


-Orix


Altered Reality

LEVEL

5

N/AE/EM





STACK

3

COST

8 pts

RANGE

1/4 Mark

AREA OF EFFECT

1 Ribbon Ctr

ROLL OUT

30 Minutes


DURATION

8 Hours

SAVE

No Save

Ribbon Goblin Lookout



Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.

LVL:2 HP:2 Attks:x0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqs.

Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.

FOCUS:Telepathic Convo

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 18 Duration X410 SP

Lvl 14 Attacks = FTR8 SP

Battle Actions/Prep

LEVEL

8

STACK

1

COST

8 pts

RANGE

Self

AREA OF EFFECT

3x3 Squares

ROLL OUT

8 Minutes

DURATION

10 Minutes

SAVE:

RM: 2

Circle of Protection vs Magic

Magenta coils ripple from caster's hand to the edge of AOE.

Challenges to the circle equals MGC:? Save

Chalky magenta powder

CREATE:

FOCUS:COL +/- 1

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 9

Duration +50%


6 SP

Lvl 4

Aura Brightens

-2 SP

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		
 <p>Barely visible burgundy coils follow the caster's hand outlining the wall. 1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15 Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.</p>												
<div> <div>FOCUS:+ another corner.</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 10 Rollout Halved</div> <div>Lvl 16 Rollout 1 Min</div> <div>Lvl 14 Duration X2</div> </div> <div> <div>6 SP</div> <div>8 SP</div> <div>8 SP</div> </div> </div>												

LEVEL

9

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

1 Battle

ROLL OUT

1 Minute


DURATION

3 Days

SAVE:

SNS: 2

Triggered Shield vs 1



Redish blue sparks dance around the caster. (Redish blue sand)

-1 ToHIT vs caster if a single attacker SNS:2 Save fails.

Redish blue sparks dance around the caster. (Redish blue sand)

CREATE:

FOCUS:-1 ToHIT


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12 Rollout Init12 SP

Lvl 14 Duration X28 SP

Lvl 9 Damage +50%8 SP



LEVEL

10

STACK

2

COST

12 pts

RANGE

Touch

AREA OF EFFECT

Self

ROLL OUT

Initiative


DURATION

1 Battle

SAVE:

RM: 2

Minor Defense Bubble



Lavender coils loop around the caster in a ribboned chain-linked bubble.

Attacks are slowed, thus the impact lessens the damage.

Lavender coils loop around the caster in a ribboned chain-linked bubble.

FOCUS:Other recipients



COUNTER:Same Spell

ENHANCEMENTS:


Lvl 14 Save +1 Col8 SP

Lvl 18 Range X410 SP

Lvl 9 Range at 1 Sq6 SP




Battle Offense

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

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LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
					4 pts	10 Squares	2 Squares	Initiative	Instant		

Force Push



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

Hold Civilized Creature



Barely visible burgundy coils streak out from the casters pointed finger and winds around the 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	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 1/2 Damage
					8 pts	12 Squares	2 Squares	Initiative	Instant		

Force Clap



A force wall pushes directly from the caster to the target but only the target will usually b 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 1/2 Dmg if same
					12 pts	8 Squares	1 Target	Initiative	1 Round		

Class Power Attack



Power surges towards the enemy. Type-> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid Bolt of power: Dmg 4d10+ACU Bonus. No ToHIT required. Save for 1/2 dmg IF same class. Use comparison Save.

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


ENHANCEMENTS:

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

Class Specialty

LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	Caster	6 Minutes	2 Hours		

Improve Resist & Skill Saves



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


FOCUS:Total= 10% adjust
COUNTER:None

ENHANCEMENTS:

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

LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Connected
					36 pts	Touch	1 Item	3 Days	Permanent			

Connect To An Arcane Focus Item



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:Rollout Interruption Lvl:1


ENHANCEMENTS:

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

Communication

LEVEL	4		STACK	0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
					4 pts	Touch	200 Characters	20 Minutes	20 Minutes		

Arcane Translation - 1 Page



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

FOCUS:Random Enhancement
COUNTER:None

ENHANCEMENTS:

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

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LEVEL 7

STACK 3

COST8 pts


RANGEIn Sight

AREA OF EFFECT16 Sq Sphere

ROLL OUT10 Minutes

DURATION20 Minutes

SAVE: No Save



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

Enchantments

LEVEL 2

STACK 99

COST8 pts


RANGE4 Sqs

AREA OF EFFECT1 Item

ROLL OUT6 Minutes

DURATIONPermanent

SAVE: SKL: 1 Comparative



List of spells that can be affected are in the Full Description list.
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, except as noted by each spell.

CREATE:Scroll of Dispel Magic (Tem

FOCUS:Rollout = 2 Rounds

COUNTER:Rollout Interruption Lvl:1

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

COST4 pts


RANGESelf

AREA OF EFFECTCaster

ROLL OUT1 Minute

DURATION2 Hours

SAVE: No Save



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

FOCUS:Multi-Vision

COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL 3

STACK 1

COST4 pts


RANGE4 Squares

AREA OF EFFECT1 Item

ROLL OUT2 Minutes

DURATION15 Minutes

SAVE: No Save



Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fa
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 14	Duration X2	8 SP

LEVEL 3

STACK 1

COST4 pts


RANGE5 Squares

AREA OF EFFECT1 Sign Post

ROLL OUT1 Minute

DURATION2 Hours

SAVE: No Save



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

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP
Lvl 4	Aura Brightens	-2 SP

LEVEL 4

STACK 3

COST4 pts


RANGETouch

AREA OF EFFECT2x1 Sqs (Wall)

ROLL OUT30 Minutes

DURATIONUntil Triggered

SAVE: No Save



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 4

STACK 1

COST4 pts


RANGETouch

AREA OF EFFECT1 Weapon

ROLL OUT30 Minutes

DURATION1 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 10	Rollout Halved	6 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 18	Duration X4	10 SP



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LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Ionic Marker												
 <div>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



LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
Release Arcane Script												
 <div>Purple smoke gathers around the script. For moving letter script (Cursed?) Purple smoke gathers around the script.</div>												
												COUNTER: None

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
Constrain Arcane Script												
 <div>Smokey magenta coils swirl around the script. Write in Arcane Smokey magenta coils swirl around the script.</div>												
												COUNTER: None

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Imbue an Item with												
 <div>Lasts 5 years if within 8 Sqs of caster.</div>												
												COUNTER: None

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Add Signs to Signpost												
 <div>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.</div>												
												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	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 
Sight of the Statue												
 <div>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.</div>												
												COUNTER: None
												ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Nae'Em Clues Remove 20 SP


LEVEL	11			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Announcement												
 <div>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.</div>												
												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

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Fences and Shelters

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		

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

LEVEL	10			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	12 Squares	See Description	5 Min / Wall	4 Hours		

Walls of Force (4 to 6)



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


FOCUS:Door Included.
COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	11			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour		

Force Wall



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

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


ENHANCEMENTS:

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

Find or Reveal

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

Detect Magic & Number of Aspects



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

CREATE:Scroll of Detect Magic


FOCUS:No blinding.
COUNTER: None

ENHANCEMENTS:

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

LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	8 Squares	1x1 Sq Sphere	2 Minutes	30 Minutes		

Orix View Sign Posts




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


COUNTER: None

ENHANCEMENTS:

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

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			

Locate Ionic Marker




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	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 success
						24 pts	4 Squares	1 Item	2 Hours	Permanent			

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:Rollout Interruption Lvl:1

ENHANCEMENTS:


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

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LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Search for 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: Dispel Magic Spell Lvl:1			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 14	Duration X2	8	SP
Lvl 9	Duration +50%	6	SP

Healing and Rest

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	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Triggered Forced Healing 2d8						6 pts	Self	Caster	1 Hour	3 Days		



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

CREATE: Triggered Forced Health Dr			
FOCUS: Stack+1			
COUNTER: Rollout Interruption Lvl:1			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 16	Healing +4	10	SP
Lvl 18	Duration X4	10	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	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

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	-1			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
No Counter Available						pts						



DO NOT DELETE !!!! This is a counter

COUNTER: None			
ENHANCEMENTS:			
Lvl 0	No Enhancements	0	SP

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Light and Darkness

LEVEL

1

STACK

99

COST

4 pts

RANGE

Self

AREA OF EFFECT

Varies

ROLL OUT

Initiative

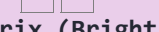
DURATION

4 Hours

SAVE:

No Save

Light of Orix (Bright White)



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:

FOCUS:Brighter by Tier

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 18

Duration X4

10 SP

Lvl 14

Duration X2

8 SP

Lvl 16

AoE = 2 Ppl

8 SP

LEVEL

4

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

12 Sqs Radius

ROLL OUT

2 Minutes

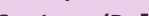
DURATION

2 Hours

SAVE:

No Save

Capture/Release Normal Light



Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed a
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

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

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											
 <p>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.</p>			<div> CREATE:Dust of Darkness FOCUS:Dur=20 Min (No conc) COUNTER:Dispel Magic Spell Lvl:1 </div> <div> ENHANCEMENTS: <table> <tr> <td>Lvl 20</td> <td>Rollout Instant</td> <td>16 SP</td> </tr> <tr> <td>Lvl 14</td> <td>Range At 3 Sqs</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range at 1 Sq</td> <td>6 SP</td> </tr> </table> </div>									Lvl 20	Rollout Instant	16 SP	Lvl 14	Range At 3 Sqs	8 SP	Lvl 9	Range at 1 Sq	6 SP
Lvl 20	Rollout Instant	16 SP																		
Lvl 14	Range At 3 Sqs	8 SP																		
Lvl 9	Range at 1 Sq	6 SP																		

Nae'Ems

LEVEL

1

STACK

99

COST

4 pts

RANGE

PMP

AREA OF EFFECT

1 Mid Item

ROLL OUT

20 Minutes


DURATION

Instant

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:

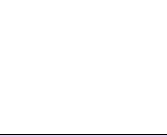
Lvl 10	Rollout Halved	6 SP
Lvl 1	Cast Without Enough	2 SP
Lvl 4	Aura Brightens	-2 SP


LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
Call Bonded Person							4 pts	PMP	1 Recipient	30 Minutes	Instant											
 <p>Thick violet coils create a portal.</p> <p>Teleport a preselected person to the casters side.</p> <p>Thick violet coils create a portal.</p>					<div> <p>FOCUS:AOE +1</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 SP</td> </tr> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 16</td> <td>Rollout 1 Min</td> <td>8 SP</td> </tr> </table> </div>									Lvl 12	Rollout Init	12 SP	Lvl 10	Rollout Halved	6 SP	Lvl 16	Rollout 1 Min	8 SP
Lvl 12	Rollout Init	12 SP																				
Lvl 10	Rollout Halved	6 SP																				
Lvl 16	Rollout 1 Min	8 SP																				


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													
			<p>Purple coils spin around the casters hand until an item appears.</p> <p>Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.</p> <p>Purple coils spin around the casters hand until an item appears.</p>															<p>FOCUS:30 lbs / 13.6 Kg</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 6</td><td>Subtle Casting</td><td>4 SP</td></tr> <tr> <td>Lvl 18</td><td>Nae'Em Clues Remove</td><td>20 SP</td></tr> <tr> <td>Lvl 4</td><td>Aura Brightens</td><td>-2 SP</td></tr> </table>		Lvl 6	Subtle Casting	4 SP	Lvl 18	Nae'Em Clues Remove	20 SP	Lvl 4	Aura Brightens	-2 SP
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Lvl 4	Aura Brightens	-2 SP																										

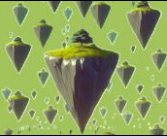
LEVEL	5	NAE'EM			STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	SKL: 2															
Scry to a Nae'Em							8 pts		8 Marks		1 Nae'Em		2 Minutes		1 Hour																		
					<p>Caster is able to view one of their Nae'Em's from above.</p> <p>View from 4 squares above, but will lower the view if needed.</p>															<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr> <tr> <td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr> <tr> <td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr> </table>					Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP	Lvl 14	Duration X2	8 SP
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Lvl 14	Duration X2	8 SP																															


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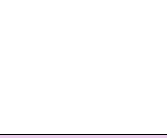
LEVEL	8		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save			
Portal To Nae'Em					8 pts	Self	PMP	30 Minutes	5 Minutes					
 <p>portal can't be opened/created unless Nae'Em agrees to the portal. portal can't be opened/created unless Nae'Em agrees to the portal. the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.</p>										<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP
Lvl 10	Rollout Halved	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											
 <p>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.</p>										<p>FOCUS:Rollout Halved.</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 14</td><td>Save -1 Col</td><td>8 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr></table>		Lvl 14	Save -1 Col	8 SP	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
Lvl 14	Save -1 Col	8 SP																		
Lvl 18	Range X4	10 SP																		
Lvl 12	Range X2	8 SP																		

LEVEL	11	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											
 <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>										<p>FOCUS:Duration +20 Min</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr><tr><td>Lvl 9</td><td>Range +50%</td><td>6 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 9	Range +50%	6 SP
Lvl 10	Rollout Halved	6 SP																		
Lvl 12	Range X2	8 SP																		
Lvl 9	Range +50%	6 SP																		

Planar																	
LEVEL	1	NAE'EM		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:					
Langstrom Location (Vae'Em)					4 pts												
 <p>creates a 'known' location in the Langstrom.</p>										<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 20</td><td>Rollout Instant</td><td>16 SP</td></tr><tr><td>Lvl 18</td><td>Nae'Em Clues Remove</td><td>20 SP</td></tr></table>		Lvl 20	Rollout Instant	16 SP	Lvl 18	Nae'Em Clues Remove	20 SP
Lvl 20	Rollout Instant	16 SP															
Lvl 18	Nae'Em Clues Remove	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											
 <p>Barely visible lavender wisps spiral around the caster. Pocket within current cloak/robe Barely visible lavender wisps spiral around the caster.</p>										<p>FOCUS:Hides magic</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 12</td><td>Rollout Init</td><td>12 SP</td></tr><tr><td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr><tr><td>Lvl 14</td><td>Duration X2</td><td>8 SP</td></tr></table>		Lvl 12	Rollout Init	12 SP	Lvl 9	Range at 1 Sq	6 SP	Lvl 14	Duration X2	8 SP
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Lvl 9	Range at 1 Sq	6 SP																		
Lvl 14	Duration X2	8 SP																		

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3 Does not blind									
Reveal Origin Plane					8 pts	2 Squares	5 items / 1 Square	20 Minutes	Rollout											
 <p>Without Focus reveals only if the object/person is from this current plane. With the Focus: Yellow/orange if Astral. Tan/Brown if Ethereal. Lime green if Langstrom. Grey if Dimension. White (with name of plane) if a Primary plane. If the only plane of origin (all of it is all ways) is Arcane, then Save is required.</p>										<p>FOCUS:Shows color of Plane</p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr><tr><td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr><tr><td>Lvl 12</td><td>Range X2</td><td>8 SP</td></tr></table>		Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 12	Range X2	8 SP
Lvl 10	Rollout Halved	6 SP																		
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Lvl 12	Range X2	8 SP																		

LEVEL	6		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:			
Langstrom Portal					8 pts									
 <p>Langstrom Portal Open for 30 days</p>										<p>COUNTER:Rollout Interruption Lvl:1</p> <p>ENHANCEMENTS:</p> <table><tr><td>Lvl 0</td><td>No Enhancements</td><td>0 SP</td></tr></table>		Lvl 0	No Enhancements	0 SP
Lvl 0	No Enhancements	0 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		




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




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

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

Summon or Send											
LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL:
					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

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



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	12	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					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

Utility or Misc											
LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					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 continously draw water from the same spot,
Each repeat adds 10% to failure chance (1d100 roll).

FOCUS:+2 Skins extra
COUNTER: None

ENHANCEMENTS:

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

LEVEL	9		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					12 pts	3 Squares	2x2 Squares	12 Hours	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:Scroll of Yield Improvemen

FOCUS:Tastier

COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL

10

STACK

99

COST

12 pts

RANGE

12 Squares

AREA OF EFFECT

1 Square

ROLL OUT

5 Rounds


DURATION

1 Hour

SAVE:

No Save

Ladders & Stairs



Can be cast/created in any plane

Ladder: 1-12 sqs x 1 sq Lean.
OR
Stairs: 6 sqs x 6 sqs Lean.

CREATE:Breakable of Ladders or Stairs

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