrim

Ethos: Guild members of Emerald Sky are taught to master their arts and endeavor to always gain a profit. The guild takes a highly mercenary stance towards all applications of magic for those outside the guild and often even within it.

Echelon of Power: the Grand Meta Mage (Magic Council Seat)

the Gachala Six; Six Arch-Magi (the six most successful guild masters, changed yearly, this is not always based on power)

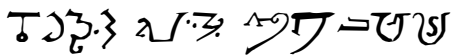
the Emerald Council (Internal Governance attended yearly by all of the guild heads, many of whom are arch-mages)

Clothing: Guild members are instructed to wear shades of green only, unless on some sort of clandestine operation. Wearing the signature colors of the guild is often enough to keep unwanted harassment away as most immediately recognize the colors of the guild and the influential connection for even the youngest and most inexperienced members

Locations: There are major guilds in every major metropolitan city across the globe and guilds of varying sizes in other strategic or otherwise profitable locations

Weapon and Armor Restrictions: One handed swords generally, but almost invariably a one handed weapon of some kind if used at all and lightweight, primarily ornamental armors (DM)

Guild Member Restrictions: Guild members must show exceptional problem solving abilities and instinct (minimum Reason 14, minimum Intuition 14)



Ecolu Ahn Mogrus (the School of Transmogrification)

The Emerald Sky's School of Transmogrification, better known as Shapeshifting, fosters the growth of specialists in the transmutation sub-sphere of physical alteration. Mages learn to maximize self-alterations and the effectiveness of altering others

Admittance to the School: To gain entrance to the school, a prospective student must be sponsored by an active or honorary guild member. The prospect must show physical fortitude and a creative spirit

Ability Requirements: Must meet all guild requirements and must additionally have a minimum Health of 12 and minimum Fitness of 14

Oppositional Spheres: Divination and Evocation

School Hierarchy: Probate (Level 0-1), Neolyte (Level 1-2), Minor Shifter (Level 3-4), Shifter (Level 5-6), Greater Shifter (Level 7-11), Master Shifter (Level 12-13), High Shifter (14+)

School Powers/Skills

Neolyte (2nd Level) Powers/Skills

(Multi-Wizard 10cp; Single Class Wizard 15cp)

- 10cp Transmogrification Cantrips at will
- 10cp Reduce Self 3/day
- 5cp Sphere Bonus (+15% to learning)
- 4cp Anatomy: Humanoid
- 2cp Somatic Concealment Proficiency

Minor Shifter (4th Level) Powers/Skills

(Multi-Wizard 10cp; Single Class Wizard 15cp)

- 10cp Minor Transmog Endurance (+25% Duration)
- 10cp Shift Senses at will
- 5cp Molecular Healing: Minor 3/day
- 2cp Lore: Animal/Insect: General
- 2cp Artistic Ability: Shapeshifting

Mutare (6th Level) Powers/Skills

(Multi-Wizard 15cp; Single Class Wizard 20cp)

- 15cp Alter Self at will
- 10cp Harden Skin: Minor 3/day (+4 DEF)
- 10cp Assume Animal Form at will (pick one)
- 2cp Lore: Monster: General
- 4cp Weaponsmith: Crude

Magnus Mutare (8th Level) Powers/Skills

(Multi-Wizard 15cp; Single Class Wizard 25cp)

- 15cp Median Transmog Endurance (+50% Duration)
- 15cp Assume Wraith Form 3/day
- 10cp Body Weaponry at will
- 2cp Lore: Demons: General
- 2cp Lore: Wards/Sigils: Transmogrification

Master Shifter (10th Level) Powers/Skills

(Multi-Wizard 20cp; Single Class Wizard 30cp)

- 20cp Polymorph Other by touch 3/day
- 15cp Harden Skin: Major 3/day (+8 DEF)
- 15cp Molecular Healing: Major 3/day
- 10cp Assume Avian Form at will (pick one)
- 2cp Lore: Legends/Folklore: Lycanthropes

High Shifter (12th Level) Powers/Skills

(Multi-Wizard 25cp; Single Class Wizard 40cp)

- 20cp Major Transmog Endurance (x2 Duration)
- 20cp Polymorph Self at will
- 20cp Assume Monstrous Form at will (pick one)
- 15cp Force Shapechange by touch at will
- 2cp Lore: Wards/Sigils: Transmog: Permanent

Spells

Students of the school gain access to all Alteration sphere magic, gaining a chance to learn those in the transmogrification focus with a bonus of 10% (or +25% if the 1st Level Sphere Bonus is taken.) In addition, the students gain access to a random number of miscellaneous, non-oppositional magics, dependant on their teachers and their personal aptitude. Finally, the students gain access to the following spells unique to the Emerald Sky School of Transmogrification, also with the bonus of +10% (or 25%.) Spell descriptions are attached below

- 1st Adrenaline Boost, Chameleon, Claws
- 2nd Absorb Disease, Ignore Fatigue, Resist Pain
- 3rd Absorb Poison, Amplify Pain, Cannibalize Self
- 4th Add Appendage, Body Control
- 5th Assume Ethereal Form, Metal Skin
- 6th Beneficent Polymorph, Merciful Metamorphosis, Trollish Fortitude
- 7th Age Creature, Body Outside Body, Duo-Dimension
- 8th Giant Size, Iron Body
- 9th Instant Regeneration

1st Level Spell Descriptions

Adrenaline Boost

Range	0	Duration	1 round/level
Casting Time	1	AOE	Shifter
Save	None	School	Alteration

Endows the shifter with a period of heightened physical capability for the duration. The shifter gains 2d6 points to spread between STR, DEX and CON subabilities (max +3 in any one subability)

Chameleon

Range	0	Duration	2 rounds/level
Casting Time	1	AOE	Shifter
Save	None	School	Alteration

Allows the shifter to blend in with the surrounding area. When immobile, he will be virtually invisible, especially at ranges of over ten yards (generally only detectable by someone with Observation standard or similar skill.) When moving in areas where the colors and textures of the background do not vary much, the shifter's skin masks quite well, while abrupt changes (whether due to movement or a viewer's perspective) cause approximately a one melee adjustment period (DM) but in general this applies a detection penalty of -50% (DM)

Claws

Range	0	Duration	1 round/level
Casting Time	1	AOE	Shifter
Save	None	School	Alteration

Causes the shifter's fingertips to grow into razor sharp claws which can cause 1d6 damage in hand to hand combat. Optionally, the shifter may garner climbing or digging claws. Climbing claws afford a +30% to climbing skills and digging claws allow burrowing into normal earth at a rate of 2 feet/round

2nd Level Spell Descriptions

Absorb Disease

Range	0	Duration	Instant
Casting Time	2	AOE	Shifter or creature touched
Save	None	School	Alteration

Allows the shifter to absorb a disease from a touched creature or purge a disease from his own body. The spell does not affect such supernatural diseases as lycanthropy or mummy rot

Ignore Fatigue

Range	0	Duration	1 day/level
Casting Time	2	AOE	Shifter
Save	None	School	Alteration

Allows the shifter to ignore the need for sleep or rest for the duration. The shifter must still meditate in order to regain mana, however

Resist Pain

Range	0	Duration	1 turn/level
Casting Time	2	AOE	Shifter or creature touched
Save	None	School	Alteration

Allows the affected creature to ignore the effects of pain, keeping them from falling unconscious due to such physical shock, allowing them to resist torture, etc. The spell does not prevent unconsciousness due to loss of blood

3rd Level Spell Descriptions

Absorb Poison

Range	0	Duration	Instant
Casting Time	3	AOE	Shifter or creature touched
Save	None	School	Alteration

Allows the shifter to absorb toxins from a touched creature or purge poisonous substances from his own body. The spell may not affect certain supernatural or extremely exotic poisons (DM)

Amplify Pain

Range	5 feet/level	Duration	1 melee/level
Casting Time	3	AOE	One creature
Save	Fort ½ effect	School	Alteration

Allows the shifter to amplify the pain of any wound, be it a scratch or gaping wound (though more severe wounds may cause penalties to a victim's saving throw.) The target must make a Fort save at -2 or be consumed by pain, barely able to move or defend. If the save is made the victim suffers a -4 on all actions (DM) for the duration (note - this makes spellcasting almost impossible)

Cannibalize Self

Range	0	Duration	Instant
Casting Time	3	AOE	Shifter
Save	None	School	Alteration

Allows the shifter to transmogrify his own life energy into useable mana. The shifter can convert one point of Constitution into 5 points of mana and may use as many CON points as desired. The shifter loses hit point bonuses from CON while lowered and the CON heals at a rate of approximately 1 CON point/week of rest

4th Level Spell Descriptions

Add Appendage

Range	0	Duration	1 turn/level
Casting Time	1 round	AOE	Shifter
Save	None	School	Alteration

Allows the shifter to create one extra appendage of any kind for every six caster levels. Appendages can be grown from any part of the shapeshifter's body, but clothing and armor worn is a consideration. The DM will assign special benefits, attacks and uses for the added appendage

Body Control

Range	0	Duration	1 hour/level
Casting Time	4	AOE	Shifter
Save	None	School	Alteration

Allows the shifter to alter his own physiology to adapt to foreign environments for the duration. The adaptation must be keyed to a specific surrounding (i.e. - underwater, elemental plane of fire, arctic cold, etc.; DM)

5th Level Spell Descriptions

Assume Ethereal Form

Range	0	Duration	1 turn/level
Casting Time	1 round	AOE	Shifter
Save	None	School	Alteration

Allows the shifter to become a ghost like creature which can move along the border ethereal. As such, the shifter may move through solid objects of any kind on the prime material plane, moving at his normal rate of speed. The shifter may choose to be visible or invisible to normal vision, though various methods of magical and hyper sensitive detection can locate the ethereal form. The shifter may only be struck by +1 or better weapons in this form

Metal Skin

Range	0	Duration	1 melee/level
Casting Time	5	AOE	Shifter
Save	None	School	Alteration

Allows the shifter to transform his skin into a flexible, yet nigh indestructible metal. While metal, the shifter is immune to non-magical weaponry, immune to 1st level spell damage and automatically has damage of other minor sphere spells reduced by half (¼ damage with save.) The only exception to this damage is electrical damage which does normal damage to the shifter. Additionally, while metal the shifters base DEF improves by +8 and his punches, kicks and other HTH attacks do a base d8 damage plus muscle bonuses. There are other inherent bonuses and some limitations associated with being metallic (DM)

2nd Level Power Descriptions

Transmogrification Cantrips at will

Range	10 feet	Duration	Special
Casting Time	1	AOE	Special
Save	Negates	School	Alteration

Allows the shifter to perform many minor magics in the transmogrification (shapeshifting) school (change one's eye color, skin color, hair color, hair length, shape nails, etc.) All are obviously magic and are subject to the DM's restrictions. Cantrips expend no mana, however, the mage must have at least a point of mana in his pool in order to perform such magic

4th Level Power Descriptions

Shift Senses at will

Range	Special	Duration	Special
Casting Time	1	AOE	Shapeshifter
Save	None	School	Alteration

Allows the shifter to alter his senses at will allowing him to do a variety of things such as using hearing to see through a door, using touch to taste an item and using sight to smell something a great distance away. The drawback is that while one sense is altered, it no longer functions in its normal capacity. It takes a mere melee round to shift one's sensory use

6th Level Power Descriptions

Harden Skin: Minor 3/day

Range	0	Duration	1 round/level
Casting Time	1	AOE	Shapeshifter
Save	None	School	Alteration

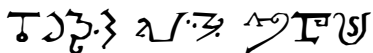
Allows the shifter to alter his physical properties transforming his skin into a hardened, yet flexible substance effectively improving his DEF by 4 for the duration. If possible the shifter may use cantrips or other spells to alter the special effects (i.e. - appear as light chain, chitinous shell, scales, etc. (DM))

8th Level Power Descriptions

Body Weaponry at will

Range	0	Duration	Special
Casting Time	1	AOE	Shapeshifter
Save	None	School	Alteration

Allows the shifter to alter his appendages at will to become any sort of weapon the shapeshifter is familiar with. Because the weapon is attached to the shapeshifter, non-proficiency penalties are halved. If possible the shifter may use cantrips or other spells to alter the special effects or use spells through the body weaponry (i.e. - make whips appear as tentacles, use Ray of Enfeeblement by touch, etc.)



Ecolu Ahn Mutus (the School of Transmutation)

The Emerald Sky's School of Transmutation, or Alteration, is the eldest of all the guild's schools. It fosters the growth of specialists in the primary transmutation sphere. Mages learn to manipulate objects and the universe around them to their advantage

Admittance to the School: To gain entrance to the school, a prospective student must be sponsored by an active or honorary guild member. The prospect must show exceptional learning capability

Ability Requirements: Must meet all guild requirements and must additionally have a minimum Knowledge of 14

Oppositional Spheres: Abjuration and Evocation

School Hierarchy: Probate (Level 0-1), Neolyte (Level 1-2), Lesser Alterist (Level 3-4), Adept Alterist (Level 5-6), Greater Alterist (Level 7-11), Regulator (Level 12-13), Master Regulator (14+)

School Powers/Skills

Neolyte (1st Level) Powers/Skills

(Multi-Wizard 10cp; Single Class Wizard 15cp)

10cp

10cp

5cp

2cp

2cp

Minor Shifter (3rd Level) Powers/Skills

(Multi-Wizard 10cp; Single Class Wizard 15cp)

10cp

10cp

5cp

2cp

2cp

Shifter (5th Level) Powers/Skills

(Multi-Wizard 15cp; Single Class Wizard 20cp)

15cp

10cp

10cp

2cp

2cp

Greater Shifter (7th Level) Powers/Skills

(Multi-Wizard 15cp; Single Class Wizard 25cp)

15cp

15cp

10cp

4cp

2cp

Master Shifter (12th Level) Powers/Skills

(Multi-Wizard 20cp; Single Class Wizard 30cp)

20cp

15cp

15cp

10cp

2cp

High Shifter (14th Level) Powers/Skills

(Multi-Wizard 25cp; Single Class Wizard 40cp)

20cp

20cp

20cp

15cp

2cp

Spells

Students of the school gain access to all Alteration sphere magic, gaining a chance to learn those in the augmentation focus with a bonus of 10% (or +25% if the 1st Level Sphere Bonus is taken.) In addition, the students gain access to a random number of miscellaneous, non-oppositional magics, dependant on their teachers and their personal aptitude. Finally, the students gain access to the following spells unique to the Emerald Sky School of Augmentation, also with the bonus of +10% (or 25%.) Spell descriptions are attached below

1st

2nd

3rd

4th

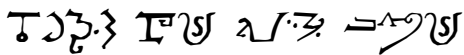
5th

6th

7th

8th

9th



Ecolu Atus Ahn Agmus (the School of Augmentation)

The Emerald Sky's School of Augmentation fosters the growth of specialists in the primary transmutation sub-sphere of augmentation. Mages learn to increase the natural abilities and powers of themselves, creatures and spells

Admittance to the School: To gain entrance to the school, a prospective student must be sponsored by an active or honorary guild member. The prospect must show fortitude and endurance

Ability Requirements: Must meet all guild requirements and must additionally have a minimum Fitness of 14 and minimum Stamina 13

Oppositional Spheres: Abjuration and Divination

School Hierarchy: Probate (Level 0-1), Neolyte (Level 1-2), Lesser Amplifier (Level 3-4), Adept Amplifier (Level 5-6), Greater Amplifier (Level 7-11), Master Amplificationist (Level 12-13), Grandmaster Amplificationist (14+)

School Powers/Skills

Neolyte (1st Level) Powers/Skills

(Multi-Wizard 10cp; Single Class Wizard 15cp)
10cp Augmentation Cantrips at will
10cp Spider Climb 3/day
5cp Sphere Bonus (+15% to learning)
4cp Anatomy: Humanoid
2cp Ancient History: Emerald Sky

Lesser Amplifier (3rd Level) Powers/Skills

(Multi-Wizard 10cp; Single Class Wizard 15cp)
10cp Minor Augmentation Amplitude (+25% Range)
10cp Strength by touch 3/day
5cp Lesser Fortitude (+2 sv vs physical affect; DM)
2cp Endurance Proficiency
4cp Quickness Proficiency

Adept Amplifier (5th Level) Powers/Skills

(Multi-Wizard 15cp; Single Class Wizard 20cp)
15cp No need for sleep (meditate for mana pts)
10cp Minor Augmentation Endurance (+25% Dur)
10cp Infravision at will
4cp Fine Balance Proficiency
2cp Lore: Wards/Sigils: General

Greater Amplifier (7th Level) Powers/Skills

(Multi-Wizard 15cp; Single Class Wizard 25cp)
15cp Median Augmentation Amplitude (+50% Range)
15cp Fly at will
10cp Median Fortitude (+4 sv vs physical aff; DM)
4cp Harness Subconscious Proficiency
2cp Lore: Wards/Sigils: Augmentation Tattoos

Master Amplificationist (12th Level) Powers/Skills

(Multi-Wizard 20cp; Single Class Wizard 30cp)
20cp Haste Self at will
15cp Median Augmentation Endurance (+50% Dur)
15cp No need to breathe (DM)
10cp Stoneskin 1/day
2cp Lore: Circles: Magic Augmentation

Grandmaster Amplificationist (14th Level) Pwr/Sk

(Multi-Wizard 25cp; Single Class Wizard 40cp)
20cp Major Augmentation Amplitude (x2 Range)
20cp Major Augmentation Endurance (x2 Duration)
20cp Greater Fortitude (+8 sv vs physical aff; DM)
15cp Immunity to Stat/HP Drain Attacks (DM)
2cp Lore: Wards/Sigils: Permanent Augmentation

Spells

Students of the school gain access to all Alteration sphere magic, gaining a chance to learn those in the augmentation focus with a bonus of 10% (or +25% if the 1st Level Sphere Bonus is taken.) In addition, the students gain access to a random number of miscellaneous, non-oppositional magics, dependant on their teachers and their personal aptitude. Finally, the students gain access to the following spells unique to the Emerald Sky School of Augmentation, also with the bonus of +10% (or 25%.) Spell descriptions are attached below

- 1st Expeditious Retreat, Eye of the Tiger, Fiery Eyes, Light Step, Steady Aim, Swim
- 2nd Brawl, Breath of Life, Cat's Grace, Encompassing Vision, Scent Mask, Swift Mount, Vocalize
- 3rd Deadly Strike, Eye of the Eagle, Lesser Skill Appropriator
- 4th Improved Strength, Master of Arms, Running Warrior
- 5th Ironguard, Primal Fury, Superior Spell Enhancer
- 6th Greater Skill Appropriator, Pain, Power Word: Silence, Urgent Utterance
- 7th Withering Palm
- 8th Greater Skill Appropriator
- 9th Spellstrike

1st Level Spell Descriptions

Expeditious Retreat

Range	0	Duration	3 rounds + 1 rnd/lvl
Casting Time	1	AOE	Caster
Save	None	School	Alteration

Triples the casters movement rate for the duration of the spell and allows vertical leaps up to 5ft and horizontal leaps up to 15ft with ease. While moving at this rate, the caster cannot perform any other actions (although he can stop and make an action) including spell casting. This spell will not work in conjunction with other movement enhancing spells and items

Eye of the Tiger

Range	Touch	Duration	1 round/level
Casting Time	1	AOE	Creature touched
Save	None	School	Alteration

Endows the subject exceptional nightvision up to 60ft for the duration

Fiery Eyes

Range	0	Duration	3 rounds/level
Casting Time	5	AOE	Caster
Save	None	School	Alteration

Causes the caster's eyes to glow with an unnatural fire, projecting beams of light and heat in any direction the caster looks. The light is the equivalent of a bright lantern and will fully illuminate the target area up to 60ft away. Within a 3ft radius, the caster may focus the vision for 3 melees on any combustible material and cause them to ignite. The spell may be used in conjunction with Hypnosis, Hypnotic Pattern and similar spells and will cause a -1 to victim saves for such. Some creatures can be affected as if by Fear when viewing this spectacle (DM)

Light Step

Range	Touch	Duration	5 rounds/level
Casting Time	1	AOE	Creature touched
Save	None	School	Alteration

Endows the recipient with a limited form of Levitation, allowing them to walk over any surface without leaving tracks (including snow, mud, etc.) and preventing them from being able to trigger weight activated traps and covered pits. In addition, the creature may walk across slow moving or still liquid surfaces at half their normal walking rate (DM.) The creature can only move at a walking pace to keep the trackless, lightweight movement, however, if the light step is not required, the spell effectively increases movement by 50% for the duration

Steady Aim

Range	30 yards	Duration	1 turn/level
Casting Time	1	AOE	One warrior
Save	None	School	Alteration

Conveys exceptional aim to the target warrior for the duration. If the warrior is motionless and set, the aim allows a bonus of +2 to hit for all attacks with missile weapons. If the warrior is moving (running, mounted, aboard a wagon, etc.) the aim will automatically offset any and all movement penalties, no matter how unsteady the motion

Swim

Range	0	Duration	3 rounds/level
Casting Time	1	AOE	Creature touched
Save	None	School	Alteration

Enables the recipient to swim with the ease of a fish, allowing movement of 10 hexes/melee combat, or 20mph non-combat movement. This spell does not confer the ability to breathe underwater

2nd Level Spell Descriptions

Brawl

Range	Touch	Duration	1 melee/level
Casting Time	2	AOE	Creature touched
Save	None	School	Alteration

Enhances the recipient's unarmed combat abilities affording them a +2 to initia, +2 to hit with all hand to hand (non-weapon) attacks and a +10% to any special effects success rate (stunning, KO, etc.) In addition, any holds or locks established have a +4 bonus to be maintained (or -4 to victim's escape attempts)

Breath of Life

Range	100 yards	Duration	5 turns
Casting Time	1/10th of a second	AOE	1 creature/level
Save	None	School	Alteration

Endows all target creatures in range the ability to hold their breath for the duration. The casting time is 1/100th of a normal melee round and can be cast before any other actions in a round

Cat's Grace

Range	Touch	Duration	1 hour/level
Casting Time	2	AOE	Creature touched
Save	None	School	Alteration

Enhances the recipient's base Dexterity for the duration (increasing their subabilities proportionally.) Rogues gain up to 1d8 points, Wizards and Warriors up to 1d6 points and Priests up to 1d4 points. The spell cannot confer higher than 20 Dexterity (but may enhance subabilities beyond this) and is not cumulative with any other Dexterity enhancing magic or power

Encompassing Vision

Range	Touch	Duration	1 hour/level
Casting Time	6	AOE	Creature touched
Save	None	School	Alteration

Affords the recipient 360 degree vision for the duration allowing them to only be surprised by ranged attacks. In addition, this spell is cumulative with other vision and detection spells (i.e. - Infravision, Detect Invisibility, Detect Supernatural, etc.)

Scent Mask

Range	Touch	Duration	1 turn/level
Casting Time	2	AOE	1 creature/level
Save	None	School	Alteration

Conceals all odors emanating from touched creatures for the duration, preventing the ability to track or otherwise detect them via olfactory sense. The spell will automatically negate an odor based attack, such as a skunk's spray, a Stinking Cloud spell, etc.

Swift Mount

Range	Touch	Duration	2 hours + ½ hour/lvl
Casting Time	1 round	AOE	1 mount/two levels
Save	None	School	Alteration

Effectively doubles the affected mounts' movement rate for the duration, including any form of locomotion (i.e. - running, swimming, flying, etc.) The spell does not increase carrying capacity and casting the spell on an encumbered mount automatically negates the spell. At the end of the spell, affected mounts are physically exhausted and cannot be moved for approximately 24 hours

Vocalize

Range	0	Duration	5 rounds
Casting Time	2	AOE	Creature touched
Save	None	School	Alteration

Allows the caster to cast any spell which normally requires verbal commands without them (DM) for the duration, allowing the caster to successfully cast in the confines of a Silence radius or stealthy activity

3rd Level Spell Descriptions

Deadly Strike

Range	0	Duration	1d6+3 melees
Casting Time	3	AOE	Caster
Save	None	School	Alteration

Improves the martial prowess of the caster for the duration, causing all successful hits in melee to cause maximum damage. The spell affects only hand to hand weapons, unarmed combat and hand propelled missiles (i.e. - knives, darts, etc.)

Eye of the Eagle

Range	Touch	Duration	1 turn/lvl
Casting Time	1 round	AOE	Creature touched
Save	None	School	Alteration

Increases the affected creature's vision to double it's normal effectiveness (this is cumulative with such spells as infravision and natural abilities like nightvision.) The Observation proficiency is temporarily increased by 30% and it improves accuracy with long range missile weapons (such as bows), providing a +2 to hit at all ranges

Lesser Skill Appropriator

Range	Touch	Duration	1 turn/lvl
Casting Time	3	AOE	Caster
Save	Special	School	Alteration/Enchantment

Allows the caster to temporarily gain aptitude with a non-weapon proficiency known by another. If the target of the spell is a willing party, there is no saving throw, however, if the target wishes to resist a save is allowed. Skills learned are at the same % as the "teacher" and the spell cannot confer specialized capabilities (specialized proficiencies automatically translate as a standard proficiency at 120%)

4th Level Spell Descriptions

Improved Strength

Range	Touch	Duration	1 rnd/level
Casting Time	4	AOE	One creature
Save	None	School	Alteration

A more powerful version of the Strength spell, it allows the mage to confer giant class strength to the recipient. Warriors may gain up to 1d8+4 slots (max 25), Priests and Rogues 1d6+4 (max 23) and Wizards 1d4+4 (max 21). At the end of the spell, the affected creature become extremely exhausted and must rest for 1d3 turns to recover his normal strength. The spell is not cumulative with other strength enhancing magic

Master of Arms

Range	Touch	Duration	1 turn/level
Casting Time	4	AOE	Warrior touched
Save	None	School	Alteration

Allows the mage to enhance the weapon's skill of any warrior touched. Recipients become proficient with any weapon they pick up for the duration, weapons which they are familiar or proficient with become the equivalent of specialized and weapons which they are specialized in become the equivalent of weapon of choice. The spell cannot confer weapon mastery or beyond

Running Warrior

Range	60 yards	Duration	2 rnds/level
Casting Time	4	AOE	One creature
Save	None	School	Alteration

Allows the mage to enhance the movement and speed of a warrior for purposes of fighting a running battle or one which is fought over a wide terrain. The affected creature first is granted a move of 15 hexes in combat, regardless of their level of encumbrance. In addition, no matter how far the creature moves in combat, they may still make half of their attacks (i.e. - may move full move and still attack)

5th Level Spell Descriptions

Ironguard

Range	Touch	Duration	1 round/level
Casting Time	5	AOE	One creature
Save	None	School	Alteration

Allows the mage to confer immunity to the existence of non-magical metals to herself or the creature touched. Weapons of such origin will simply pass through the protected individual as if they do not exist. In addition, the affected creature may pass through metal doors, bars and similar impediments as if they do not exist. The spell affects the creature and all items on it's person at the time of casting (in other words, metal armors/weapons worn at the time of casting are unaffected and may be used normally)

Primal Fury

Range	20 yards	Duration	1 round/level
Casting Time	5	AOE	One warrior
Save	None	School	Alteration

Allows the mage to confer a surge of rage to the target warrior, transforming him into a berserker-like juggernaut. The recipient becomes immune to all forms of fear and gains a +2 to save versus all forms of debilitating magic. In addition, the warrior receives +2 to hit and damage for the duration, gains one additional attack phase (i.e. - 3/2 becomes 2, etc) and gains a temporary boost of 4d4 hit points. In combat, the warrior will seek out and destroy all of his enemies first, however, if the spell is still in effect when all such targets are eliminated, he will turn on the nearest creature, friend or foe, with the intent of destroying them as well

Superior Spell Enhancer

Range	0	Duration	Instant
Casting Time	+1	AOE	Caster
Save	None	School	Alteration

Allows the mage to augment the power of one of her spells, increasing it's potency and damage. The enhancement is chanted before the actual spell is cast, then the attack spell. The enhanced spell causes all targets to have their magic resistance lowered by 10%, save at -1 and each die of damage to be increased by 1 (i.e. - Fireball becomes 1d6+1 damage per die)

6th Level Spell Descriptions

Greater Skill Appropriator

Range	Touch	Duration	1 turn/lvl
Casting Time	3	AOE	Caster
Save	Special	School	Alteration/Enchantment

Allows the caster to temporarily gain aptitude with a non-weapon proficiency known by another. If the target of the spell is a willing party, there is no saving throw, however, if the target wishes to resist a save is allowed. Skills learned are at the same % as the "teacher" and the spell cannot confer specialized capabilities (specialized proficiencies automatically translate as a standard proficiency at 120%)

Pain

Range	Touch	Duration	1 turn/lvl
Casting Time	3	AOE	Caster
Save	Special	School	Alteration/Enchantment

Allows the caster to temporarily gain aptitude with a non-weapon proficiency known by another. If the target of the spell is a willing party, there is no saving throw, however, if the target wishes to resist a save is allowed. Skills learned are at the same % as the "teacher" and the spell cannot confer specialized capabilities (specialized proficiencies automatically translate as a standard proficiency at 120%)

Power Word: Silence

Range	120 yds	Duration	1 round
Casting Time	1	AOE	One Creature
Save	None	School	Alteration

Causes the victim and everything within a one foot radius of them to become completely silent for the duration. This prevents spellcasting of any kind, command words and any sound based attacks

Urgent Utterance

Range	0	Duration	One day or until used
Casting Time	1 turn	AOE	Caster
Save	None	School	Alteration/Enchantment

Allows the caster to prepare a spell for an emergency use. Once the urgent utterance is cast, the mage focuses on the desired spell and weaves it's somatic and verbal components into a single command word which can be triggered before any initiative.

The mage can have up to three such spells readied (each requires a separate spell), all spells must be 6th level or lower (DM's restrictions on spells)