




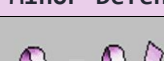
-Orix


Altered Reality

| | | | | | | | | | | | | |
|--|---|--------|---|---|---|-------|----------|----------------|------------|--|-------|---------|
| 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 | | |
| Ribbon Goblin Lookout | | | | | | | | | | | | |
|  | | | | Vivid purple coils wend around to create the shape of a halfling sized ribbon creature. LVL:2 HP:2 Attk:s0x1 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 WILL COUNTER. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 18 Nae'Em Clues Remove 20 SP | | |


Battle-Defense


| | | | | | | | | | | | | |
|--|---|---|--|-------|---|-------|-------|----------------|------------|--|-------|---------|
| LEVEL | 7 | | | STACK | 6 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | | | | | | 8 pts | Touch | 4 Sqs Long | 20 Minutes | 20 Minutes | | |
| Half Wall of Force | | | | | | | | | | | | |
|  | | 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. | | | | | | | | | | |
| | | | | | | | | | | FOCUS:+ another corner. COUNTER:Same Spell ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 14 Duration X2 8 SP | | |


| | | | | | | | | | | | | |
|--|----|--|--|-------|---|--------|-------|----------------|------------|---|-------|-------|
| LEVEL | 10 | | | STACK | 2 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | RM: 2 |
| | | | | | | 12 pts | Touch | Self | Initiative | 1 Battle | | |
| <div><div></div><div>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.</div></div> | | | | | | | | | | | | |
| | | | | | | | | | | <div>FOCUS:Other recipients</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 14</div><div>Save +1 Col</div><div>8 SP</div></div> <div><div>Lvl 18</div><div>Range X4</div><div>10 SP</div></div> <div><div>Lvl 9</div><div>Range at 1 Sq</div><div>6 SP</div></div> | | |

| | | | | | | | | | | | | |
|--|----|---|--|-------|---|--------|-------|----------------|------------|--|-------|--------|
| LEVEL | 12 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 |
| | | | | | | 12 pts | Touch | 3x3 Squares | 10 Minutes | 4 Hours | | |
| Circle of Langstrom Expulsion | | | | | | | | | | | | |
|  | | Solid purple coils settle to the ground and become chalk. Returns Langstrom creatures. The caster rolls a MGC:2 save. Solid purple coils settle to the ground and become chalk. | | | | | | | | | | |
| | | | | | | | | | | 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 | | |

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 | | | | | | | | | | | | |
|  | | 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 | | |
| 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 | 4 | | | STACK | 2 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 |
| | | | | | | 4 pts | 4 Squares | 1 Mark | Initiative | 2 Rounds | | Conjured |
| <div><div></div><div><p>A swarm appears in a square adjacent to the target.</p><p>Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.</p><p>Will attack any living target. Even if the target is friendly to the caster.</p><p>Save to conure.</p></div></div> | | | | | | | | | | | | |
| | | | | | | | | | | <div>CREATE:Beetleroot Granules</div> <div>FOCUS:Save +1 Col</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 12Range X28 SP</div><div>Lvl 9Range +50%6 SP</div><div>Lvl 14Damage X212 SP</div></div> | | |

-Orix

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|-------|---|--|-------|----|-------|------------|----------------|------------|----------|-------|------------|--|
| 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 | |

Force Clap



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 | |

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 |

| | | | | | | | | | | | | |
|-------|----|--|-------|----|--------|------------|----------------|------------|----------|-------|-------|--|
| LEVEL | 17 | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | RM: 2 | |
| | | | | | 20 pts | 12 Squares | 2 Squares | Initiative | Instant | | | |

Hammering Force



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)

| | |
|--------------------|-------|
| FOCUS:Save Col +1 | |
| COUNTER:Same Spell | |
| ENHANCEMENTS: | |
| Lvl 18 Range X4 | 10 SP |
| Lvl 12 Range X2 | 8 SP |
| Lvl 9 Range +50% | 6 SP |

Battle-Prep

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

Triggered Forced Healing



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

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

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

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

Weapon Speed Charm



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 |

| | | | | | | | | | | | | |
|-------|---|--|-------|---|-------|-------|----------------|-----------|------------|-------|-------|--|
| LEVEL | 8 | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | RM: 2 | |
| | | | | | 8 pts | Self | 3x3 Squares | 8 Minutes | 10 Minutes | | | |

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 |

-Orix


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|-------|---|--|-------|---|--------|-------|----------------|----------|----------|-------|--------|
| LEVEL | 9 | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SNS: 2 |
| | | | | | 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)

CREATE:
FOCUS:-1 ToHIT
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Damage +50% 8 SP


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|-------|----|--|-------|----|--------|-------|-----------------|------------|----------|-------|-----------------------|
| LEVEL | 12 | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | BRU: 3 Exit Circle |
| | | | | | 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


| | | | | | | | | | | | |
|-------------|----|--|-------|----|--------|-----------|----------------|------------|----------|-------|--------|
| Call-Summon | | | | | | | | | | | |
| 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 | | |



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


| | | | | | | | | | | | |
|----------------|---|--|-------|---|-------|-------|----------------|------------|------------|-------|-------|
| 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 | | |



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

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


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



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

-Orix


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|-------|---|--|-------|---|-------|-------|----------------|----------|-----------|-------|--------|
| 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 | 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 (Tem)
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


| | | | | | | | | | | | |
|-------|---|--|-------|---|-------|-----------|----------------|-----------|------------|-------|---------|
| 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 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 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

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|-------|----|-------------------------|-------|---|--------|-------|----------------|----------|----------|-------|---------|
| LEVEL | 16 | <div></div> <div></div> | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | | | | | 16 pts | Touch | 1 Construct | 6 Hours | 1 Day | | |




wrap the leather into a humaniod shape.
AC:16/10, Move 6. 1x1 Init-2 ToHIT+2 2d10 Dmg. HP:120
wrap the leather into a humaniod shape.

FOCUS:Damage +4
COUNTER: None

ENHANCEMENTS:

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


| | | | | | | | | | | | |
|-------|----|-------------------------|-------|----|--------|-------|----------------|----------|-----------|-------|---------|
| LEVEL | 17 | <div></div> <div></div> | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | | | | | 20 pts | Touch | 1 Item | 3 Days | Permanent | | |



Embeds an aspect permanently

COUNTER: None

| | | | | | | | | | | | |
|-------|----|-------------------------|-------|---|--------|-------|----------------|----------|----------|-------|--------|
| LEVEL | 18 | <div></div> <div></div> | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 |
| | | | | | 20 pts | Touch | 1 Construct | 8 Hours | 1 Day | | |




Bright lavender coils bind the wood into a moving creature.
SKL:2 to create. AC:19/13, Move 8. 1x1 Init+0 ToHIT+4 3d8 Dmg. HP:160
Bright lavender coils bind the wood into a moving creature.

FOCUS:Damage +6
COUNTER: None

ENHANCEMENTS:

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

| | | | | | | | | | | | |
|-------|----|-------------------------|-------|---|--------|-------|----------------|----------|-------------------|-------|--------|
| LEVEL | 19 | <div></div> <div></div> | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 4 |
| | | | | | 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 | <div></div> <div></div> | 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 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 | <div></div> <div></div> | 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 |  | <div></div> <div></div> | 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 |


-Orix

| 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 | | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | RM: 2 |
|-------|---|--|--|-------|----|--------|-----------|----------------|------------|----------|-------|----------|
| | | | | | | 36 pts | 4 Squares | 1 Square | 20 Minutes | Instant | | Revealed |

Detect 'Ems (All Types)



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 |
|-------|---|--------|---|-------|---|--------|-------|----------------|----------|----------|-------|--------|
| | | | | | | 12 pts | Self | 1 Mark | 1 Day | 4 Hours | | Found |

Search for Arcane Focus Item



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 |
|-------|----|--------|---|-------|----|--------|-----------------|----------------|------------|----------|-------|----------------|
| | | | | | | 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 |

-Orix


| | | | | | | | | | | | |
|-------|---|--|-------|----|-------|-----------|----------------|------------|-----------|-------|---------|
| LEVEL | 6 | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | | | | | 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 | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | | | | | 8 pts | Touch | 1 Item | 3 Days | 5 Years | | |



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 | | |




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

Health-Life-Death


| | | | | | | | | | | | |
|-------|---|--|-------|---|-------|----------|----------------|------------|-----------|-------|---------|
| 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

-Orix

Light-

| | | | | | | | | | | | |
|-------|---|--|-------|---|-------|-------|----------------|-----------|----------|------|---------|
| 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 | | |

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 L







FOCUS: Item emits a light

COUNTER: None


ENHANCEMENTS:

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





N Nae'Em-People

| | | | | | | | | | | | | | | | | | | | | | | | |
|--|----------------|--------|---|---|---|---|--------|--------------|----------------|----------|------------|-------|----------------|---|--------|----------------|------|--------|----------|------|-------|------------|------|
| LEVEL | 12 | NAE'EM |  |  | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 |  | | | | | | | | | |
| Eavesdrop on Nae'Em Convo | | | | | | | 12 pts | 20 Sq Radius | 1 Convo | 5 rounds | 5 Min/Tier | | Able to listen | | | | | | | | | | |
|  | | | | | <p>Listen in on a private conversation. But give up the ability to see.</p> <p>Creates a temporary Nae'Em when a conversation is within range.</p> <p>But blocks the vision of the caster while they listen to a Nae'Em conversation.</p> <p>The owners of the Nae'Em communication will not be aware.</p> <p>Can be used as a True Name clue.</p> | | | | | | | | | | | | | | | | | | |
| | | | | | <div><div>FOCUS:Duration +20 Min</div><div>COUNTER:Same Spell</div><div>ENHANCEMENTS:<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></div></div> <div></div> | | | | | | | | | | 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 | | | | | | | | | | | | | | | | | | | | | |


N Tae'Em-Thing

| LEVEL | 5 | Nae'Em | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
|---|---|--------|--|-------|---|-------|-------|----------------|------------|---|-------|---------|
| | | | | | | 8 pts | PMP | 1 Item | Initiative | Instant | | |
| Call/Return Nae'Em Item  Purple coils spin around the casters hand until an item appears. Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg. Purple coils spin around the casters hand until an item appears. | | | | | | | | | | | | |
| | | | | | | | | | | FOCUS:30 lbs / 13.6 Kg COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 18 Nae'Em Clues Remove 20 SP Lvl 4 Aura Brightens -2 SP | | |

N Vae'Em-Venue Site

| | | | | | | | | | | | | | | | | | | | | | | | |
|--|---|--------|---|---|-------|---|------|---|-------|--|----------------|--|----------|--|----------|--|-------|--|--------|---|---------------|-------------|-------|
| LEVEL | 5 | NAE'EM |  |  | STACK | 3 | COST | | RANGE | | AREA OF EFFECT | | ROLL OUT | | DURATION | | SAVE: | | SKL: 2 |  | | | |
| Scry to a Nae'Em | | | | | | | | | | | | | | | | | | | | | | | |
|  | | | | | | | | Caster is able to view one of their Nae'Em's 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 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: |
|--|-------|-----------|----------------|----------|----------|-------|
| 7 | 8 pts | 8 Squares | 1 Target | 1 Round | 5 Rounds | : |
| Hold Civilized Creature | | | | | | |
|  <p>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.</p> <p>Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.</p> | | | | | | |
| FOCUS: target can talk. COUNTER: Same Spell ENHANCEMENTS: <ul style="list-style-type: none"> 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

24 pts


4 Squares

1 Item

2 Hours

Permanent

success



Bright Orange ribbons float to the object/person and fade as they surround them.
Caster attempts to locate clues to find a True Name.

FOCUS:Rollout Halved.

COUNTER: None

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 18

Range X4



10 SP

Lvl 9

Range +50%


6 SP


-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 | 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 | | |

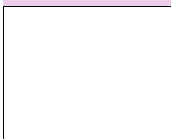


Bright violet coils Outline the wall then fade away.
2 Sqs High. Length up to 6 Square and 1 corner.
Bright violet coils Outline the wall then fade away.

| | | | |
|--------------------|-------------|-------|--|
| 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 | |

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 | 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 | |




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

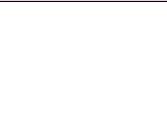



Barely visible wine colored coils swirl and to become a lime green portal.
To random spot in Langstrom. More use = Danger.
Barely visible wine colored coils swirl and to become a lime green portal.



| | | | |
|--------------------------|----------------|------|---|
| 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 | |

-Orix




| | | | | | | | | | | | | |
|---|----|--|--|-------|----|--------|------------|----------------|----------|----------|-------|---------|
| 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: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 | | | | | | | | | | | | |



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

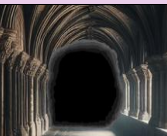


| | | | | | | | | | | | | |
|---|---|--|--|-------|---|-------|-----------|----------------|------------|----------|-------|------|
| LEVEL | 4 | | | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | AGL: |
| | | | | | | 4 pts | 6 Squares | 1 Item | Initiative | Instant | | |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

| | | | | | | | | | | | | |
|--|---|--|--|-------|----|-------|-------|-----------------|------------|-------------|-------|---------|
| 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 | | |
| Shadow of the Magi | | | | | | | | | | | | |
|  | | | | | | | | | | | | |
| Stays fixed right above the caster. | | | | | | | | | | | | |
| Darkness to continues for up to 4 rds after the concentration has stopped. | | | | | | | | | | | | |
| Caster to creates darkness that will stay centered above them. | | | | | | | | | | | | |
| Keep darkness active by lightly concentrating on the spell, | | | | | | | | | | | | |
| Other spells actions that do not state a need to concentrate may be used. | | | | | | | | | | | | |
| CREATE:Dust of Darkness  | | | | | | | | | | | | |
| FOCUS:Dur=20 Min (No conc)  | | | | | | | | | | | | |
| COUNTER:Same Spell | | | | | | | | | | | | |
| ENHANCEMENTS: | | | | | | | | | | | | |
| Lvl 20 Rollout Instant 16 SP | | | | | | | | | | | | |
| Lvl 14 Range At 3 Sqs 8 SP | | | | | | | | | | | | |
| Lvl 9 Range at 1 Sq 6 SP | | | | | | | | | | | | |

-Orix

LEVEL4

STACK99

COST4 pts

RANGE2 Squares


AREA OF EFFECT3 Sq x 3 Sq

ROLL OUT1 Minute

DURATION1 Day

SAVE:No Save

Shadow of the Magi - Duplicate



With a twirling of the fingers the caster brings about light!

No Focus = Candle power. With Focus caster can set power as per Tier.

With a twirling of the fingers the caster brings about light! Eolas can use as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Default Light: Candle light

FOCUS:Brighter by Tier

COUNTER:None

ENHANCEMENTS:

Lvl 10Rollout Halved6 SP

Lvl 12Range X28 SP

Lvl 14Duration X28 SP

LEVEL6

STACK3

COST8 pts

RANGE16 Squares


AREA OF EFFECT2x2 Sq Platform

ROLL OUT2 Minutes

DURATION10 Minutes

SAVE:No Save

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 18Duration X410 SP

Lvl 14Duration X28 SP

Lvl 9Duration +50%6 SP