

# Aether Smith

Stat: SAN

Aether Smiths are known for their ability to warp the arcane into the physical, constructing items and armies of frost and snow. From illusions built of frost, to tools built of ice, Aether Smiths are the makers of anything and everything temporary and arcane in nature.

Name	Prereq	Type	Cost	Effect
<b>Little Lamp</b>	0	Action	1 AP	Form a small ball of light, which remains stationary relative to the earth. This means, should a sky scraper collapse with the Little Lamp at the top, the Little Light would stay stationary in the air. Disappears after 24 hours have passed, or removed by its creator.
<b>Frigus Nail</b>	1	Action	1 AP	Glue any two objects together with Arcane Ice, which is as hard as brick. This effect melts after 4 turns, but can be reapplied at any time.
<b>Conjure Tool</b>	1	Action	1 AP	Form a 2 handed tool such as a fire axe or shovel, which melts away after 4 turns. Does 1 damage if used as a weapon.
<b>Visual Arcana</b>	1			See arcane power itself, as it flows from place to place. Once activated, Visual Arcana will slowly fade over the course of 1 minute.

<b>Charge Load</b>	5	Action	1 AP	Construct a bullet, arrow, spike or other type of ammunition out of pure arcana. This ammunition acts as a basic unmodified version of what its replacing, and stays in the weapon until being fired. Reloads an entire clip of ammunition at once.
<b>Altered Geometry</b>	5	Action	2 AP	Adds physical geometry to the area around the caster that did not previously exist. This geometry can be as simple or as complex as the caster wishes in appearance, however they may only make 30 cubic meters of new geometry. This geometry matches its intended appearance, including replicated the durability of steel or the softness of a mattress. Altered Geometry must extend the dimensions of another object, such as walls, floors, cabinets, or sofas. Altered Geometry melts away after 1 hour.
<b>Fire of Ice</b>	5	Passive	-1 AP	Touching any construction of the casters without prior authorization results in catching on fire, as their Arcane Ice has become red hot. Does not effect allies, or unintended targets.

## High Mason

<b>Frozen Scaffold</b>	2	Action	1 AP	Construct a temporary structure out of brittle Arcane Ice with the durability of wood. May be constructed to hold up to 10 cubic meters of space. Brittle Arcane Ice does not melt on its own.
<b>Frozen Supports</b>	3, Frozen Scaffold	Action	1 AP	Create a heavy load bearing structure out of Arcane Ice. This structure is as tough as Dark Steel and lasts 1 minute. During this time it will be able to hold 200,000kgs of weight. The caster may make 3 cubic meters for every 1 AP spent to cast this spell.
<b>Raise Barricade</b>	3, Frozen Scaffold	Action	1 AP	Form a wall of Arcane Ice up to 5 tiles wide and 3 meters tall. This wall is as tough as metal and lasts for 1 minute before melting.
<b>Frozen Shell</b>	3, Frozen Scaffold	Action	2 AP	Create a thick piece of brittle Arcane Ice on an object or person of choice. When attacked, this object will not take damage, instead shattering the Frozen Shell. Brittle Ice does not melt on its own.

<b>Glazed Repair</b>	4, Frozen Scaffold	Action	1 AP	Use Arcane Ice to temporarily hold the form of any given object or machine. For the next minute, the object will work as it did in an undamaged and unbroken state. If the item would be broken while Glazed Repair is active, Glazed Repair is removed from the item but the item itself does not take further damage.
<b>Illusionary</b>				
<b>Arcane Darkness</b>	2	Action	1 AP	Make an object appear as another of a similar shape or size for the next 12 hours, after which the illusion melts away. Difficulty for Perception Skill Checks is decided by the size of the object. Small objects, such as coins and rocks should have a difficulty of 4, a table would have a difficulty of 3 and a building would have a difficulty of 1.
<b>Project Object</b>	3, Arcane Darkness	Action	1 AP	Create a projection of an object in a different space. This projection will move with the original object, and will retain its exact position relative to the object it is projected from. The projection cannot be interacted with physically, and requires a difficulty 4 Perception Skill Check to see through. After 1 hour the projection melts into steam.

<p><b>Obscure Nature</b></p>	<p>3, Arcane Darkness</p>	<p>Action</p>	<p>1 AP</p>	<p>Distort and alter the look of an object beyond recognition. This will clearly appear as an illusion, but the original object will not be evident, even with a Perception Skill Check. Distortion will not hide the objects general shape, but any physical, mechanical, emotional, or mental details of the object are hidden until the illusion is broken. Obscure Nature melts away after 3 hours.</p>
<p><b>Facade</b></p>	<p>3, Arcane Darkness</p>	<p>Action</p>	<p>1 AP</p>	<p>Change details about your husk to mask it with another. This must be done with a target in mind, who the caster will resemble after the use of Facade. Perception Checks made to detect the illusion have a difficulty of 3. Facades last for 1 hour before melting.</p>
<p><b>Illusionary Ventriloquism</b></p>	<p>4, Arcane Darkness</p>	<p>Passive</p>	<p>-1 AP</p>	<p>Use subtle illusionary magic to consistently hide motions related to spellcasting. Upon casting a spell, it is impossible to visually, or audibly perceive the source of the spell without external contexts. This effect may be cast aside should the caster chose, so they may visually perform any spell they wish.</p>

<p><b>Destroy Darkness</b></p>	<p>2</p>	<p>Action</p>	<p>1 AP</p>	<p>Causes all darkness in a 10x10 meter area around the caster to disappear, causing everything to appear as if a white light is shining on it. This light is visible to all, and even pierces arcane darkness. Lasts for 1 minute or 12 rounds.</p>
<p><b>Displace Hearing</b></p>	<p>3, Destroy Darkness</p>	<p>Action</p>	<p>1 AP</p>	<p>Pick a location no more than 20 meters from the caster, and move all hearing to that spot, relative to the earth. The caster hears as if their ears are in that exact location, and lasts for 5 minutes. There is no visual or audible indication on the target location of the spell's effect. Additionally, the caster cannot hear through their original ears.</p>
<p><b>Displace Sight</b></p>	<p>3, Destroy Darkness</p>	<p>Action</p>	<p>1 AP</p>	<p>Choose a location within 20 meters of the caster, and move all vision to that sight, relative to the earth. The caster sees as if their eyes are in that exact location, and lasts for 3 minutes. There is no visual or audible indication on the target location of the spells effect. Additionally, the caster cannot see through their original eyes.</p>

<p><b>Marked Sight</b></p>	<p>3, Destroy Darkness</p>	<p>Action</p>	<p>1 AP</p>	<p>The caster visualizes an object they have previously seen or held. Upon casting Marked Sight this visualization turns into a visualization of the location of the object. There is no guidance to the object, however the vision of the objects current location happens in real time, allowing the caster to see any shifting parts of its surrounding environments.</p>
<p><b>Psychometry</b></p>	<p>4, Destroy Darkness</p>	<p>Action</p>	<p>2 AP</p>	<p>Gain the memories of an object over the last 12 hours. All that the object has been present for becomes the knowledge of the caster. This includes auditory and visual information.</p>

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