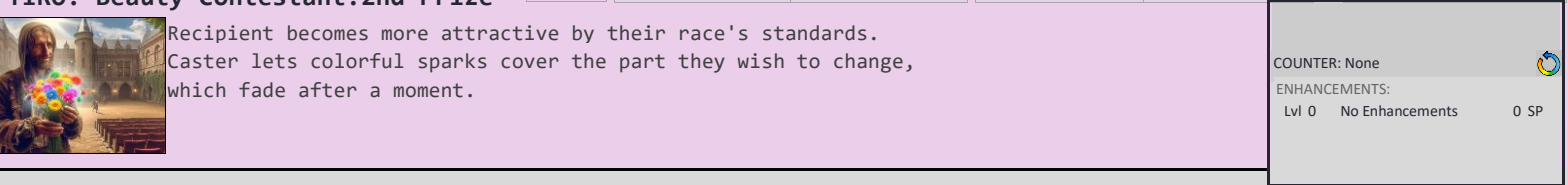


**-Orix**

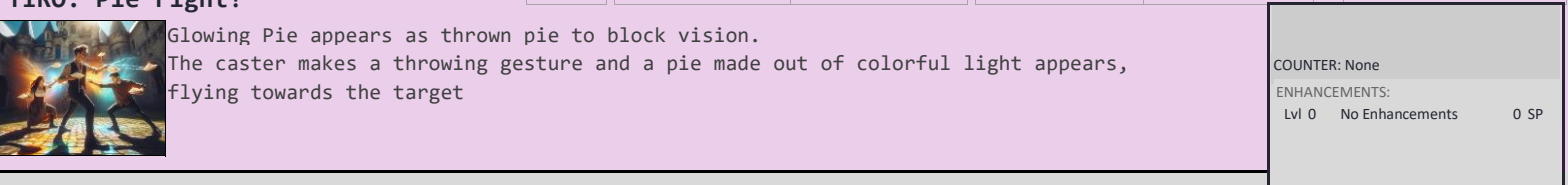
## Altered Reality

LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
TTR0:	Beauty Contestant:2nd Prize	15% Max	Self	Self	5 Minutes	12 Hours				



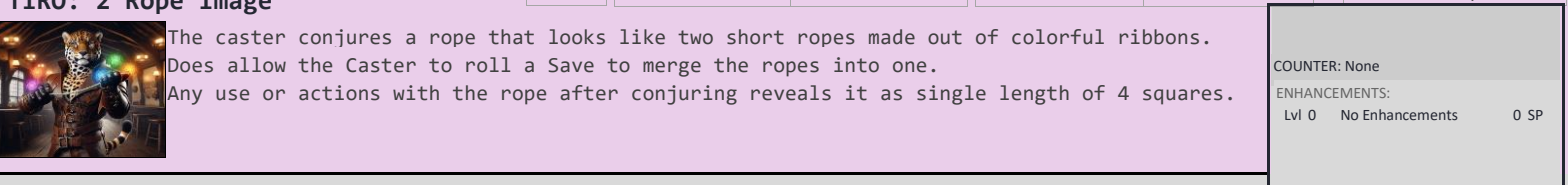
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LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
TIP: Pie Fight!						20% Max	4 Squares	1 Target	Initiative	1 Round		Blocks Vision

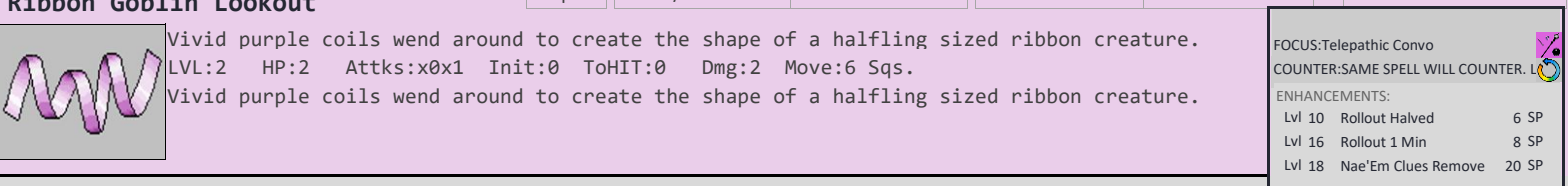


1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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LEVEL	0.3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
TIP0: 3	Bone Image				10% Max	1 Rope	1 Rope	1 Minute	2 Hours		Rope not cut

[illegible]

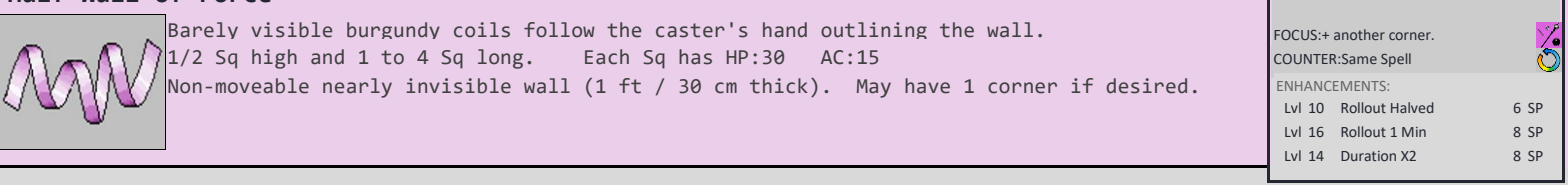
LEVEL	5	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							8 pts	1/4 Mark	1 Ribbon Crtr	30 Minutes	8 Hours		



1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
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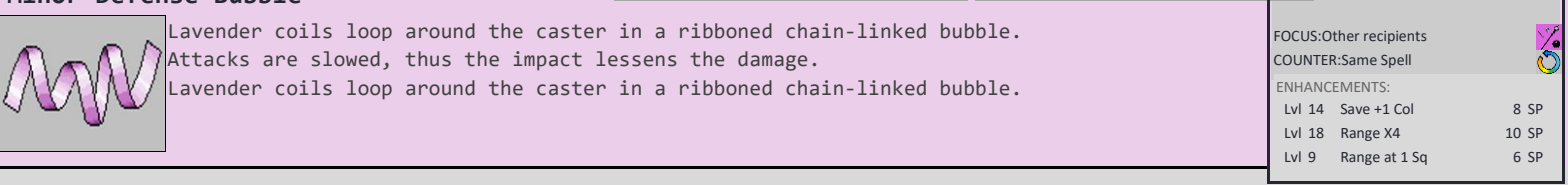
Battle-Defense

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



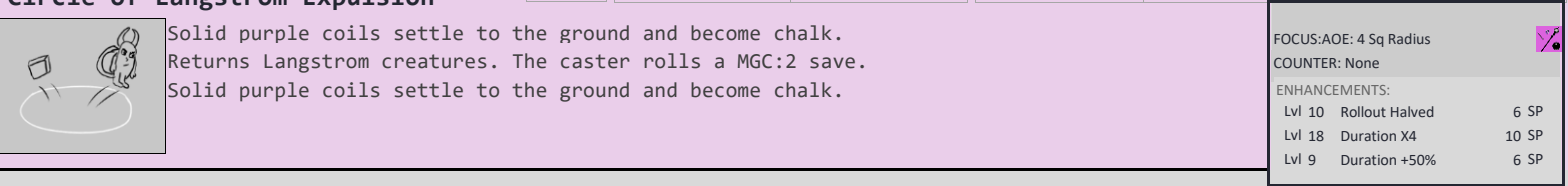
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LEVEL	10			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
	Minor Defense Bubble					12 pts	Touch	Self	Initiative	1 Battle		



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LEVEL	12	13	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
	Circle of Langstrom Expulsion				12 pts	Touch	3x3 Squares	10 Minutes	4 Hours		



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# -Orix

## Battle-Offense

LEVEL	0.2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
						20% Max	6 Squares	1 Target	Initiative	Instant		Damage taken
<b>TIRO: Fire Crack!</b>												
 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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
						30% Max	12 Squares	1 Target	Initiative	Instant		No Damage
<b>TIRO: Quick Flash Fire</b>												
 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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						4 pts	8 Squares	1 Square	Initiative	Instant		
<b>Force Pinch</b>												
 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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						4 pts	10 Squares	2 Squares	Initiative	Instant		
<b>Force Push</b>												
 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)												
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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjured
<b>Conjure Native Beetles</b>												
 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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						8 pts	12 Squares	2 Squares	Initiative	Instant		1/2 Damage
<b>Force Clap</b>												
 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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
						12 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Dmg if same
<b>Class Power Attack</b>												
 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  
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 18Duration X410 SP

Lvl 14Duration X28 SP


Lvl 9Duration +50%6 SP


# -Orix


## 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.		
						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	


## Communication-


LEVEL	0.2	<div></div>	<div></div>	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			
<div></div>						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.						<div>COUNTER:Same Spell<div></div></div> <div>ENHANCEMENTS: Lvl 0    No Enhancements    0 SP</div>	

LEVEL	0.3	<div></div>	<div></div>	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	
				A colored signal flare. Random between Red, Blue, Yellow, and Green. Roll 1d20								<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 0    No Enhancements    0 SP</div>	
				1 - 5    is    bright red,									
				5 - 10    is    bright blue,									
				10 - 15    is    bright yellow,									
				15 - 20    is    bright green.									

LEVEL	0.4	NAE'EM	<div></div>	<div></div>	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	<div></div>	<div></div>	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			
<div></div>						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.						<div>FOCUS:Random Enhancement</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18   Duration X4   10 SP</div> <div>Lvl 14   Duration X2   8 SP</div> <div>Lvl 9   Duration +50%   6 SP</div>	

LEVEL	4	<div></div> <div></div>	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				

LEVEL	6	<div></div>	<div></div>	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			
<div></div>						Purple smoke gathers around the script. For moving letter script (Cursed?) Purple smoke gathers around the script.						<div>COUNTER: None</div>	

# -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			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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 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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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.


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		




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		




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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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.

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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
						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.

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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 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

# -Orix

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	
Sight of the Statue				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

## Food-Water

LEVEL	1	<div></div>	<div></div>	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	<div></div>	<div></div>	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

LEVEL	8	<div></div>	<div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Imbue an Item with						8 pts	Touch	1 Item	3 Days	5 Years		



Lasts 5 years if within 8 Sqs of caster.

COUNTER: None

LEVEL		9	<div></div>	<div></div>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Food Times Three							12 pts	3 Squares	2x2 Squares	1 Day	Permanent		



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
TIRO: Healing Bolus						30% Max	1 Square	Recipient	Initiative	Permanent		



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
Forced Heal 1d6 HP (+more)					4 pts	1 Square	1 Target	Initiative	Permanent		



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
Assist Another's Healing					8 pts	4 Squares	1 Heal Spell	10 Minutes	Instant			




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
Ranged Forced Healing 2d8+2 HP					12 pts	6 Squares	1 Target	Initiative	Permanent		



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

## 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
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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 Able to listen
Eavesdrop on Nae'Em Convo					12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier			



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






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## 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														
 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														
 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:	:		
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:	RM: 2		
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

LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3		
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:	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:	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

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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.

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:	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.


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:	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
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## 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

LEVEL	0.1			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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2 Not moved
TIRO: Quick Push!						40% Max	4 Squares	1 Recipient	Initiative	Instant		




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			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

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LEVEL	6			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	8 Squares	1x1 Sq Portal	30 Minutes	1 Minute		

## 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
						12 pts	12 Squares	1 Square	5 Rounds	1 Hour		

## 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

## Tricks-

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

## Call Item (in Sight)



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
						25% Max	Touch	Varies	1 Minute	1 Hour		

## TIRO: Tasty Cumber Meals



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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	Varies	Initiative	4 Hours		

## Arcane Light with Class Hue



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
						4 pts	Touch	1 Worn Garment	1 Minute	1 Week		

## Langstrom Cloak Pockets



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
						4 pts	Self	Caster	1 Minute	2 Hours		

## Animate Cats Eye Marble



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

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LEVEL4

STACK99

COST4 pts


RANGESelf

AREA OF EFFECT3 Sq Dia Sphere

ROLL OUTInitiative

DURATIONConc +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 20

Rollout Instant

16 SP

Lvl 14

Range At 3 Sqs

8 SP

Lvl 9

Range at 1 Sq

6 SP

LEVEL4

STACK99

COST4 pts


RANGE2 Squares

AREA OF EFFECT3 Sq x 3 Sq

ROLL OUT1 Minute

DURATION1 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 10

Rollout Halved

6 SP

Lvl 12

Range X2

8 SP

Lvl 14

Duration X2

8 SP

LEVEL6

STACK3

COST8 pts


RANGE16 Squares

AREA OF EFFECT2x2 Sq Platform

ROLL OUT2 Minutes

DURATION10 Minutes

SAVE:No Save



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