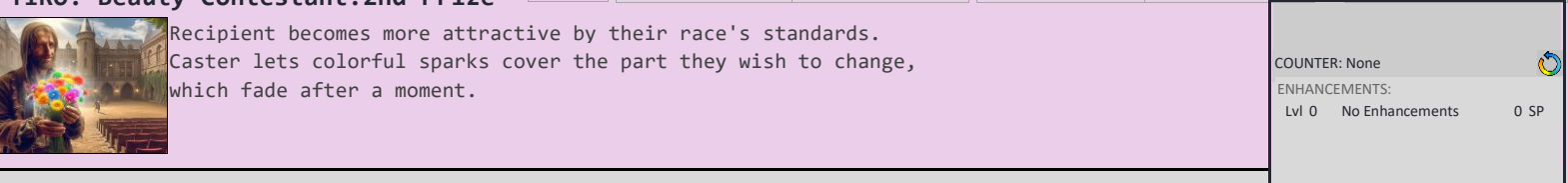


-Orix

Altered Reality

LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
T1R0: Beauty Contestant:2nd Prize				15% Max	Self	Self	5 Minutes	12 Hours		

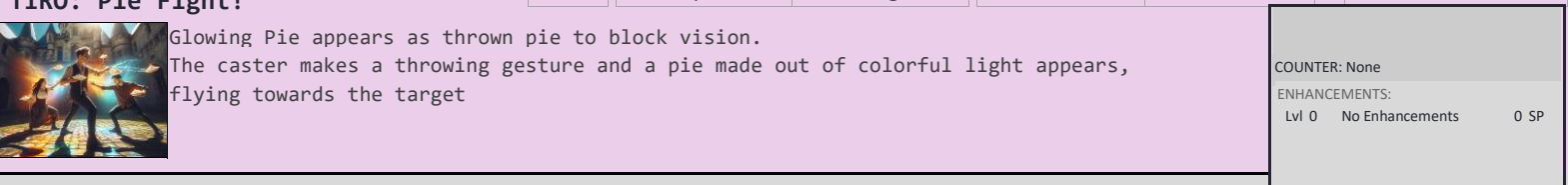


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
				20% Max	4 Squares	1 Target	Initiative	1 Round		Blocks Vision

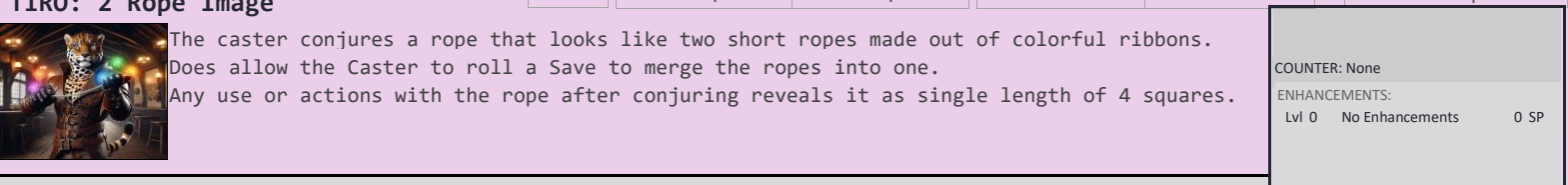


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	0.3	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
TIP0: 3 Rope Image				10% Max	1 Rope	1 Rope	1 Minute	2 Hours		Rope not cut

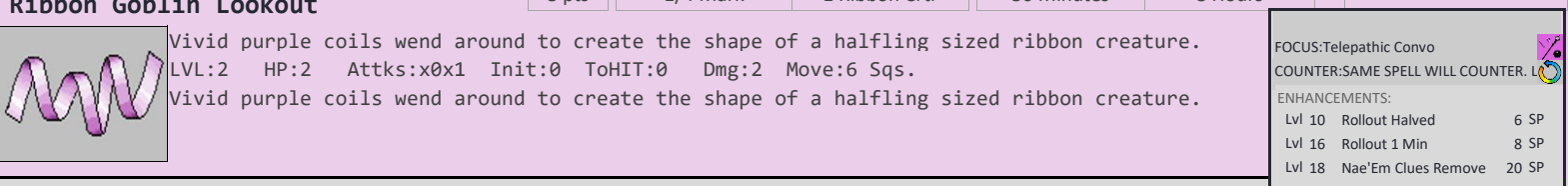


COUNTER: None

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	5	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Ribbon	Gablin	Lockout				8 pts	1/4 Mark	1 Ribbon Crtr	30 Minutes	8 Hours		



FOCUS:Telepathic Convo

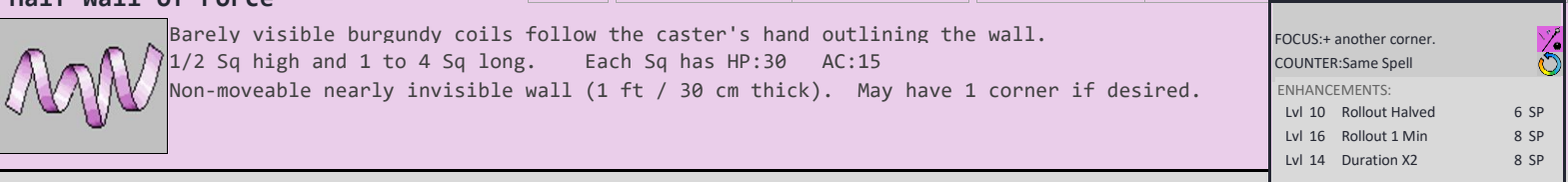
COUNTER:SAME SPELL WILL COUNTER. L

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	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7	6	8 pts	Touch	4 Sqs Long	20 Minutes	20 Minutes	No Save



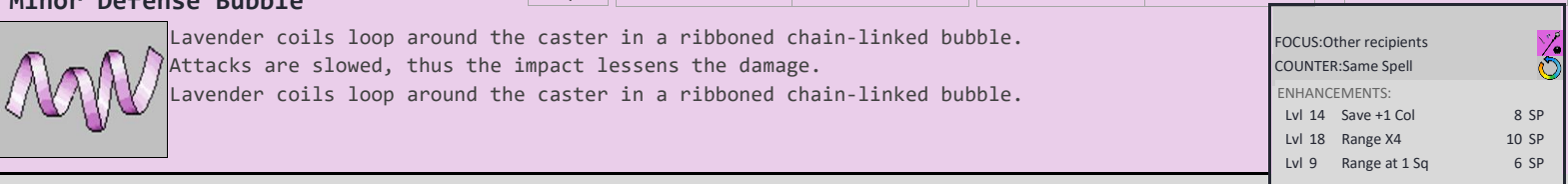
FOCUS:+ another corner.

COUNTER:Same Spell

ENHANCEMENTS:

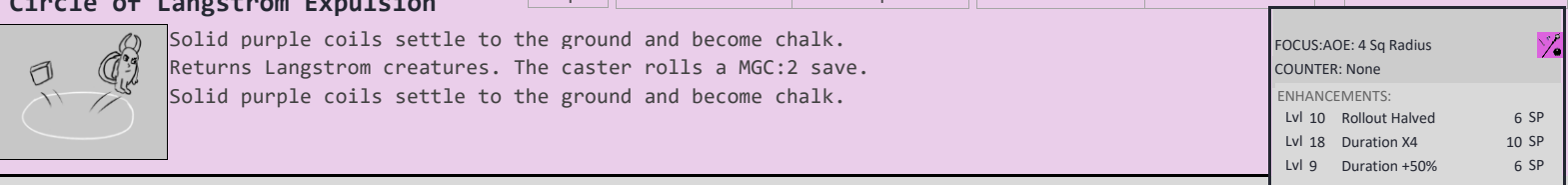
Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	10			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
	Minor Defense Bubble					12 pts	Touch	Self	Initiative	1 Battle		



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



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	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 20% Max	RANGE 6 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Instant	SAVE: RM: 1 Damage taken
TIRO: Fire Crack!		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	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 30% Max	RANGE 12 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION Instant	SAVE: AGL: 2 No Damage
TIRO: Quick Flash Fire		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	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 4 pts	RANGE 8 Squares	AREA OF EFFECT 1 Square	ROLL OUT Initiative	DURATION Instant	SAVE: RM: 2
Force Pinch		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	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST 4 pts	RANGE 10 Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	DURATION Instant	SAVE: RM: 2
Force Push		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	<input type="checkbox"/>	<input type="checkbox"/>	STACK 2	COST 4 pts	RANGE 4 Squares	AREA OF EFFECT 1 Mark	ROLL OUT Initiative	DURATION 2 Rounds	SAVE: SKL: 2 Conjured
Conjure Native Beetles		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	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 8 pts	RANGE 12 Squares	AREA OF EFFECT 2 Squares	ROLL OUT Initiative	DURATION Instant	SAVE: RM: 2 1/2 Damage
Force Clap		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	<input type="checkbox"/>	<input type="checkbox"/>	STACK 99	COST 12 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	DURATION 1 Round	SAVE: RM: 3 1/2 Dmg if same
Class Power Attack		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

Battle-Prep

LEVEL

0.3

STACK

99

COST

30% Max

RANGE

Self

AREA OF EFFECT

Self

ROLL OUT


1 Minute

DURATION

4 Hours

SAVE:

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 0No Enhancements0 SP

LEVEL

2

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Caster

ROLL OUT


1 Hour

DURATION

3 Days

SAVE:

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 10Rollout Halved6 SP

Lvl 16Healing +410 SP

Lvl 18Duration X410 SP

LEVEL

3

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Caster

ROLL OUT


6 Minutes

DURATION

2 Hours

SAVE:

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 10Rollout Halved6 SP

Lvl 18Duration X410 SP

Lvl 9Duration +50%6 SP

LEVEL

4

STACK

1

COST

4 pts

RANGE

Touch

AREA OF EFFECT

1 Weapon

ROLL OUT


30 Minutes

DURATION

1 Battle

SAVE:

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 10Rollout Halved6 SP

Lvl 9Range at 1 Sq6 SP

Lvl 18Duration X410 SP

LEVEL

8

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

3x3 Squares

ROLL OUT


8 Minutes

DURATION

10 Minutes

SAVE:

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 10Rollout Halved6 SP

Lvl 9Duration +50%6 SP

Lvl 4Aura Brightens-2 SP

LEVEL

9

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

1 Battle

ROLL OUT


1 Minute

DURATION

3 Days

SAVE:

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 12Rollout Init12 SP

Lvl 14Duration X28 SP

Lvl 9Damage +50%8 SP

LEVEL

12

STACK

99

COST

12 pts

RANGE

Touch

AREA OF EFFECT

3 Sq Rad Circle

ROLL OUT

10 Minutes

DURATION

4 Hours

SAVE:

BRU: 3



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 18Duration X410 SP

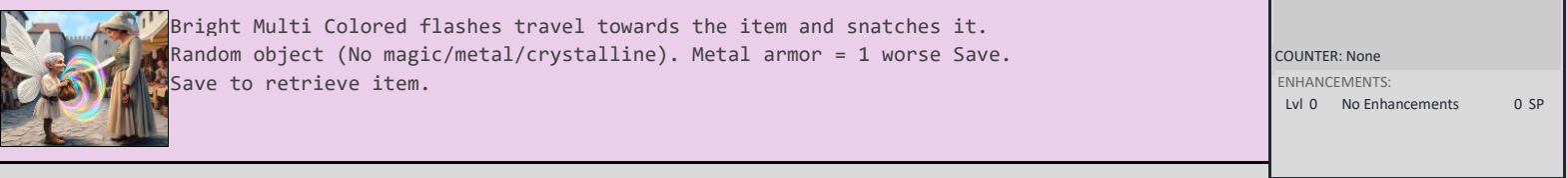
Lvl 14Duration X28 SP

Lvl 9Duration +50%6 SP

	-Orix
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Call-Summon

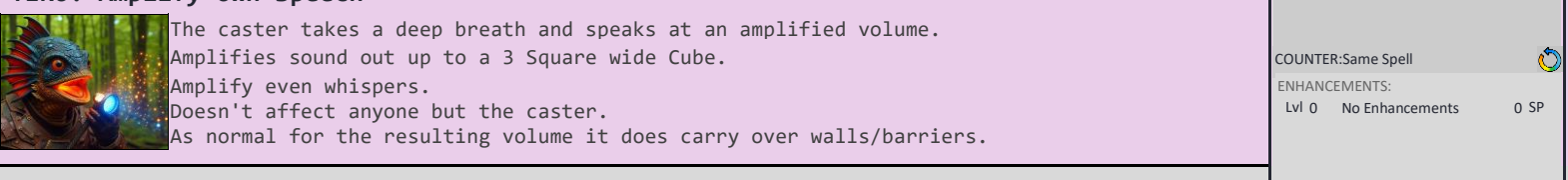
LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIRO: I Have Your Item!						30% Max	4 Sqs	1 Item	Initiative	1 Round		Item grabbed.





Lvl 0	No Enhancements	0 SP
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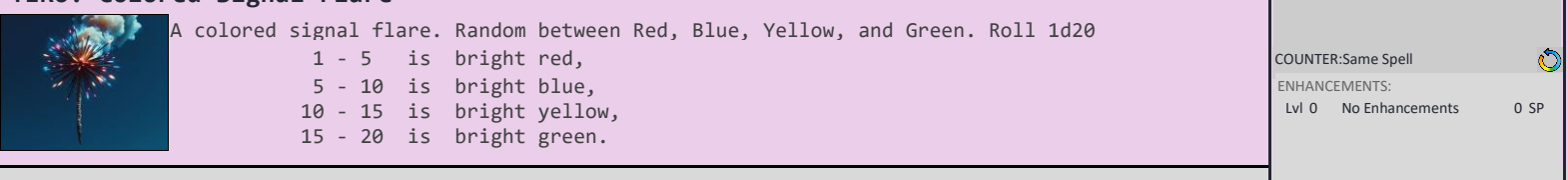
Communication-

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



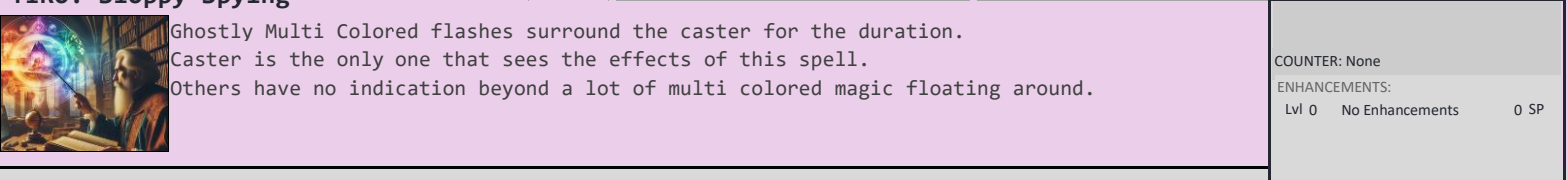
Lvl 0	No Enhancements	0 SP
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LEVEL	0.3			STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Colored Signal Flare						15% Max	20 Squares	1 Flare	Initiative	1 Minute		



Lvl 0	No Enhancements	0 SP
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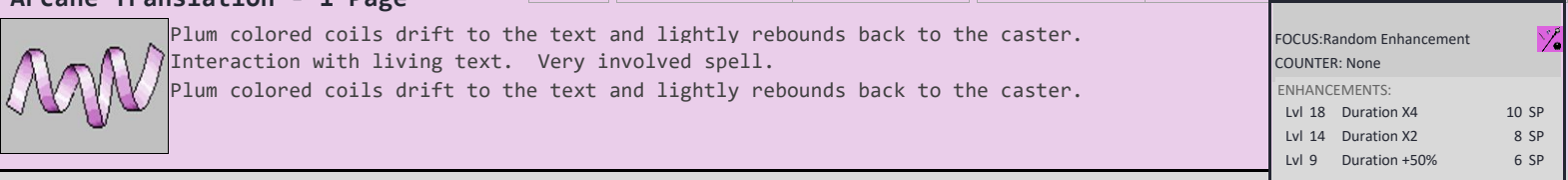
LEVEL	0.4	NAE'EM	<div></div>	<div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIR0: Sloppy Spying							25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes		



Lvl 0	No Enhancements	0 SP
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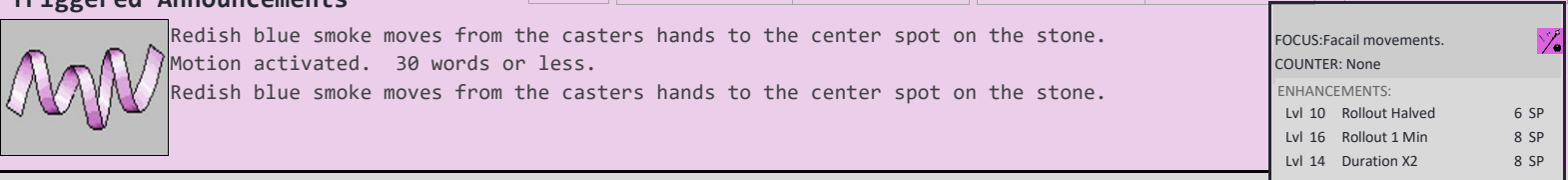
LEVEL **4** ☐ ☐ STACK 0 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: RM: 2

Arcane Translation - 1 Page 4 pts Touch 200 Characters 20 Minutes 20 Minutes



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
Triggered Announcements				4 pts	Touch	2x1 Sqs (Wall)	30 Minutes	Until Triggered		




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

LEVEL	6	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
Release Arcane Script						8 pts	Touch	200 Characters	10 Minutes	1 Hour		

[illegible]

-Orix

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




Brilliant violet smoke issues from the casters hand and quickly turn into the flares the cast 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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
					8 pts	Touch	200 Characters	1 Hour	Permanent		



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

COUNTER: None

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




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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	Touch	2 Squares	3 Days	Permanent		



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




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
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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		




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			




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


-Orix



LEVEL 3	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Orix False Glow				4 pts	4 Squares	1 Item	2 Minutes	15 Minutes	
				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.					<div>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</div>



LEVEL 3	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Visible Sign Posts				4 pts	5 Squares	1 Sign Post	1 Minute	2 Hours	
				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.					<div>COUNTER:Same Spell ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP</div>

LEVEL 16	<input type="checkbox"/>	<input type="checkbox"/>	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Create Leather Golem				16 pts	Touch	1 Contstruct	6 Hours	1 Day	
				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.					<div>FOCUS:Damage +4 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP</div>

Find-Hide-Reveal									
LEVEL 1	<input type="checkbox"/>	<input type="checkbox"/>	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 2 Not Blinded
Detect Magic & Number of Aspects				4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant	
				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.					<div>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</div>

LEVEL 2	<input type="checkbox"/>	<input type="checkbox"/>	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Orix View Sign Posts				4 pts	8 Squares	1x1 Sq Sphere	2 Minutes	30 Minutes	
				Lavender coils orbit the casters head. View Sign Posts Lavender coils orbit the casters head.					<div>COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP</div>

LEVEL 5	NAE'EM		<input type="checkbox"/>	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
Create Ionic Marker				8 pts	Touch	1 Object	1 Day	Permanent		
				Thick purple coils surrounds the item and fades into it. Creates permanent marker Thick purple coils surrounds the item and fades into it.					<div>COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 14 Range At 3 Sqs 8 SP</div>	

LEVEL 5	NAE'EM		<input type="checkbox"/>	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: SKL: 2
Locate Ionic Marker				8 pts	PMP	1 Marker	1 Hour	Instant		
				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.					<div>FOCUS:SKL:1 COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP</div>	




-Orix

LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Detect 'Ems (All Types)												Revealed
					36 pts	4 Squares	1 Square	20 Minutes	Instant			



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



Caster is solely 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	

LEVEL	11	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	GM
Sight of the Statue							12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day	See eyes move.		



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:	No Save	
Find Nearest Langstrom Portal												
					16 pts	Self	10 Marks	1 Hour	6 Days			



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:	No Save	
Reveal True Name							64 pts	1 Square	1 Square	12 Hours	Permanent			



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:	No Save	
Draw Up Ground Water												
					4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent			



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 continuously 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:	No Save	
Destroy Harmful Substance												
					8 pts	6 Squares	1 Square	10 Minutes	Permanent			




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	

-Orix

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Item	3 Days	5 Years		


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:	No Save
						12 pts	3 Squares	2x2 Squares	1 Day	Permanent		

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

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
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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

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

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	6 Squares	1 Target	Initiative	Permanent		

Ranged Forced Healing 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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
						16 pts	Touch	1 Target	1 Minute	1 Month (30 days)		

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

-Orix

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

N Nae'Em-People

LEVEL	12	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Eavesdrop on Nae'Em Convo					12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier		Able to listen




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:	No Save
Call/Return Nae'Em Item					8 pts	PMP	1 Item	Initiative	Instant		




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:	SKL: 2
Scry to a Nae'Em					8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour		




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:	SKL: 3
TIRO: Random Friendship				40% Max	10 Squares	1 Target	Initiative	Special	Friends!	





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

-Orix


LEVEL	7			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:	
Hold Civilized Creature						8 pts	8 Squares	1 Target	1 Round	5 Rounds			
						Barely visible burgundy coils streak out from the casters pointed finger and winds around the target. Must be in sight. Target unable to cast, fight, or talk.						<div>FOCUS:target can talk. COUNTER:Same Spell</div> <div>ENHANCEMENTS: Lvl 12 Range X2 8 SP Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP</div>	
						Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.							


LEVEL	9	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2		
Find Clues To True Name						24 pts	4 Squares	1 Item	2 Hours	Permanent	success			
						Bright Orange ribbons float to the object/person and fade as they surround them. Caster attempts to locate clues to find a True Name.						<div>FOCUS:Rollout Halved. COUNTER: None</div> <div>ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP</div>		


LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3		
Connect To An Arcane Focus Item						36 pts	Touch	1 Item	3 Days	Permanent	Connected			
						Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollout. 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.						<div>FOCUS:No current Focus Item. COUNTER: None</div> <div>ENHANCEMENTS: Lvl 14 Save -1 Col 8 SP Lvl 12 Range X2 8 SP Lvl 9 Range at 1 Sq 6 SP</div>		

LEVEL	12	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
Langstrom Servant: Pucoe Gree						12 pts	1 Square	1 Creature	10 Minutes	8 Hours				
						Lime green colored swirls create a small humanoidish creature. (2 ft / 60 cm high) Vaguely humanoid gray servant from Langstrom Lime green colored swirls create a small humanoidish creature. (2 ft / 60 cm high)						<div>FOCUS:Protect caster COUNTER: None</div> <div>ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>		

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.						<div>COUNTER: None</div> <div>ENHANCEMENTS: Lvl 0 No Enhancements 0 SP</div>		

LEVEL	10			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
Walls of Force (4 to 6)						12 pts	12 Squares	See Description	5 Min / Wall	4 Hours				
						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.						<div>FOCUS:Door Included. COUNTER:Same Spell</div> <div>ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP</div>		


LEVEL	11			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
Force Wall						12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour				
						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.						<div>FOCUS:HP:80 AC:16 COUNTER:Same Spell</div> <div>ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 12 AoE X2 6 SP</div>		


-Orix


Tracking-


LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	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:	:
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	

LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TIRO: Quick Jump												
												
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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2 Not moved
TIRO: Quick Push!												
												
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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Send Item to A Nae'Em Location												
												
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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Langstrom Rupture												
												
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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Ladders & Stairs												
												
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

-Orix

LEVEL	15	NAE'EM	 	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Permanent Location Tae'Em												
						16 pts	10 Squares	2x2 Sq Area	1 Day	Permanent		





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	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	 	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	 	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	 	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

LEVEL	3	NAE'EM	 	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Animate Cats Eye Marble												
						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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Shadow of the Magi												
					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

-Orix

LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	2 Squares	3 Sq x 3 Sq	1 Minute	1 Day		

Shadow of the Magi - Duplicate



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	<input type="checkbox"/>	<input type="checkbox"/>	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes		

Force Platform



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