

Arcane Themes

Theme Name

Theme Description including list of arcane powers that come with it.

Common

All mages, regardless of type, have access to the following arcane powers:

- Duration, basic
 - Duplicate Effect
 - Quick Cast
 - Throw Spell
- additionally all learned mages have access to
- Reduce Cost

Arcane

One of the most common arcane themes on Flax for all types of mages, it is taught in nearly every arcane academy and in specialized alchemy schools for both Learned and Dependent mages.

- sense magic
- suppress magic
- imbue essence
- channel power
- detect talent

Cold

Natural mages with this theme are almost exclusive to Flax's colder, northern, reaches. Learned and dependent mages are also more likely to study this theme or its powers in the north but some academy's do teach it further south.

- control temperature
- resist temperature
- freeze
- slow

Fire

Rare for natural mages, other than the Pure-Blooded Torleni of the Trail of Eyes, Fire magic is quite common throughout the academies of Flax as well as with dependent mages.

- control temperature
- direct heat
- ignite
- resist temperature
- shape flame
- wizards fire

Force

One of the most common arcane themes taught in academies, and developed by dependent mages; force magic is used for all manor of trades and on the battlefield.

- augment body
- force barrier
- force push
- force strike

Healing

One of the rarest gifts amongst natural and dependent mages healing arts are taught in most academies.

- arcane surgery
- energize
- sense health
- speed recovery

Lightning

Natural mages can develop this talent anywhere, and it is especially common to those who come of age in the Shardlands; it is rare to find a teacher north of the Bredth Bogs and northern reaches of Mount Milomb.

- augment speed
- energize
- lighting

- resist shock

Mind

Mind mages are especially secretive, only the most prestigious academies for learned mages can boast a teacher of this discipline. This theme's powers are also especially rare amongst dependent and learned mages except for Torleni and their kin.

- augment mind
- mental communication
- selective perception
- mind over body

Movement

Especially common in dependent mages, there are numerous schools devoted to training them for work in labor and transportation markets.

- augment reflexes
- augment speed
- haste
- move water
- move wind

Perception

Generally considered an unsavory practice perception magic is frowned upon by learned mages but is not uncommonly practiced by natural and dependent ones.

- alter perception
- augment perception
- obfuscate
- selective perception

Space

Rarely a specialty of learned mages space magics are often dabbled in for their utility.

- area of effect
- enhance range
- relocate

Storm

While some dependents manifest powers of this theme storm magic is generally the domain of natural sorcerers with very few learned practitioners.

- call rain
- lightning
- move wind
- area of effect

Targeting

Seeking magic is generally considered the domain of service peddling dependents many learned mages study it for its battlefield applications.

- additional targets
- affect accuracy
- arcane targeting
- seek target

Temporal

Highly valued as it is temporal magic is taught at surprisingly few institutes and is even more rarely seen in practiced by natural mages.

- duration true
- haste
- slow
- time lapse

Water

Valued everywhere water magic may be the most common theme practiced on Flax, it is however considered beneath many wealthy or noble learned mages.

- call rain
- draw water
- move water
- purify water
- sense water
- water to ...

Wind

Very common amongst natural mages wind magic is quite rare for learned mages to practice; generally being thought less useful than force or movement for rather similar function.

- force push
- move wind
- augment speed
- enhance range