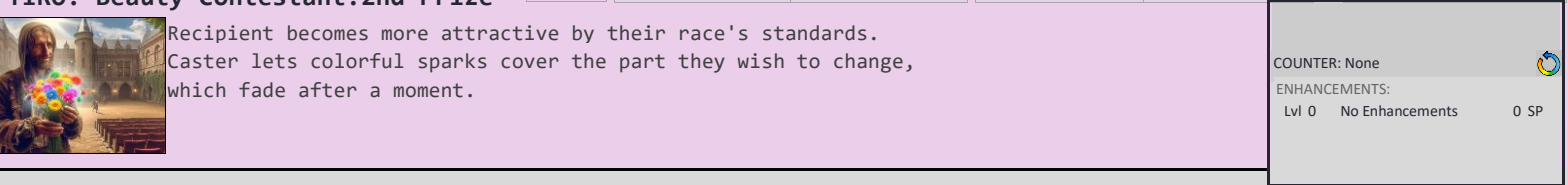


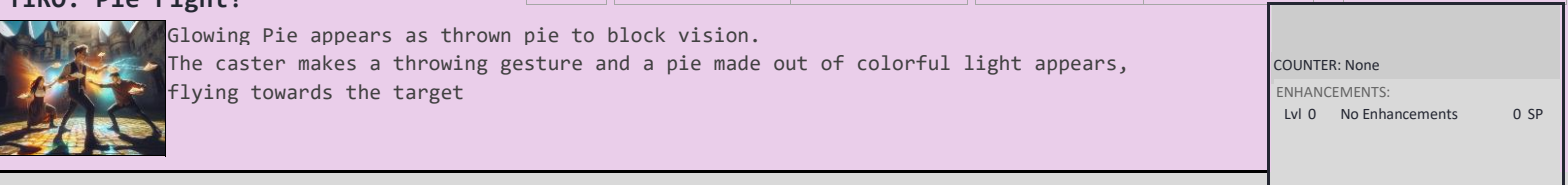
**-Orix**

## Altered Reality

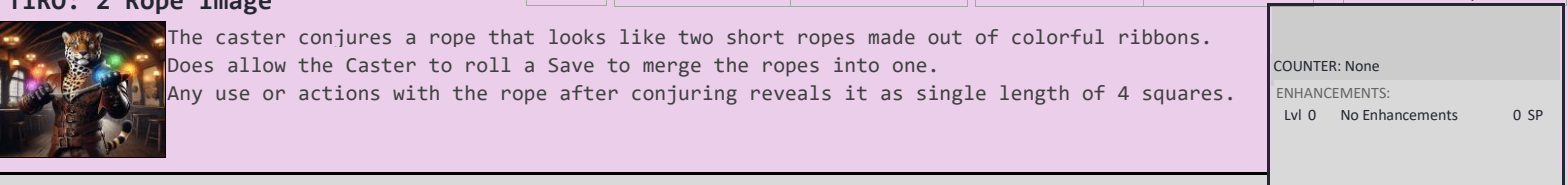
LEVEL	0.1	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
T1R0:	Beauty Contestant:2nd Prize	15% Max	Self	Self	5 Minutes	12 Hours				



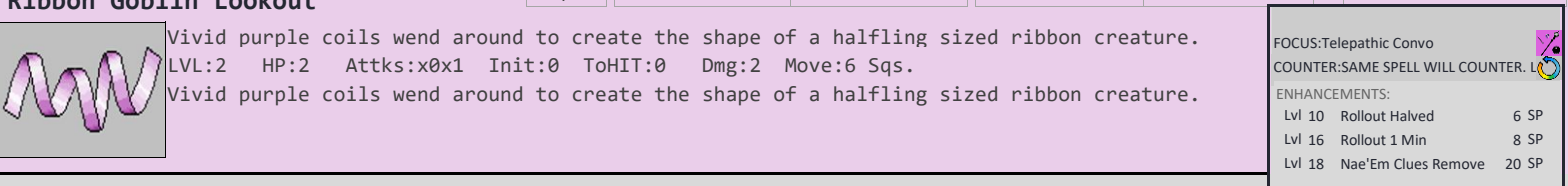
LEVEL	0.1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
	TIRO: Pie Fight!					20% Max	4 Squares	1 Target	Initiative	1 Round		Blocks Vision



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

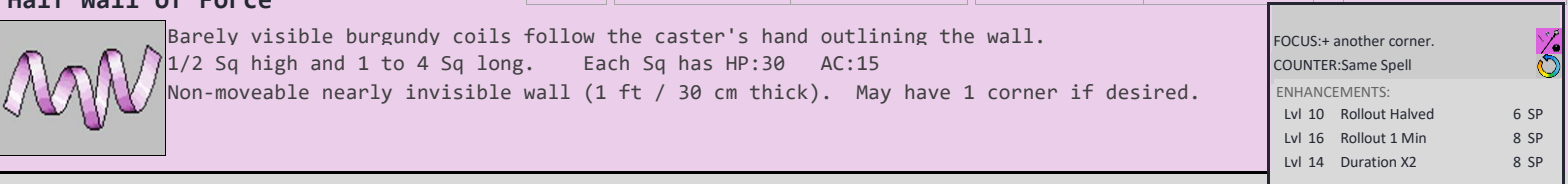


LEVEL	5	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Ribbon Goblin Lockout							8 pts	1/4 Mark	1 Ribbon Crtr	30 Minutes	8 Hours		

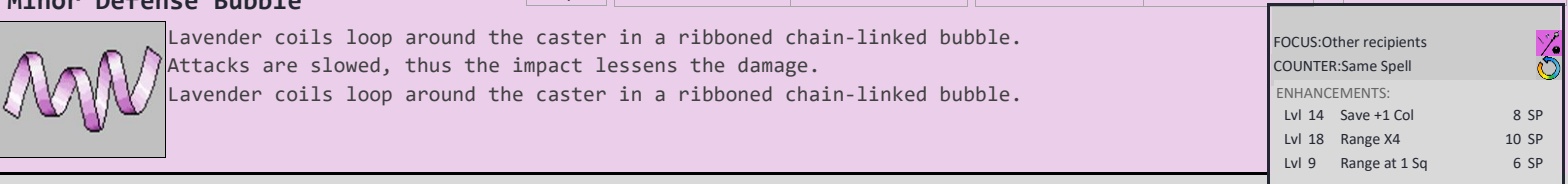


Battle-Defense

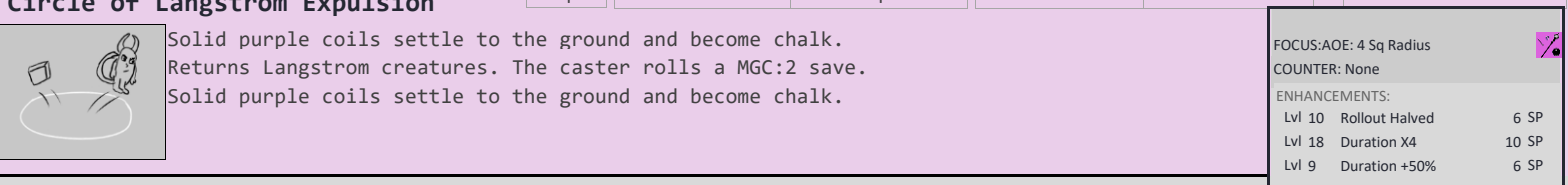
LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
7	6	8 pts	Touch	4 Sqs Long	20 Minutes	20 Minutes	No Save



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



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





# -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


LEVEL	17			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
<b>Hammering Force</b>						20 pts	12 Squares	2 Squares	Initiative	Instant		
		A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to Damage of 3d8 + ACU in 2 sqs. Target(s) Save or Stunned 1d3 rds. A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to creatures/items in the way. (No ToHIT)										
<b>FOCUS:</b> Save Col +1 <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP												


LEVEL	0.3			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>TIRO: Armor of Light</b>						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.										
<b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 0 No Enhancements 0 SP												

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Triggered Forced Healing</b>						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.										
<b>CREATE:</b> Triggered Forced Health Dr <b>FOCUS:</b> Stack+1 <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> 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
<b>Improve Resist &amp; Skill Saves</b>						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.										
<b>FOCUS:</b> Total= 10% adjust <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> 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
<b>Weapon Speed Charm</b>						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)										
<b>CREATE:</b> <b>FOCUS:</b> Column -1 <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 9 Range at 1 Sq 6 SP Lvl 18 Duration X4 10 SP												

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
<b>Circle of Protection vs Magic</b>						8 pts	Self	3x3 Squares	8 Minutes	10 Minutes		
		Magenta coils ripple from caster's hand to the edge of AOE. Challenges to the circle equals MGC:? Save Chalky magenta powder										
<b>CREATE:</b> <b>FOCUS:</b> COL +/- 1 <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 10 Rollout Halved 6 SP Lvl 9 Duration +50% 6 SP Lvl 4 Aura Brightens -2 SP												

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
<b>Triggered Shield vs 1</b>						12 pts	Self	1 Battle	1 Minute	3 Days		
		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)										
<b>CREATE:</b> <b>FOCUS:</b> -1 ToHIT <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 12 Rollout Init 12 SP Lvl 14 Duration X2 8 SP Lvl 9 Damage +50% 8 SP												

# -Orix


LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3	
						12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours			



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

FOCUS:BRU:>95  
COUNTER:Same Spell  
ENHANCEMENTS:  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP


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


LEVEL	17			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
						20 pts	8 Squares	3x3 Squares	10 Minutes	3 Rounds			



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

FOCUS:Cage HP = 398  
COUNTER:Same Spell  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP


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


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			



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				



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			




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

FOCUS:Random Enhancement  
COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Duration X4 10 SP  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP

# -Orix

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




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

FOCUS:Facail movements.  
COUNTER: None

ENHANCEMENTS:

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


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



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

COUNTER: None

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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# -Orix

LEVEL	19			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4
Create Stone Golem						20 pts	Touch	2x2 Squares	8 Hours	1 Month (30 days)		




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

FOCUS:Damage +10  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP

## Find-Hide-Reveal


LEVEL	1			STACK	1	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.

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
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.

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
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.

COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP  
Lvl 14 Range At 3 Sqs 8 SP

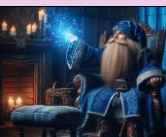
LEVEL	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Locate Ionic Marker						8 pts	PMP	1 Marker	1 Hour	Instant		



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.

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
Detect 'Ems (All Types)						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 Found
Search for Arcane Focus Item						12 pts	Self	1 Mark	1 Day	4 Hours		



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

# -Orix

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

## Sight of the Statue



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

COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Nae'Em Clues Remove 20 SP


LEVEL	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	Self	10 Marks	1 Hour	6 Days		

## Find Nearest Langstrom Portal



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

FOCUS: Distance in Marks  
COUNTER: None  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP

LEVEL	16	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						64 pts	1 Square	1 Square	12 Hours	Permanent		

## Reveal True Name



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

COUNTER: None  
ENHANCEMENTS:  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP  
Lvl 9 Range +50% 6 SP

## Food-Water

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	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 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
						8 pts	6 Squares	1 Square	10 Minutes	Permanent		

## Destroy Harmful Substance



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

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

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	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



# -Orix

## 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		




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		




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			




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		




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)		



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

FOCUS: Duration +6 Months


COUNTER: Same Spell

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Range X2	8 SP
Lvl 14	Range At 3 Sqs	8 SP

## Light-

LEVEL	0.4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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
						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



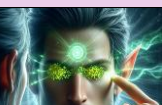
COUNTER: None

ENHANCEMENTS:

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

# -Orix

## 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		
 <p>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.</p>						<div>FOCUS:Duration +20 Min</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 10</div><div>Rollout Halved</div><div>6 SP</div></div> <div><div>Lvl 12</div><div>Range X2</div><div>8 SP</div></div> <div><div>Lvl 9</div><div>Range +50%</div><div>6 SP</div></div>							

# -Orix

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.

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						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)

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						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	

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		

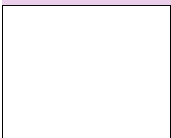


Solid Multi Colored flashes to show everyone in sight where path is.  
Find and follow a trail while leaving an obvious trail with signposts.

COUNTER: None			
ENHANCEMENTS:			
Lvl 0	No Enhancements	0 SP	

## 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	



# -Orix



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												


LEVEL	15	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Permanent Location Tae'Em													
													
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)												
												
Barely visible plum colored coils extend from casters hand to the item. Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible. Barely visible plum colored coils extend from casters hand to the item.												
FOCUS: 20 lbs / 4.5 Kg COUNTER: None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP												

# -Orix

## Utility-

LEVEL	0.4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				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
				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
				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
				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.

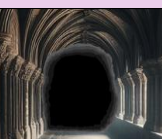
FOCUS:Multi-Vision

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
				4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		



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

CREATE:Dust of Darkness


FOCUS:Dur=20 Min (No conc)

COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	4	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				4 pts	2 Squares	3 Sq x 3 Sq	1 Minute	1 Day		



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


FOCUS:Brighter by Tier

COUNTER: None

ENHANCEMENTS:

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

LEVEL	6	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
				8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes		



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

FOCUS:Half Wall

COUNTER:Same Spell

ENHANCEMENTS:

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