-Orix

Altered Reality

LEVEL 0.1 | STACK 99

TIRO: Beauty Contestant:2nd Prize

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
15% Max	Self	Self	5 Minutes	12 Hours	No Save

Recipient becomes more attractive by their race's standards.
Caster lets colorful sparks cover the part they wish to change,
which fade after a moment.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL 0.1 | STACK 99

TIRO: Pie Fight!

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
20% Max	4 Squares	1 Target	Initiative	1 Round	RM: 1 Blocks Vision

Glowing Pie appears as thrown pie to block vision.
The caster makes a throwing gesture and a pie made out of colorful light appears,
flying towards the target

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL 0.3 | STACK 1

TIRO: 2 Rope Image

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
10% Max	1 Rope	1 Rope	1 Minute	2 Hours	SKL: 1 Rope not cut

The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
Does allow the Caster to roll a Save to merge the ropes into one.
Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL 5 | NAE'EM | STACK 3

Ribbon Goblin Lookout

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	1/4 Mark	1 Ribbon Crtr	30 Minutes	8 Hours	No Save

Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.
LVL:2 HP:2 Attks:x0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqs.
Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.

FOCUS:Telepathic Convo

COUNTER:SAME SPELL WILL COUNTER. L

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 18	Nae'Em Clues Remove	20 SP

Battle-Defense

LEVEL 7 | STACK 6

Half Wall of Force

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	Touch	4 Sqs Long	20 Minutes	20 Minutes	No Save

Barely visible burgundy coils follow the caster's hand outlining the wall.
1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15
Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.

FOCUS:+ another corner.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

LEVEL 10 | STACK 2

Minor Defense Bubble

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	Touch	Self	Initiative	1 Battle	RM: 2

Lavender coils loop around the caster in a ribboned chain-linked bubble.
Attacks are slowed, thus the impact lessens the damage.
Lavender coils loop around the caster in a ribboned chain-linked bubble.

FOCUS:Other recipients

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Save +1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL 12 | STACK 1

Circle of Langstrom Expulsion

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	Touch	3x3 Squares	10 Minutes	4 Hours	SKL: 2

Solid purple coils settle to the ground and become chalk.
Returns Langstrom creatures. The caster rolls a MGC:2 save.
Solid purple coils settle to the ground and become chalk.

FOCUS:AOE: 4 Sq Radius

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

-Orix

Battle-Offense

LEVEL **0.2** | STACK 99

TIRO: Fire Crack!

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
20% Max	6 Squares	1 Target	Initiative	Instant	RM: 1 Damage taken

Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required)
Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL **0.4** | STACK 99

TIRO: Quick Flash Fire

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
30% Max	12 Squares	1 Target	Initiative	Instant	AGL: 2 No Damage

Colorful embers appear in the caster's palm.
ToHIT Required.
1d12 Damage. Save for half damage.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL **1** | STACK 99

Force Pinch

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	8 Squares	1 Square	Initiative	Instant	RM: 2

Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be
Damage of 1d4 + ACU. Target Save Lose Attack/Action.
Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be able to see the target. (No ToHIT)

FOCUS:Save +1 Col
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL **2** | STACK 1

Force Push

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	10 Squares	2 Squares	Initiative	Instant	RM: 2

Solid lavender coils extend from caster's hand to push directly from the caster to the targe
Direct damage of 1d6 + ACU. Target(s) Save or pushed back
Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHIT)

FOCUS:Save Col +1
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Save +1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

LEVEL **4** | STACK 2

Conjure Native Beetles

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	4 Squares	1 Mark	Initiative	2 Rounds	SKL: 2 Conjured

A swarm appears in a square adjacent to the target.
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.
Will attack any living target. Even if the target is friendly to the caster.
Save to conure.

CREATE:Beetleroot Granules
FOCUS:Save +1 Col
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL **8** | STACK 99

Force Clap

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	12 Squares	2 Squares	Initiative	Instant	RM: 2 1/2 Damage

A force wall pushes directly from the caster to the target but only the target will usually
Damage of 2d6+ACU. Target Saves or Daze 1d2 rds.
A force wall pushes directly from the caster to the target but only the target will usually be dazed and/or take damage. (No ToHIT)

FOCUS:Save Col +1
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL **12** | STACK 99

Class Power Attack

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	8 Squares	1 Target	Initiative	1 Round	RM: 3 1/2 Dmg if same

Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class.
SYL:Ice, STM:Elect, ORX:Force, EOL:Acid
The power surges outward impacting the enemy.
No ToHIT required.

FOCUS:Knockback w/ RM:3
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

-Orix

LEVEL **17** | STACK 99

Hammering Force

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
20 pts	12 Squares	2 Squares	Initiative	Instant	RM: 2

A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to
Damage of 3d8 + ACU in 2 sqs. Target(s) Save or Stunned 1d3 rds.
A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage
to creatures/items in the way. (No ToHIT)

FOCUS:Save Col +1
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

Battle-Prep

LEVEL **0.3** | STACK 99

TIRO: Armor of Light

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
30% Max	Self	Self	1 Minute	4 Hours	No Save

Solid Multi Colored flashes and surrounds the Caster.
AC becomes 16. Image of bright, sparkly magic armor around Caster.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL **2** | STACK 1

Triggered Forced Healing

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	Self	Caster	1 Hour	3 Days	No Save

Damage triggers 2d8 rolled. Damage first, then 2x Healing.
In effect until duration is over or is used.
Does NOT allow the choice to not use it.
Only 1 triggered health can be in place at any time.

CREATE:Triggered Forced Health Dr
FOCUS:Stack+1
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Healing +4	10 SP
Lvl 18	Duration X4	10 SP

LEVEL **3** | STACK 1

Improve Resist & Skill Saves

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	Self	Caster	6 Minutes	2 Hours	No Save

Violet coils encircles the caster, flashes, then fades away.
-5% to Resist Magic and Skill Saves for this ORIX.
Violet coils encircles the caster, flashes, then fades away.

FOCUS:Total= 10% adjust
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Duration X4	10 SP
Lvl 9	Duration +50%	6 SP

LEVEL **4** | STACK 1

Weapon Speed Charm

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	Touch	1 Weapon	30 Minutes	1 Battle	SKL: x

Bright plum colored coils encircle the weapon. (A pink oil)
Weapon +1 Init, poss +2 or +3. Each + is a separate spell.
Bright plum colored coils encircle the weapon. (A pink oil)

CREATE:
FOCUS:Column -1
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 18	Duration X4	10 SP

LEVEL **8** | STACK 1

Circle of Protection vs Magic

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	Self	3x3 Squares	8 Minutes	10 Minutes	RM: 2

Magenta coils ripple from caster's hand to the edge of AOE.
Challenges to the circle equals MGC:? Save
Chalky magenta powder

CREATE:
FOCUS:COL +/- 1
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 9	Duration +50%	6 SP
Lvl 4	Aura Brightens	-2 SP

LEVEL **9** | STACK 1

Triggered Shield vs 1

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	Self	1 Battle	1 Minute	3 Days	SNS: 2

Redish blue sparks dance around the caster. (Redish blue sand)
-1 ToHIT vs caster if a single attacker SNS:2 Save fails.
Redish blue sparks dance around the caster. (Redish blue sand)

CREATE:
FOCUS:-1 ToHIT
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Damage +50%	8 SP

-Orix

LEVEL **12** | STACK 99

Circle of Containment

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	BRU: 3 Exit Circle

Barely visible blue streams of light form a cage inside the circle.
Creatures are able to easily enter the AoE with no issues.
Drawn circle that stops creatures from exiting its area.
Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)".
Must Save to Exit.

FOCUS:BRU:>95
COUNTER:Same Spell
ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

Call-Summon

LEVEL **0.3** | STACK 99

TIRO: I Have Your Item!

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
30% Max	4 Sqs	1 Item	Initiative	1 Round	RM: 1 Item grabbed.

Bright Multi Colored flashes travel towards the item and snatches it.
Random object (No magic/metal/crystalline). Metal armor = 1 worse Save.
Save to retrieve item.

COUNTER: None
ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL **17** | STACK 99

Force Cage

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
20 pts	8 Squares	3x3 Squares	10 Minutes	3 Rounds	SKL: 2

Smokey purple strands weave and become a cage for all but Dokour.
May be over a circle of containment. 3d6 damage to touch.
Smokey purple strands weave and become a cage for all but Dokour.

FOCUS:Cage HP = 398
COUNTER:Same Spell
ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

Communication-

LEVEL **0.2** | STACK 99

TIRO: Amplify Own Speech

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
20% Max	Self	3x3x3 Sq	Initiative	5 Minutes	No Save

The caster takes a deep breath and speaks at an amplified volume.
Amplifies sound out up to a 3 Square wide Cube.
Amplify even whispers.
Doesn't affect anyone but the caster.
As normal for the resulting volume it does carry over walls/barriers.

COUNTER:Same Spell
ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL **0.3** | STACK 0

TIRO: Colored Signal Flare

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
15% Max	20 Squares	1 Flare	Initiative	1 Minute	No Save

A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20

1 - 5	is	bright red,
5 - 10	is	bright blue,
10 - 15	is	bright yellow,
15 - 20	is	bright green.

COUNTER:Same Spell
ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL **0.4** NAE'EM | STACK 99

TIRO: Sloppy Spying

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes	No Save

Ghostly Multi Colored flashes surround the caster for the duration.
Caster is the only one that sees the effects of this spell.
Others have no indication beyond a lot of multi colored magic floating around.

COUNTER: None
ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL **4** | STACK 0

Arcane Translation - 1 Page

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	Touch	200 Characters	20 Minutes	20 Minutes	RM: 2

Plum colored coils drift to the text and lightly rebounds back to the caster.
Interaction with living text. Very involved spell.
Plum colored coils drift to the text and lightly rebounds back to the caster.

FOCUS:Random Enhancement
COUNTER: None
ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

-Orix

LEVEL **4** | STACK 3 | COST: 4 pts | RANGE: Touch | AREA OF EFFECT: 2x1 Sqs (Wall) | ROLL OUT: 30 Minutes | DURATION: Until Triggered | SAVE: No Save

Triggered Announcements

Redish blue smoke moves from the casters hands to the center spot on the stone.
Motion activated. 30 words or less.
Redish blue smoke moves from the casters hands to the center spot on the stone.

FOCUS:Facail movements.
COUNTER: None
ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

LEVEL **6** | STACK 3 | COST: 8 pts | RANGE: Touch | AREA OF EFFECT: 200 Characters | ROLL OUT: 10 Minutes | DURATION: 1 Hour | SAVE: SKL: 1

Release Arcane Script

Purple smoke gathers around the script.
For moving letter script (Cursed?)
Purple smoke gathers around the script.

COUNTER: None

LEVEL **7** | STACK 3 | COST: 8 pts | RANGE: In Sight | AREA OF EFFECT: 16 Sq Sphere | ROLL OUT: 10 Minutes | DURATION: 20 Minutes | SAVE: No Save

High Flares

Brilliant violet smoke issues from the casters hand and quickly turn into the flares the cas
Red, Brown, Yellow, Purple, or Green arranged as a d6 (1 to 6)
Brilliant violet smoke issues from the casters hand and quickly turn into the flares the caster needs. (Purple candles)

CREATE:
FOCUS:Delayed 5 Minutes.
COUNTER:Same Spell
ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL **8** | STACK 1 | COST: 8 pts | RANGE: Touch | AREA OF EFFECT: 200 Characters | ROLL OUT: 1 Hour | DURATION: Permanent | SAVE: SKL: 3

Constrain Arcane Script

Smokey magenta coils swirl around the script.
Write in Arcane
Smokey magenta coils swirl around the script.

COUNTER: None

LEVEL **11** | STACK 99 | COST: 12 pts | RANGE: 1 Square | AREA OF EFFECT: 1 Signpost | ROLL OUT: 10 Minutes | DURATION: 3 Days | SAVE: No Save

Add Signs to Signpost

Violet coils attach to the signpost and become a sign.
20 chars on each Sign. Up to 3 Signs.
Violet coils attach to the signpost and become a sign.

FOCUS:Visible Sign & Post
COUNTER: None
ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL **11** | STACK 3 | COST: 12 pts | RANGE: Touch | AREA OF EFFECT: 2 Squares | ROLL OUT: 3 Days | DURATION: Permanent | SAVE: No Save

Triggered Announcement

Violet coils move to the target then fade into the targeted area.
Motion activated. 30 words or less. Permanent.
Violet coils move to the target then fade into the targeted area.

FOCUS:Speaks if a face
COUNTER: None
ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 14	Range At 3 Sqs	8 SP

Creation-Meta

LEVEL **0.1** | STACK 3 | COST: 20% Max | RANGE: 1 Square | AREA OF EFFECT: 1 Plant | ROLL OUT: Initiative | DURATION: 10 Minutes | SAVE: No Save

TIRO: Water From A Plant

The caster enchants a plant to pour water.
Water pours as if from a spout, but instead it is from the plant.
This only creates enough water to fill up a waterskin throughout the Duration.
Does NOT have any affect against plant creatures.

COUNTER: None
ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

-Orix

LEVEL 2 | STACK 99

Dispel Magic

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	4 Sqs	1 Item	10 Minutes	Permanent	SKL: 1 Comparative

Dispell Magic done by those most able. Eolas or Orix.
Eolas and Orix gain this 2nd Tier spell early!
GM determines the Save column for the item based on the nature of its power.
Caster and GM both roll the Save. The greater success wins out. (Or least loss)
Can be used to disrupt permanent magic. Doesn't affect non permanent spells.

CREATE:Scroll of Dispel Magic
FOCUS:Rollout = 2 Rounds
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL 3 | NAE'EM | STACK 1

Call Bonded Person

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	PMP	1 Recipient	30 Minutes	Instant	No Save

Thick violet coils create a portal.
Teleport a preselected person to the casters side.
Thick violet coils create a portal.

FOCUS:AOE +1
COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

LEVEL 3 | STACK 1

Orix False Glow

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	4 Squares	1 Item	2 Minutes	15 Minutes	No Save

Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then f
Reveal of Magic will show a false positive.
Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.

FOCUS:Visible to all
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP

LEVEL 3 | STACK 1

Visible Sign Posts

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	5 Squares	1 Sign Post	1 Minute	2 Hours	No Save

Smokey violet coils Move Outward To Reveal Any Posts.
Sign posts from teleports become visible. [ORX]
Smokey violet coils Move Outward To Reveal Any Posts.

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP

LEVEL 16 | STACK 3

Create Leather Golem

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
16 pts	Touch	1 Contstruct	6 Hours	1 Day	No Save

wrap the leather into a humaniod shape.
AC:16/10, Move 6. 1x1 Init-2 ToHIT+2 2d10 Dmg. HP:120
wrap the leather into a humaniod shape.

FOCUS:Damage +4
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL 17 | STACK 99

Place An Arcane Aspect

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
20 pts	Touch	1 Item	3 Days	Permanent	No Save

Embeds an aspect permanently

COUNTER: None

LEVEL 18 | STACK 1

Create Wood Golem

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
20 pts	Touch	1 Construct	8 Hours	1 Day	SKL: 2

Bright lavender coils bind the wood into a moving creature.
SKL:2 to create. AC:19/13, Move 8. 1x1 Init+0 ToHIT+4 3d8 Dmg. HP:160
Bright lavender coils bind the wood into a moving creature.

FOCUS:Damage +6
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

-Orix

LEVEL 19 | STACK 1

Create Stone Golem

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
20 pts	Touch	2x2 Squares	8 Hours	1 Month (30 days)	SKL: 4

Vivid violet coils surround the stone and animates a creature.
SKL:4 to create. AC:22/19, Move 10. 1x1 Init+0 ToHIT+8 3d10 Dmg. HP:200
Vivid violet coils surround the stone and animates a creature.

FOCUS:Damage +10
COUNTER: None
ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

Find-Hide-Reveal

LEVEL 1 | STACK 1

Detect Magic & Number of Aspects

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant	RM: 2 Not Blinded

Caster attempts to find out if an item/object is magical
Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind(Save vs Blind.)
Everyone in 20 sqs must Save if the item is powerful. Failing blinds 2d4 rds.
Detection will not enact powers/magic. Does give a count of Aspects in the item.
Does not reveal the kind of magic.

CREATE:Scroll of Detect Magic
FOCUS:No blinding.
COUNTER: None
ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

LEVEL 2 | STACK 3

Orix View Sign Posts

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	8 Squares	1x1 Sq Sphere	2 Minutes	30 Minutes	No Save

Lavender coils orbit the casters head.
View Sign Posts
Lavender coils orbit the casters head.

COUNTER: None
ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP

LEVEL 5 | NAE'EM | STACK 3

Create Ionic Marker

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	Touch	1 Object	1 Day	Permanent	No Save

Thick purple coils surrounds the item and fades into it.
Creates permanent marker
Thick purple coils surrounds the item and fades into it.

COUNTER: None
ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Range At 3 Sqs	8 SP

LEVEL 5 | NAE'EM | STACK 99

Locate Ionic Marker

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	PMP	1 Marker	1 Hour	Instant	SKL: 2

Purple coils whirl around the caster then point the direction of the marker.
Caster able to identify the markers location. (N,NE,E,SE,S,SW,W,NW)
Purple coils whirl around the caster then point the direction of the marker.

FOCUS:SKL:1
COUNTER: None
ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

LEVEL 9 | STACK 99

Detect 'Ems (All Types)

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
36 pts	4 Squares	1 Square	20 Minutes	Instant	RM: 2 Revealed

Bright Orange ribbons float to the object/person and fade as they surround them.
Caster attempts to reveal the existence and nature of a Nae'Em.
This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em.
But only 1 can be reviewed.

FOCUS:Rollout Halved.
COUNTER: None
ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL 9 | NAE'EM | STACK 1

Search for Arcane Focus Item

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	Self	1 Mark	1 Day	4 Hours	SKL: 2 Found

Caster is soley able to detect a focus item within range.
Caster chooses detection method:
Vibration: Caster feels a vibration which grows as they near the item.
Audible: Caster hears a low siren which grows louder as they near the item.
Visual: Caster sees a glowing dot which grows brighter as they near the item.

COUNTER: None
ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

-Orix

LEVEL 11 NAE'EM STACK 99

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day	SNS: 2 GM See eyes move.

Sight of the Statue

Barely visible seafoam colored weave travels from the caster's hand to the statue.
Used on art/sculptures with eyes.
Caster to see through the eyes of a statue.
Does NOT allow the caster to hear or feel by bonding with the statue.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Nae'Em Clues Remove	20 SP

LEVEL 13 STACK 1

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
16 pts	Self	10 Marks	1 Hour	6 Days	No Save

Find Nearest Langstrom Portal

Bright purple coils arrange into 1 to 2 letters indicating the compass direction.
Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster.
Bright purple coils arrange into 1 to 2 letters indicating the compass direction.

FOCUS:Distance in Marks
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP

LEVEL 16 NAE'EM STACK 99

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
64 pts	1 Square	1 Square	12 Hours	Permanent	No Save

Reveal True Name

This uses all the clues the caster has gathered attempt to find the True Name.
Use clues gathered to attempt to find the True Name.
Caster states aloud all the clues during the rollout.
Resulting in the direction and distance in marks if the Save is passed.
The knowledge is NOT announced out loud.

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

Food-Water

LEVEL 1 STACK 99

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent	No Save

Draw Up Ground Water

Blue and Orange ribbons burrow into the ground.
Pull water from ground. 2 skins per Tier. 1 skin in dry areas.
Typical person requires 1 skin per day. Deserts mean 2 per day.
Does NOT continously draw water from the same spot,
Each repeat adds 10% to failure chance (1d100 roll).

FOCUS:+2 Skins extra
COUNTER: None

ENHANCEMENTS:

Lvl 16	Rollout 1 Min	8 SP
Lvl 20	AOE X4	20 SP
Lvl 12	AoE X2	6 SP

LEVEL 6 STACK 99

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	6 Squares	1 Square	10 Minutes	Permanent	No Save

Destroy Harmful Substance

Bright wine colored coils drift about in the AOE then fades.
Material decays if rotten/poisoned.
Bright wine colored coils drift about in the AOE then fades.

COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP

LEVEL 8 STACK 99

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	Touch	1 Item	3 Days	5 Years	No Save

Imbue an Item with

Lasts 5 years if within 8 Sqs of caster.

COUNTER: None

LEVEL 9 STACK 1

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	3 Squares	2x2 Squares	1 Day	Permanent	No Save

Food Times Three

Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)
Increases amount of food by 3. Max of 63 meals affected per spell.
Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)

CREATE:
FOCUS:Tastier
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

-Orix

Health-Life-Death

LEVEL **0.1** | STACK 99 | COST: 30% Max | RANGE: 1 Square | AREA OF EFFECT: Recipient | ROLL OUT: Initiative | DURATION: Permanent | SAVE: No Save

TIRO: Healing Bolus

A rainbow of colors surrounds the person being healed.
1d12 HP healing. Does heal 1d12 painlessly.
Does NOT heal Undead or Living Dead.
Does NOT heal any sicknesses, diseases or other ailments.
Does NOT deal any damage prior to healing the Recipient.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL **1** | STACK 1 | COST: 4 pts | RANGE: 1 Square | AREA OF EFFECT: 1 Target | ROLL OUT: Initiative | DURATION: Permanent | SAVE: No Save

Forced Heal 1d6 HP (+more)

Healing energy drawn from all parts of the body are forced to the wounded area.
First roll the dice and calculate full healing with enhancements,
Then apply as force damage to the target, if the target is dead next steps fail.
Lastly, apply the full healing time two (x2) to the target.
This becomes more powerful (and more costly) with the Enhancements.

FOCUS:Fragility Save - 1 Column
COUNTER: None
ENHANCEMENTS:
Lvl 18 Range X4 10 SP
Lvl 14 Range At 3 Sqs 8 SP

LEVEL **5** | NAE'EM | STACK 1 | COST: 8 pts | RANGE: 4 Squares | AREA OF EFFECT: 1 Heal Spell | ROLL OUT: 10 Minutes | DURATION: Instant | SAVE: No Save

Assist Another's Healing

Barely visible purple coils reach out to join the efforts of the other healing spell.
Other caster: Heal x2 then +4
Barely visible purple coils reach out to join the efforts of the other healing spell.

COUNTER: None
ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 12 Rollout Init 12 SP
Lvl 10 Rollout Halved 6 SP

LEVEL **12** | STACK 99 | COST: 12 pts | RANGE: 6 Squares | AREA OF EFFECT: 1 Target | ROLL OUT: Initiative | DURATION: Permanent | SAVE: No Save

Ranged Forced Healng 2d8+2 HP

Barely visible Blue sparks and Orange ribbons wind around the recipient.
Energy from throughout the body is force to an injury.
Roll dice and use the result to apply damage,
the use double the same result and apply healing.

COUNTER: None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 9 Range at 1 Sq 6 SP
Lvl 14 Duration X2 8 SP

LEVEL **15** | STACK 1 | COST: 16 pts | RANGE: Touch | AREA OF EFFECT: 1 Target | ROLL OUT: 1 Minute | DURATION: 1 Month (30 days) | SAVE: RM: 1

Held Stasis

Burgundy coils wrap around the target & orbit the target until end of duration.
Places a non-combatant into a Coma like state.

FOCUS:Duration +6 Months
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 12 Range X2 8 SP
Lvl 14 Range At 3 Sqs 8 SP

Light-

LEVEL **0.4** | STACK 99 | COST: 10% Max | RANGE: 10 Squares | AREA OF EFFECT: 2x2 Sqs | ROLL OUT: Initiative | DURATION: 1d20 Minutes | SAVE: No Save

TIRO: Aural Spark

Colorful lights surround an area.
Non-flammable point of low light. 1 of 5 colors.

COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 SP

LEVEL **4** | STACK 1 | COST: 4 pts | RANGE: Self | AREA OF EFFECT: 12 Sqs Radius | ROLL OUT: 2 Minutes | DURATION: 2 Hours | SAVE: No Save

Capture/Release Normal Light

Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed
1 light source per Tier. Light must be less than bonfire brightness.
must be able to see the light source or where the light source will be located at.

CREATE:Stone of Capture/Release Light
FOCUS:Item emits a light
COUNTER: None
ENHANCEMENTS:
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP
Lvl 12 AoE X2 6 SP

-Orix

N Nae'Em-People

LEVEL 12 NAE'EM STACK 1

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier	SKL: 2 Able to listen

Eavesdrop on Nae'Em Convo

Listen in on a private conversation. But give up the ability to see.
Creates a temporary Nae'Em when a conversation is within range.
But blocks the vision of the caster while they listen to a Nae'Em conversation.
The owners of the Nae'Em communication will not be aware.
Can be used as a True Name clue.

FOCUS:Duration +20 Min
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

N Tae'Em-Thing

LEVEL 5 NAE'EM STACK 1

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	PMP	1 Item	Initiative	Instant	No Save

Call/Return Nae'Em Item

Purple coils spin around the casters hand until an item appears.
Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.
Purple coils spin around the casters hand until an item appears.

FOCUS:30 lbs / 13.6 Kg
COUNTER: None

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 18	Nae'Em Clues Remove	20 SP
Lvl 4	Aura Brightens	-2 SP

N Vae'Em-Venue Site

LEVEL 5 NAE'EM STACK 3

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour	SKL: 2

Scry to a Nae'Em

Caster is able to view one of their Nae'Ems from above.
View from 4 squares above, but will lower the view if needed.

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

Personal-Connections

LEVEL 0.2 STACK 99

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
40% Max	10 Squares	1 Target	Initiative	Special	SKL: 3 Friends!

TIRO: Random Friendship

Colorful heart-shaped sparkles around casters hands.
Potentially makes someone more tolerant of the caster.
Does last only 10 minutes (outside of battle) or one round (in battle).
Does allow the Target to make a Save.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL 7 STACK

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	8 Squares	1 Target	1 Round	5 Rounds	:

Hold Civilized Creature

Barely visible burgundy coils streak out from the casters pointed finger and winds around th
Must be in sight. Target unable to cast, fight, or talk.
Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.

FOCUS:target can talk.
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

LEVEL 9 NAE'EM STACK 99

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
24 pts	4 Squares	1 Item	2 Hours	Permanent	RM: 2 success

Find Clues To True Name

Bright Orange ribbons float to the object/person and fade as they surround them.
Caster attempts to locate clues to find a True Name.

FOCUS:Rollout Halved.
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

-Orix

LEVEL 11 NAE'EM STACK 1

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
36 pts	Touch	1 Item	3 Days	Permanent	RM: 3 Connected

Connect To An Arcane Focus Item

Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollo
Creates a connection between the caster and the Arcane Focus Item.
Require the item to be of the highest quality.
Caster must currently not have a Focus Item.

FOCUS:No current Focus Item.
COUNTER: None
ENHANCEMENTS:

Lvl 14	Save -1 Col	8 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL 12 NAE'EM STACK 3

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	1 Square	1 Creature	10 Minutes	8 Hours	No Save

Langstrom Servant: Pucoe Gree

Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)
Vaguely humanoid gray servant from Langstrom
Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)

FOCUS:Protect caster
COUNTER: None
ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

Shelter-Rest-Protection

LEVEL 0.2 STACK 99

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours	No Save

TIRO: Garish Pup Tent

Bright Multi Colored flashes form a broken down colorful tent.
Bright multicolored pup tent. 2 participants.

COUNTER: None
ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL 10 STACK 3

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	12 Squares	See Description	5 Min / Wall	4 Hours	No Save

Walls of Force (4 to 6)

Solid lavender coils follow the caster's hand outlining the walls.
2 Sqs High. Length up to 6 Sqs per wall.
Solid lavender coils follow the caster's hand outlining the walls.

FOCUS:Door Included.
COUNTER:Same Spell
ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL 11 STACK 3

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour	No Save

Force Wall

Bright violet coils Outline the wall then fade away.
2 Sqs High. Length up to 6 Square and 1 corner.
Bright violet coils Outline the wall then fade away.

FOCUS:HP:80 AC:16
COUNTER:Same Spell
ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 12	AoE X2	6 SP

Tracking-

LEVEL 0.4 STACK 99

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
30% Max	Self	1 Trail	Initiative	1 Hour	No Save

TIRO: Tracking

Solid Multi Colored flashes to show everyone in sight where path is.
Find and follow a trail while leaving an obvious trail with signposts.

COUNTER: None
ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

Travel-Planes

LEVEL 0 NAE'EM STACK

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts					:

Langstrom Location (Vae'Em)

creates a 'known' location in the Langstrom.

COUNTER: None
ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 18	Nae'Em Clues Remove	20 SP

-Orix

LEVEL **0.1** | STACK 99

TIRO: Quick Jump

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
20% Max	1d6 Squares	Self	Initiative	Instant	No Save

Colorful glow appears under caster's feet & follows them as they jump.
1d6 squares in direction indicated.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL **0.3** | STACK 99

TIRO: Quick Push!

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
40% Max	4 Squares	1 Recipient	Initiative	Instant	BRU: 2 Not moved

Bright Multi Colored flashes travel towards the Target and surround them.
Recipient forced to random spot up to 4 Squares away.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL **1** | STACK 99

Send Item to A Nae'Em Location

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	PMP	1 Mid Item	20 Minutes	Instant	No Save

Solid blue coils flashes as a portal opens and swallows the covered object.
Item fits into 1 Sq blanket and not living.
Solid blue coils flashes as a portal opens and swallows the covered object.

FOCUS:Add Ionic Marker

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 1	Cast Without Enough	2 SP
Lvl 4	Aura Brightens	-2 SP

LEVEL **6** | STACK 1

Langstrom Rupture

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	8 Squares	1x1 Sq Portal	30 Minutes	1 Minute	No Save

Barely visible wine colored coils swirl and to become a lime green portal.
To random spot in Langstrom. More use = Danger.
Barely visible wine colored coils swirl and to become a lime green portal.

FOCUS:Partial gets SKL:1

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 12	Range X2	8 SP

LEVEL **10** | STACK 99

Ladders & Stairs

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
12 pts	12 Squares	1 Square	5 Rounds	1 Hour	No Save

Can be cast/created in any plane
ITEM TO CREATE: Ladders And Ladders Breakable. BUY:60 GP.
- Ladder:1-12 sqs x 1 sq. Stairs:6 sqs x 6 sqs.
- Obsidian Shard, Stagnant Sea Water, Marigold Wine.
- Focus Item. Creation SP: x3 spell cost.

CREATE:

FOCUS:Hand rails

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 18	Range X4	10 SP

LEVEL **15** NAE'EM | STACK 1

Create Permanent Location Tae'Em

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
16 pts	10 Squares	2x2 Sq Area	1 Day	Permanent	No Save

Orange ribbons encircle the area.
Location becomes a teleport destination.
Orange ribbons encircle the area.

FOCUS:Casual

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

Tricks-

LEVEL **4** | STACK 1

Call Item (in Sight)

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
4 pts	6 Squares	1 Item	Initiative	Instant	AGL:

Barely visible plum colored coils extend from casters hand to the item.
Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible.
Barely visible plum colored coils extend from casters hand to the item.

FOCUS:20 lbs / 4.5 Kg

COUNTER: None

ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

-Orix

Utility-

LEVEL **0.4** | STACK 99 | SAVE: No Save

TIRO: Tasty Cumber Meals

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
25% Max	Touch	Varies	1 Minute	1 Hour

Multi Colored flashes extend from Caster's hand and form into consumable food.
1d12 meals appear at waist height of the Caster.

COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP

LEVEL **1** | STACK 99 | SAVE: No Save

Arcane Light with Class Hue

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
4 pts	Self	Varies	Initiative	4 Hours

With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power.
This spell does stay fixed in relation to the caster, right above them.
Use a Focus item for control of light brightness.

CREATE:Astral Candle Light Powder
FOCUS:Brighter by Tier
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 18	Duration - EOY	20 SP

LEVEL **2** | STACK 3 | SAVE: No Save

Langstrom Cloak Pockets

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
4 pts	Touch	1 Worn Garment	1 Minute	1 Week

Barely visible lavender wisps spiral around the caster.
Pocket within current cloak/robe
Barely visible lavender wisps spiral around the caster.

FOCUS:Hides magic
COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Duration X2	8 SP

LEVEL **3** | NAE'EM | STACK 1 | SAVE: No Save

Animate Cats Eye Marble

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
4 pts	Self	Caster	1 Minute	2 Hours

Solid violet coils orbit above the caster's head then fades.
Caster sees through the marble which can be part of an item.

FOCUS:Multi-Vision
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP

LEVEL **4** | STACK 99 | SAVE: No Save

Shadow of the Magi

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds

Stays fixed right above the caster.
Darkness to continues for up to 4 rds after the concentration has stopped.
Caster to creates darkness that will stay centered above them.
Keep darkness active by lightly concentrating on the spell,
Other spells actions that do not state a need to concentrate may be used.

CREATE:Dust of Darkness
FOCUS:Dur=20 Min (No conc)
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL **4** | STACK 99 | SAVE: No Save

Shadow of the Magi - Duplicate

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
4 pts	2 Squares	3 Sq x 3 Sq	1 Minute	1 Day

With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power as per Tier.
With a twirling of the fingers the caster brings about light! Eolas can use as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Default Light: Candle light

FOCUS:Brighter by Tier
COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

LEVEL **6** | STACK 3 | SAVE: No Save

Force Platform

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes

Shining wine colored coils Outline the platform.
Levitating plaform. HP:60 AC:14 Move:2
Shining wine colored coils Outline the platform.

FOCUS:Half Wall
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP