




-Orix

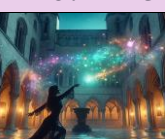
Altered Reality


LEVEL	0.1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
TIRO: Beauty Contestant:2nd Prize						15% Max	Self	Self	5 Minutes	12 Hours			
						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.						<div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>	


LEVEL	0.1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Blocks Vision	
TIRO: Pie Fight!						20% Max	4 Squares	1 Target	Initiative	1 Round			
						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						<div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>	


LEVEL	0.3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Rope not cut	
TIRO: 2 Rope Image						10% Max	1 Rope	1 Rope	1 Minute	2 Hours			
						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.						<div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>	

Battle-Offense

LEVEL	0.2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1 Damage taken	
TIRO: Fire Crack!						20% Max	6 Squares	1 Target	Initiative	Instant			
						Bright Multi Colored flashes appear in the caster's hand. (ToHIT Required) Caster rolls a Thrown ToHit. 1d3 Damage. Metal armor requires Save.						<div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>	


LEVEL	0.4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2 No Damage	
TIRO: Quick Flash Fire						30% Max	12 Squares	1 Target	Initiative	Instant			
						Colorful embers appear in the caster's palm. ToHIT Required. 1d12 Damage. Save for half damage.						<div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>	

LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Force Pinch						4 pts	8 Squares	1 Square	Initiative	Instant			
						Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be able to see the target. (No ToHIT) Damage of 1d4 + ACU. Target Save Lose Attack/Action.						<div>FOCUS:Save +1 Col</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP Lvl 14 Damage X2 12 SP</div>	

LEVEL	2	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Force Push						4 pts	10 Squares	2 Squares	Initiative	Instant			
						Solid lavender coils extend from caster's hand to push directly from the caster to the target. 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)						<div>FOCUS:Save Col +1</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS: Lvl 14 Save +1 Col 8 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP</div>	

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

Battle-Prep

LEVEL	0.3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					30% Max	Self	Self	1 Minute	4 Hours		




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
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LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Caster	1 Hour	3 Days		



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



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



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

Call-Summon

LEVEL	0.3		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
					30% Max	4 Sqs	1 Item	Initiative	1 Round	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.

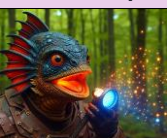
COUNTER:None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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Communication-

LEVEL	0.2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		




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
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LEVEL	0.3			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						15% Max	20 Squares	1 Flare	Initiative	1 Minute		
TIRO: Colored Signal Flare												
												
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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes			
TIRO: Sloppy Spying													
													
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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						4 pts	Touch	200 Characters	20 Minutes	20 Minutes		
Arcane Translation - 1 Page												
												
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												

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

Creation-Meta

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


LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Comparative
						8 pts	4 Sqs	1 Item	10 Minutes	Permanent		
Dispel Magic												
												
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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	PMP	1 Recipient	30 Minutes	Instant			
Call Bonded Person													
													
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													

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LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	4 Squares	1 Item	2 Minutes	15 Minutes		

Orix False Glow




Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades. 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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	5 Squares	1 Sign Post	1 Minute	2 Hours		

Visible Sign Posts



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

Find-Hide-Reveal

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

Detect Magic & Number of Aspects



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

Orix View Sign Posts



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

Food-Water

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		

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

Health-Life-Death

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

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	1 Square	1 Target	Initiative	Permanent		

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

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Light-


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



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Capture/Release Normal Light				4 pts	Self	12 Sqs Radius	2 Minutes	2 Hours		




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

Personal-Connections

LEVEL	0.2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 Friends!
TIRO: Random Friendship				40% Max	10 Squares	1 Target	Initiative	Special		




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

Shelter-Rest-Protection

LEVEL	0.2	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Garish Pup Tent				20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours		




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

Tracking-

LEVEL	0.4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Tracking				30% Max	Self	1 Trail	Initiative	1 Hour		

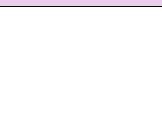


Solid Multi Colored flashes to show everyone in sight where path is.
Find and follow a trail while leaving an obvious trail with signposts.

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:	:
Langstrom Location (Vae'Em)				4 pts						




creates a 'known' location in the Langstrom.

COUNTER: None
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 18 Nae'Em Clues Remove 20 SP

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LEVEL	0.1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Quick Jump						20% Max	1d6 Squares	Self	Initiative	Instant		





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
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LEVEL	0.3	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2 
TIRO: Quick Push!						40% Max	4 Squares	1 Recipient	Initiative	Instant	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
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LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Send Item to A Nae'Em Location						4 pts	PMP	1 Mid Item	20 Minutes	Instant		



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

Tricks-

LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL:
Call Item (in Sight)						4 pts	6 Squares	1 Item	Initiative	Instant		



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

Utility-

LEVEL	0.4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Tasty Cumber Meals						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
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LEVEL	1	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Arcane Light with Class Hue						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	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Langstrom Cloak Pockets						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

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LEVEL3

NAE'EM



STACK1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Caster

ROLL OUT

1 Minute

DURATION

2 Hours

SAVE:

No Save



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 12Rollout Init12 SP

Lvl 14Duration X28 SP

Lvl 9Duration +50%6 SP

LEVEL4

STACK99

COST

4 pts

RANGE

Self

AREA OF EFFECT

3 Sq Dia Sphere

ROLL OUT

Initiative

DURATION

Conc +4 Rds

SAVE:

No Save



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 20Rollout Instant16 SP

Lvl 14Range At 3 Sqs8 SP

Lvl 9Range at 1 Sq6 SP

LEVEL4

STACK99

COST

4 pts

RANGE

2 Squares

AREA OF EFFECT

3 Sq x 3 Sq

ROLL OUT

1 Minute

DURATION

1 Day

SAVE:

No Save



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 10Rollout Halved6 SP

Lvl 12Range X28 SP

Lvl 14Duration X28 SP