

BRILLIANCE

1. **Projected Light** — Beam of light (like a flashlight) springs from the caster's palm. This beam has a 50' effective range. When hand is made into a fist, the light will "shut off" until the fist is opened again.
2. **Glow** — Causes a small, 1" diameter point of light that will glow softly. This spell provides enough light for *Nightvision* to work properly; but not enough light to allow much mobility in the dark. See Section 7.1.19.
3. **Light I** — Lights a 10'R area about the point touched. If the point is on a mobile object or being, it will move with the object/being. See Section 7.1.19.
4. **Self Aura** — Causes a bright aura about the caster, making him appear more powerful and subtracting 5 from all attacks.
5. **Light Eruption** — [RR Mod: -10] Causes a 10'R sphere of intense light. All within are stunned for 1 round per 10 failure.
6. **Shock Bolt** — A bolt of intense, charged light is shot from the palm of the caster. Results are determined on the Shock Bolt Attack Table.
7. **Darkness** — As *Light*, except a 10'R of normal darkness is created.
8. **True Aura** — As *Self Aura*, except it makes him appear extremely powerful and subtracts 15 from all attacks.
10. **Light V** — As *Light I*, except radius is 50'.
11. **Darkness V** — As above, except radius is 50'.
13. **Hue** — Causes any object up to 1000 cubic feet to glow with any desired color.
15. **Beacon** — Ray of light of any color springs from caster's hand. This ray can be up to 5 miles long.
16. **Greater Darkness** — As *Darkness*, except radius is 100' per level.
18. **Utterlight** — As *Light*, except radius is 100' **and** it is equivalent to full daylight. All magically created darkness is nullified for the duration.
19. **Utterdark** — Darkens a 100'R, no non-magical light can exist in the area and magic light (except for *Utterlight*) must make a RR or it is canceled.
20. **Sunfires** — Focuses sunlight as a lens, must be focused initially on a fixed point. After 1 round it can be moved at a rate of 1' per round. It will burn through a 1' diameter at a rate of 1' per round (for wood), 4" per round (for stone), or 1" per round (for metal). This spell cannot be used effectively in combat (as foes can easily move out of the way). However, if used on an immobile foe, see *Hand of Fire* for damage resolution process.
25. **Sunfires True** — As *Sunfires*, except doesn't need sunlight.
30. **Hand of Fire** — As *Sunfires*, except the range and focus is 6" from open palm of caster (caster's arm is immune) **and** it can be moved 10' per round. It can be used in melee; striking on the Fire Bolt Attack Table (deliver double concussion hits) with an OB equal to (30 + caster's directed spell skill bonus with *Hand of Fire*). If the attack is fumbled (01-02 UM), the caster takes an automatic 'C' Heat Critical.
50. **Hand of Fire True** — As *Hand of Fire*, except doesn't need sunlight.

OPEN MENTALISM 4.1.3

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Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Projected Light	50' beam	10 min/lvl	self	E
2)	Glow	caster	1 min/lvl	self	E
3)	Light I	10'R	10 min/lvl	touch	E
4)	Self Aura	caster	10 min/lvl	self	U
5)	Light Eruption	10'R	—	100'	F
6)	Shock Bolt	1 target	—	100'	DE
7)	Darkness I	10'R	10 min/lvl	touch	E
8)	True Aura	caster	10 min/lvl	self	U
9)					
10)	Light V	50'R	10 min/lvl	touch	E
11)	Darkness V	50'R	10 min/lvl	touch	E
12)					
13)	Hue	1000 cu'	10 min/lvl	touch	U
14)					
15)	Beacon	5 mi R	C	self	E
16)	Greater Darkness	100'R/lvl	10 min/lvl	touch	E
17)					
18)	Utterlight	100'R	1 min/lvl	touch	E
19)	Utterdark	100'R	1 min/lvl	touch	E
20)	Sunfires	1 point	C	500'	E
25)	Sunfires True	1 point	C	500'	E
30)	Hand of Fire	1 point	1 rnd/lvl	6"	DE
50)	Hand of Fire True	1 point	C	6"	DE

SPECIAL NOTES

None of the *Aura* spells (*Self Aura* and *True Aura*) are cumulative with each other or with the *Blur* spell.