



-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 Halved

6 SP

Lvl 18

Duration X4

10 SP

Lvl 14

Attacks = FTR

8 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

8 pts

RANGE

Touch

AREA OF EFFECT

4 Sqs Long

ROLL OUT

20 Minutes


DURATION

20 Minutes

SAVE:

No Save

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 | 9 | STACK | 1 | COST | 12 pts | RANGE | Self | AREA OF EFFECT | 1 Battle | ROLL OUT | 1 Minute | DURATION | 3 Days | SAVE: | SNS: 2 |
| <div> <div>  </div> <div> <p>Redish blue sparks dance around the caster. (Redish blue sand)</p> <p>-1 ToHIT vs caster if a single attacker SNS:2 Save fails.</p> <p>Redish blue sparks dance around the caster. (Redish blue sand)</p> </div> </div> | | | | | | | | | | | | | | | <div> <div>CREATE:</div> <div>FOCUS:-1 ToHIT</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 12 Rollout Init</div> <div>Lvl 14 Duration X2</div> <div>Lvl 9 Damage +50%</div> </div> </div> |

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 | | |



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 | | |



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 | | |



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 | | |



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: | SKL: 2 |
| | | | | | 20 pts | 8 Squares | 3x3 Squares | 10 Minutes | 3 Rounds | | |



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

FOCUS:Cage HP = 398
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 12 Range X2 8 SP
Lvl 9 Duration +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 | | |



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



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



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



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

| | | | | | | | | | | | | | |
|-------------------------|----|--------|---|-------|----|--------|-------|----------------|----------|-----------|----------------|-------|---|
| LEVEL | 18 | NAE'EM |  | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | RM: 3 |  |
| Arcane Removal (1 of 3) | | | | | | 60 pts | Touch | 1 Target | 6 Hours | Permanent | Magic is gone. | | |



Brilliant rust colored flames flow over the body of the Target.
Step 2 of process to permanently remove SP.
1st the ORIX, 2nd the DOKOUR, then the STRUMOS last. Nae'Em is created with other casters and the target. After the spell is done (failed or not) the Nae'Em is over.


| | | |
|------------------------------------|----------|---|
| FOCUS:Required. | |  |
| COUNTER:Rollout Interruption Lvl:1 | |  |
| ENHANCEMENTS: | | |
| 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 |
| Arcane Translation - 1 Page | | | | | | 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 | 7 | <div></div> <div></div> | STACK | 3 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| High Flares | | | | | 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 |


Enchantments

| | | | | | | | | | | | | | |
|--------------------|---|--|--|-------|----|-------|-------|----------------|-----------|-----------|-------------|--------|---|
| 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 (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 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Animate Cats Eye Marble | | | | | | | 4 pts | Self | Caster | 1 Minute | 2 Hours | | |





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

| | | |
|--------------------|---------------|---|
| FOCUS:Multi-Vision | |  |
| COUNTER:Same Spell | |  |
| ENHANCEMENTS: | | |
| Lvl 12 | Rollout Init | 12 SP |
| Lvl 14 | Duration X2 | 8 SP |
| Lvl 9 | Duration +50% | 6 SP |






















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|-----------------|---|-------------------------|-------|---|-------|-----------|----------------|-----------|------------|-------|---------|
| LEVEL | 3 | <div></div> <div></div> | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Orix False Glow | | | | | 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 14 | Duration X2 | 8 SP |

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|--|---|----------|------------|-----------------|-------------------------------|---------------------|--------------------------|---|
| LEVEL 3 |   | STACK 1 | COST 4 pts | RANGE 5 Squares | AREA OF EFFECT 1 Sign Post | ROLL OUT 1 Minute | DURATION 2 Hours | SAVE: No Save |
| 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 |
| LEVEL 4 |   | STACK 3 | COST 4 pts | RANGE Touch | AREA OF EFFECT 2x1 Sqs (Wall) | ROLL OUT 30 Minutes | DURATION Until Triggered | SAVE: No Save |
| 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 4 pts | RANGE Touch | AREA OF EFFECT 1 Weapon | ROLL OUT 30 Minutes | DURATION 1 Battle | SAVE: SKL: x |
| 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 8 pts | RANGE Touch | AREA OF EFFECT 1 Object | ROLL OUT 1 Day | DURATION Permanent | SAVE: No Save |
| 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 8 pts | RANGE Touch | AREA OF EFFECT 200 Characters | ROLL OUT 10 Minutes | DURATION 1 Hour | SAVE: SKL: 1 |
| 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 8 pts | RANGE Touch | AREA OF EFFECT 200 Characters | ROLL OUT 1 Hour | DURATION Permanent | SAVE: SKL: 3 |
| 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 8 pts | RANGE Touch | AREA OF EFFECT 1 Item | ROLL OUT 3 Days | DURATION 5 Years | SAVE: No Save |
| Imbue an Item with | | | | | | | | |
|  | Lasts 5 years if within 8 Sqs of caster. | | | | | | | COUNTER: None |

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LEVEL

11

STACK

99

COST

12 pts

RANGE

1 Square

AREA OF EFFECT

1 Signpost

ROLL OUT

10 Minutes

DURATION

3 Days

SAVE:

No Save

Add Signs to Signpost



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

NAE'EM

STACK

99

COST

12 pts

RANGE

1 Mark per Tier

AREA OF EFFECT

1 Object

ROLL OUT

30 Minutes

DURATION


1 Day

SAVE:

SNS: 2

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

11

STACK

3

COST

12 pts

RANGE

Touch

AREA OF EFFECT

2 Squares

ROLL OUT

3 Days

DURATION

Permanent

SAVE:

No Save

Triggered Announcement



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

LEVEL

13

NAE'EM

STACK

1

COST

32 pts

RANGE

Touch

AREA OF EFFECT

1 Small Wpn

ROLL OUT

5 Minutes

DURATION

1 Battle

SAVE:

No Save

Enchantment of Returning



Creates a Dagger of Returning.
Make a small weapon or ammo into 'Returning'
Dagger is returned to the person that threw it.

COUNTER: None

ENHANCEMENTS:

Lvl 12

Rollout Init

12 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

LEVEL

16

STACK

3

COST

16 pts

RANGE

Touch

AREA OF EFFECT

1 Construct

ROLL OUT

6 Hours


DURATION

1 Day

SAVE:

No Save

Create Leather Golem



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

STACK

99

COST

20 pts

RANGE

Touch

AREA OF EFFECT

1 Item

ROLL OUT

3 Days

DURATION

Permanent

SAVE:

No Save

Place An Arcane Aspect



Embeds an aspect permanently

COUNTER: None

LEVEL

18

STACK

1

COST

20 pts

RANGE

Touch

AREA OF EFFECT

1 Construct

ROLL OUT

8 Hours

DURATION

1 Day

SAVE:

SKL: 2

Create Wood Golem



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

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| | | | | | | | | | | | |
|-------|----|--|-------|---|--------|-------|----------------|----------|-------------------|-------|--------|
| LEVEL | 19 | | 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 14 Range At 3 Sqs 8 SP

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 | | |



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 | | |



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 | | |



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

| | | | | | | | | | | | |
|-------|----|--|-------|----|--------|-------|-----------------|------------|----------|-------|-----------------------|
| LEVEL | 13 | | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | BRU: 3 Exit Circle |
| | | | | | 16 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:Dispell Magic Spell Lvl:1
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 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 | | |



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 | | |



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

-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 10Rollout Halved6 SP

Lvl 18Range X410 SP

Lvl 9Range +50%6 SP

| | | | | | | | | | | | | |
|-------|---|--------|---|-------|----|--------|-----------|----------------|----------|-----------|-------|---------|
| LEVEL | 9 | NAE'EM |  | STACK | 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | RM: 2 |
| | | | | | | 24 pts | 4 Squares | 1 Item | 2 Hours | Permanent | | success |

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


| | | | | | | | | | | | | |
|-------|---|--------|---|-------|---|--------|-------|----------------|----------|----------|-------|--------|
| 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 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:Dispel Magic Spell Lvl:1 | |  |
| ENHANCEMENTS: | | |
| Lvl 10 | Rollout Halved | 6 SP |
| Lvl 14 | Duration X2 | 8 SP |
| Lvl 9 | Duration +50% | 6 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:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 12

Range X2

8 SP

Lvl 9

Range +50%

6 SP

Healing and Rest

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

Forced Heal 1d6 HP (+more)



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 |
| | | | | | | 6 pts | Self | Caster | 1 Hour | 3 Days | | |


Triggered Forced Healing 2d8



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 |
| | | | | | | 8 pts | 4 Squares | 1 Heal Spell | 10 Minutes | Instant | | |

Assist Another's Healing




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 |


-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 | | |




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 | | |




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) | | |




FOCUS:Duration +6 Months
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 14 Range At 3 Sqs 8 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP

| | | | | | | | | | | | |
|--------|----|--|-------|--|------|-------|----------------|----------|----------|-------|---------|
| Light- | | | | | | | | | | | |
| LEVEL | -1 | | STACK | | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| | | | | | pts | | | | | | |




COUNTER: None
ENHANCEMENTS:
Lvl 0 No Enhancements 0 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 | | |



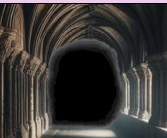
CREATE:
FOCUS:Brighter by Tier
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 SP
Lvl 16 AoE = 2 Ppl 8 SP

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



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

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

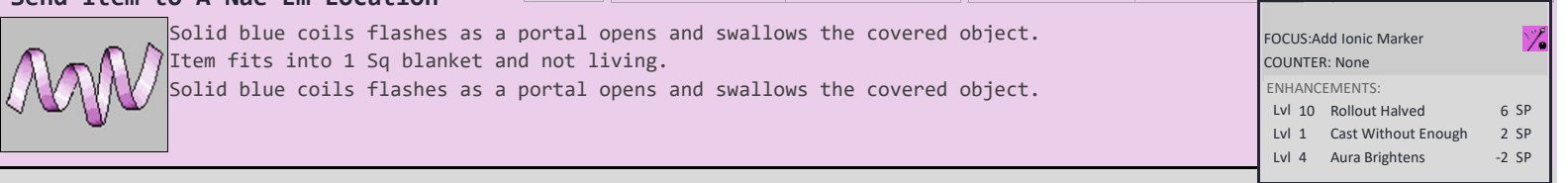



CREATE:Dust of Darkness
FOCUS:Dur=20 Min (No conc)
COUNTER:Dispel Magic Spell Lvl:1
ENHANCEMENTS:
Lvl 20 Rollout Instant 16 SP
Lvl 14 Range At 3 Sqs 8 SP
Lvl 9 Range at 1 Sq 6 SP



-Orix

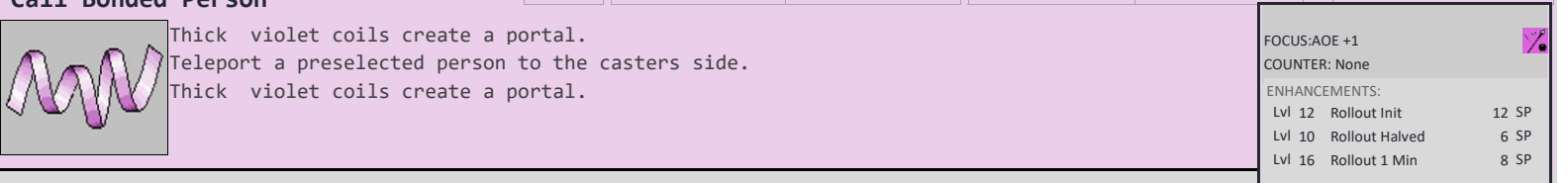
Nae'Ems


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





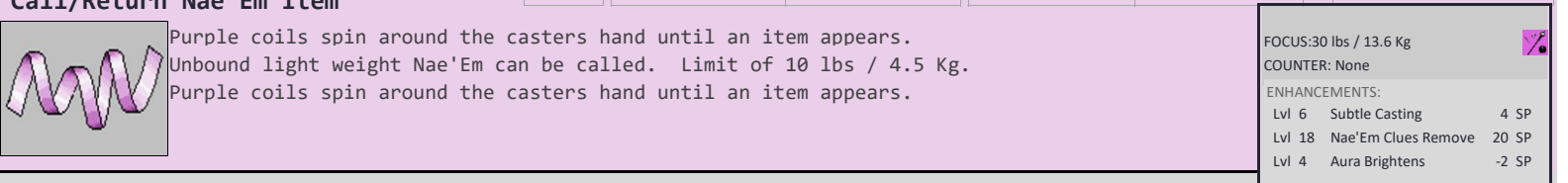
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|---|--|---|--------|----------------|------|-------|---------------------|------|-------|----------------|-------|
|  | <p>Solid blue coils flashes as a portal opens and swallows the covered object. Item fits into 1 Sq blanket and not living. Solid blue coils flashes as a portal opens and swallows the covered object.</p> | <p>FOCUS:Add Ionic Marker COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 10</td><td>Rollout Halved</td><td>6 SP</td></tr> <tr> <td>Lvl 1</td><td>Cast Without Enough</td><td>2 SP</td></tr> <tr> <td>Lvl 4</td><td>Aura Brightens</td><td>-2 SP</td></tr> </table> | Lvl 10 | Rollout Halved | 6 SP | Lvl 1 | Cast Without Enough | 2 SP | Lvl 4 | Aura Brightens | -2 SP |
| 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 | | |



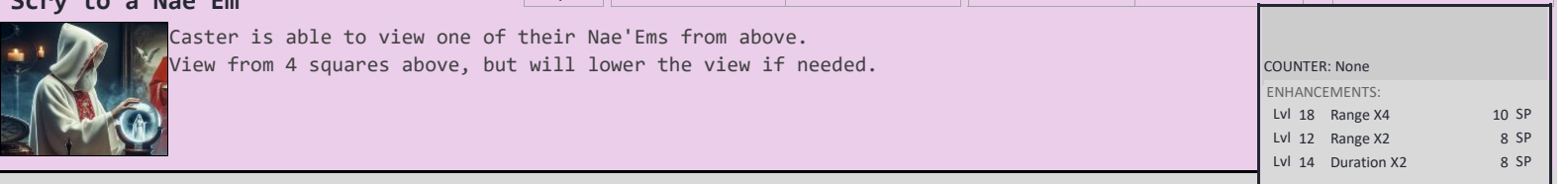
| | | | | | | | | | | |
|---|--|--------|--------------|-------|--------|----------------|------|--------|---------------|------|
|  | <div> <div> <p>Thick violet coils create a portal.</p> <p>Teleport a preselected person to the casters side.</p> <p>Thick violet coils create a portal.</p> </div> <div> <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> </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 | | |



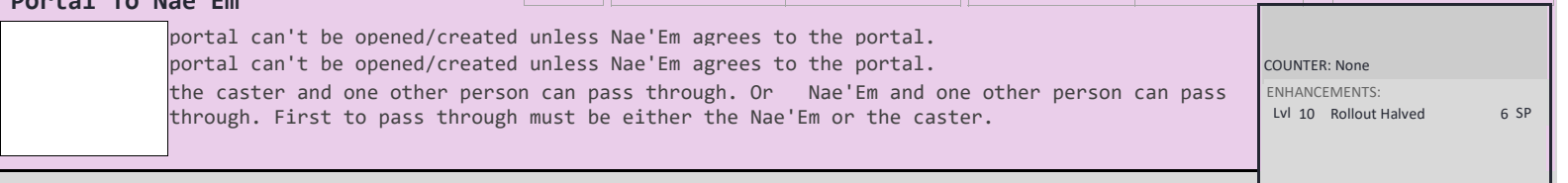
| | | |
|---|--|---|
| Call/Return Nae'Em Item | | |
|  | Purple coils spin around the casters hand until an item appears. Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg. Purple coils spin around the casters hand until an item appears. | FOCUS:30 lbs / 13.6 Kg COUNTER: None ENHANCEMENTS: 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 | |
|-----------------|---|--------|-------|---|-------|---------|----------------|-----------|----------|-------|--------|---|
| Spy to a Nae'Em | | | | | 8 pts | 8 Marks | 1 Nae'Em | 2 Minutes | 1 Hour | | | |




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

| | | | | | | | | | | |
|------------------|---|-------|---|-------|-------|----------------|------------|-----------|-------|---------|
| LEVEL | 8 | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Rental To Nao'Em | | | | 8 pts | Self | PMP | 30 Minutes | 5 Minutes | | |



| | | | |
|--|--|--|---|
| <p>portal can't be opened/created unless Nae'Em agrees to the portal.</p> <p>portal can't be opened/created unless Nae'Em agrees to the portal.</p> <p>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> <p>Lvl 10 Rollout Halved 6 SP</p> |
|--|--|--|---|

LEVEL

9

STACK

99

COST

36 pts

RANGE

4 Squares

AREA OF EFFECT

1 Square

ROLL OUT


20 Minutes

DURATION

Instant

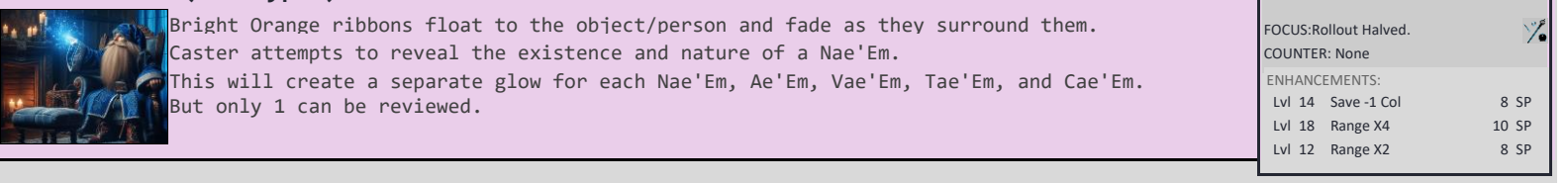
SAVE:


RM: 2



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.

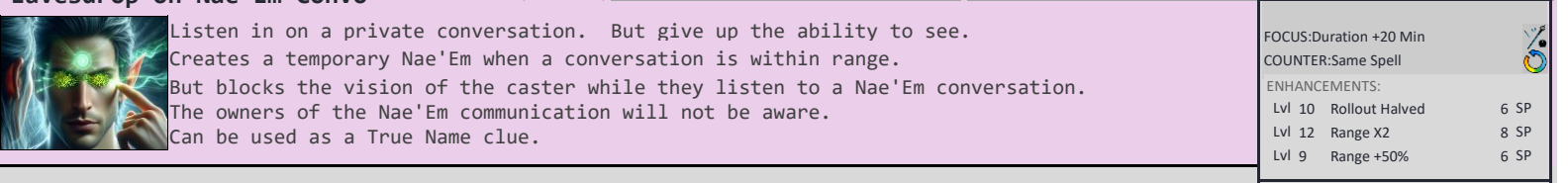
FOCUS: Rollout Halved.


COUNTER: None

ENHANCEMENTS:


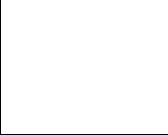
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|--------|-------------|-------|
| Lvl 14 | Save -1 Col | 8 SP |
| Lvl 18 | Range X4 | 10 SP |
| Lvl 12 | Range X2 | 8 SP |

| | | | | | | | | | | | | | | |
|---------------------------|----|--------|---|---|-------|---|--------|--------------|----------------|----------|------------|-------|----------------|---|
| LEVEL | 11 | NAE'EM |  |  | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | SKL: 2 |  |
| Eavesdrop on Nae'Em Convo | | | | | | | 12 pts | 20 Sq Radius | 1 Convo | 5 rounds | 5 Min/Tier | | Able to listen | |


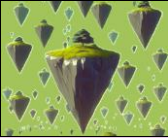




| | | | | | | | | | | | |
|---|--|---|--------|----------------|------|--------|----------|------|-------|------------|------|
|  | <p>Listen in on a private conversation. But give up the ability to see. Creates a temporary Nae'Em when a conversation is within range. But blocks the vision of the caster while they listen to a Nae'Em conversation. The owners of the Nae'Em communication will not be aware. Can be used as a True Name clue.</p> | <p>FOCUS:Duration +20 Min 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 | | | | | | | | | |



-Orix

| | | | | | | | | | | | | |
|---|----|--------|---|-------|---|--------|------------|----------------|----------|-----------|-------|---------|
| LEVEL | 15 | NAE'EM |  | STACK | 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: | No Save |
| Create Permanent Location Tae'Em | | | | | | 16 pts | 10 Squares | 2x2 Sq Area | 1 Day | Permanent | | |
|  | | | | | | | | | | | | |
| Location becomes a teleport destination. | | | | | | | | | | | | |
| <div>FOCUS:Casual COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP</div> | | | | | | | | | | | | |



Planar



| | | | | | | | | | | | | |
|--|---|--------|---|-------|--|-------|-------|----------------|----------|----------|-------|---|
| LEVEL | 1 | 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. | | | | | | | | | | | | |
| <div>COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 18 Nae'Em Clues Remove 20 SP</div> | | | | | | | | | | | | |

| | | | | | | | | | | | | |
|---|---|--|---|-------|---|-------|-------|----------------|----------|----------|-------|---------|
| 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 | | |
|  | | | | | | | | | | | | |
| Barely visible lavender wisps spiral around the caster. Pocket within current cloak/robe Barely visible lavender wisps spiral around the caster. | | | | | | | | | | | | |
| <div>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</div> | | | | | | | | | | | | |

| | | | | | | | | | | | | |
|---|---|--|---|-------|----|-------|-----------|--------------------|------------|----------|-------|-------------------------|
| 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 | | |
|  | | | | | | | | | | | | |
| 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. | | | | | | | | | | | | |
| <div>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</div> | | | | | | | | | | | | |


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

| | | | | | | | | | | | | |
|---|---|--|---|-------|---|-------|-----------|----------------|------------|----------|-------|---------|
| 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. | | | | | | | | | | | | |
| <div>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</div> | | | | | | | | | | | | |

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

-Orix

| | | | | | | | | |
|--------------------------------------|-------------------------|---------|--------|-------|----------------|----------|----------|---------------|
| LEVEL 13 | <div></div> <div></div> | STACK 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save |
| Find Nearest Langstrom Portal | | | 16 pts | Self | 10 Marks | 1 Hour | 6 Days | |



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 |

| | | | | | | | | |
|-----------------------------|-------------------------|---------|-------|-----------|----------------|------------|----------|------------|
| Summon or Send | | | | | | | | |
| LEVEL 4 | <div></div> <div></div> | STACK 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: AGL: |
| Call Item (in Sight) | | | 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 | <div></div> <div></div> | STACK 2 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: SKL: 2 Conjured |
| Conjure Native Beetles | | | 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 | <div></div> <div></div> | 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 |

| | | | | | | | | |
|-----------------------------|-------------------------|----------|-------|-------|----------------|-----------|-----------|---------------|
| Utility or Misc | | | | | | | | |
| LEVEL 1 | <div></div> <div></div> | STACK 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save |
| Draw Up Ground Water | | | 4 pts | Touch | 2 Skins/Tier | 5 Minutes | Permanent | |



Blue and Orange ribbons burrow into the ground. Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Typical person requires 1 skin per day. Deserts mean 2 per day. Does NOT 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 | <div></div> <div></div> | STACK 1 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save |
| Food Times Three | | | 12 pts | 3 Squares | 2x2 Squares | 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 | <div></div> <div></div> | STACK 99 | COST | RANGE | AREA OF EFFECT | ROLL OUT | DURATION | SAVE: No Save |
| Ladders & Stairs | | | 12 pts | 12 Squares | 1 Square | 5 Rounds | 1 Hour | |



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 |