
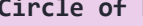


-Orix

Animal Ken

LEVEL	5	STACK	Per Tie	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
---	Convoke Ribbon Horse			16 pts	1 Square	1 Ribbon Horse	4 Minutes	8 Hours											
 <p>Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse. Self w/carried items. Can carry 1 large person, 2 medium sized, or 3 small. Has 20 lines for inventory... separate from ability to carry people.</p>																			
<p>FOCUS: Looks almost Real-ish. COUNTER: None ENHANCEMENTS:</p> <table border="1"> <tbody> <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 14</td> <td>Duration X2</td> <td>8 SP</td> </tr> </tbody> </table>											Lvl 10	Rollout Halved	6 SP	Lvl 18	Range X4	10 SP	Lvl 14	Duration X2	8 SP
Lvl 10	Rollout Halved	6 SP																	
Lvl 18	Range X4	10 SP																	
Lvl 14	Duration X2	8 SP																	


Battle Actions/Prep


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	

Battle Defense

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

Battle Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						4 pts	8 Squares	1 Square	Next Initiative	1 Round		
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	1 Round		
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

3

STACK

2

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT

Initiative

DURATION

2 Rounds

SAVE:

SKL: 2

Conjure Native Beetles

A swarm appears in a square adjacent to the target.

Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.

Will attack any living target. Even if the target is friendly to the caster.

Save to conure.

CREATE:Beetleroot Granules

FOCUS:Save +1 Col

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Lvl 14


Damage X2

12 SP

-Orix

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 target. 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
					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)

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

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

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		

High Flares



Brilliant violet smoke issues from the casters hand and quickly turn into the flares the caster needs. (Purple candles)

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

Creations

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	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	4 Squares	1 Item	2 Minutes	15 Minutes		

Orix False Glow



Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades. Reveal of Magic will show a false positive.

Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.


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	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	5 Squares	1 Sign Post	1 Minute	2 Hours		

Visible Sign Posts



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

-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		

Triggered Announcements



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

FOCUS:Facail movements.		
COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

LEVEL	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	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Object	1 Day	Permanent		

Create Ionic Marker



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

Release Arcane Script



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

COUNTER: None		
---------------	--	--

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

Constrain Arcane Script



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

COUNTER: None		
---------------	--	--

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		
---------------	--	--

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



-Orix


Find or Reveal

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



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	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
Dispel Magic Spell				8 pts	4 Sqs	1 Item	6 Minutes	Permanent		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 (Temple)
 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	2	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Onix 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	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Locate Tonic 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

Food And Drink

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Draw Up Ground Water				4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		



Blue and Orange Ribbons burrow into the ground.
Pull water from ground. 2 skins per Tier. 1 skin in dry areas.
Typical person requires 1 skin per day. Deserts mean 2 per day.
Does NOT continuously draw water from the same spot,
Each repeat adds 10% to failure chance (1d100 roll).

FOCUS:+2 Skins extra
COUNTER: None

ENHANCEMENTS:

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

Healing and Rest

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
1	1	4 pts	1 Square	1 Target	Initiative	Permanent	No Save







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	Recipient	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

-Orix


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	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

Illusions

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		




Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.
LVL:2 HP:2 Attk: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 Halved 6 SP
Lvl 18 Duration X4 10 SP
Lvl 14 Attacks = FTR 8 SP

Light and Darkness


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:
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	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 at 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
						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:Dispel Magic Spell Lvl:1
ENHANCEMENTS:
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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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


-Orix


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		

Call Bonded Person



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	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

LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
						8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour		

Scry to a Nae'Em

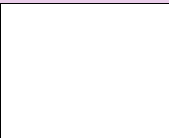


Caster is able to view one of their Nae'Em's from above.
View from 4 squares above, but will lower the view if needed.

COUNTER: None			
ENHANCEMENTS:			
Lvl 18	Range X4	10	SP
Lvl 12	Range X2	8	SP
Lvl 14	Duration X2	8	SP

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Self	PMP	30 Minutes	5 Minutes		


Portal To Nae'Em



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.

COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP

Planar

LEVEL	1	NAE'EM		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
						4 pts						

Langstrom Location (Vae'Em)



creates a 'known' location in the Langstrom.


COUNTER: None			
ENHANCEMENTS:			
Lvl 20	Rollout Instant	16	SP
Lvl 18	Nae'Em Clues Remove	20	SP


LEVEL	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

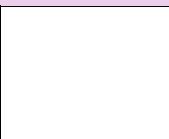


Barely visible lavender wisps spiral around the caster.
Pocket within current cloak/robe
Barely visible lavender wisps spiral around the caster.


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	5			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
						8 pts	2 Squares	5 items / 1 Square	20 Minutes	Rollout		

Reveal Origin Plane



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.

FOCUS:Shows color of Plane			
COUNTER: None			
ENHANCEMENTS:			
Lvl 10	Rollout Halved	6	SP
Lvl 18	Range X4	10	SP
Lvl 12	Range X2	8	SP

-Orix

LEVEL	6	<input type="checkbox"/>	<input type="checkbox"/>	STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	:
Langstrom Portal																	



Langstrom Portal Open for 30 days

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
-------	-----------------	------

LEVEL	6	<input type="checkbox"/>	<input type="checkbox"/>	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

Summon or Send

LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	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