


**-Orix**


# Altered Reality

LEVEL

5

NAE'EM





STACK

3

COST

8 pts

RANGE

1/4 Mark

AREA OF EFFECT

1 Ribbon Crtr

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 WILL COUNTER.

ENHANCEMENTS:


Lvl 10 Rollout Halved6 SP

Lvl 16 Rollout 1 Min8 SP

Lvl 18 Nae'Em Clues Remove20 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		



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

## 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											
<b>Force Pinch</b>				<div>Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be able to see the target. (No ToHIT)</div> <div>Damage of 1d4 + ACU. Target Save Lose Attack/Action.</div>															
																			
				<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																	

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						4 pts	10 Squares	2 Squares	Initiative	Instant		
<b>Force Push</b>  Solid lavender coils extend from caster's hand to push directly from the caster to the target. Direct damage of 1d6 + ACU. Target(s) Save or pushed back Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHit)												
										<b>FOCUS:</b> Save Col +1 <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 14 Save +1 Col 8 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP		

LEVEL

4

STACK

2

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT


Initiative

DURATION

2 Rounds


SAVE:

SKL: 2



Conjured

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 conjure.


CREATE:Beetleroot Granules



FOCUS:Save +1 Col



COUNTER:Same Spell



ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

LEVEL

8

STACK

99

COST

8 pts

RANGE

12 Squares

AREA OF EFFECT

2 Squares

ROLL OUT

Initiative

DURATION

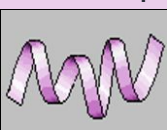
Instant

SAVE:

RM: 2

1/2 Damage

Force Clap



A force wall pushes directly from the caster to the target but only the target will usually b

Damage of 2d6+ACU. Target Saves or Daze 1d2 rds.

A force wall pushes directly from the caster to the target but only the target will usually

be dazed and/or take damage. (No ToHIT)

FOCUS:Save Col +1

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14 Save -1 Col8 SP

Lvl 12 Range X28 SP


Lvl 9 Range +50%6 SP

# -Orix

## Battle-Prep

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

## 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	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	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

# -Orix

LEVEL	7		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	In Sight	16 Sq Sphere	10 Minutes	20 Minutes		




Brilliant violet smoke issues from the casters hand and quickly turn into the flares the cast Red, Brown, Yellow, Purple, or Green arranged as a d6 (1 to 6)  
Brilliant violet smoke issues from the casters hand and quickly turn into the flares the caster needs. (Purple candles)

CREATE:  
FOCUS:Delayed 5 Minutes.  
COUNTER:Same Spell

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

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




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

COUNTER: None

## 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

## Find-Hide-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



# -Orix


LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Orix View Sign Posts</b>												
 Lavender coils orbit the casters head. View Sign Posts Lavender coils orbit the casters head.												
COUNTER: None												
ENHANCEMENTS:												
Lvl 6 Subtle Casting												4 SP
Lvl 10 Rollout Halved												6 SP
Lvl 18 Range X4												10 SP


LEVEL	5	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Create Ionic Marker</b>													
 Thick purple coils surrounds the item and fades into it. Creates permanent marker Thick purple coils surrounds the item and fades into it.													
COUNTER: None													
ENHANCEMENTS:													
Lvl 18 Range X4												10 SP	
Lvl 12 Range X2												8 SP	
Lvl 14 Range At 3 Sqs												8 SP	

LEVEL	5	NAE'EM			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
<b>Locate Ionic Marker</b>													
 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-Water

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Draw Up Ground Water</b>												
 Blue and Orange ribbons burrow into the ground. Pull water from ground. 2 skins per Tier. 1 skin in dry areas. Typical person requires 1 skin per day. Deserts mean 2 per day. Does NOT continuously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll).												
FOCUS:+2 Skins extra												
COUNTER: None												
ENHANCEMENTS:												
Lvl 16 Rollout 1 Min												8 SP
Lvl 20 AOE X4												20 SP
Lvl 12 AoE X2												6 SP


LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Destroy Harmful Substance</b>												
 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
<b>Imbue an Item with</b>												
 Lasts 5 years if within 8 Sqs of caster.												
COUNTER: None												

## Health-Life-Death

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Forced Heal 1d6 HP (+more)</b>												
 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

# -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

## Light-


LEVEL	4	NAE'EM		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 a  
1 light source per Tier. Light must be less than bonfire brightness.  
must be able to see the light source or where the light source will be located at.


CREATE: Stone of Capture/Release   
FOCUS: Item emits a light   
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Duration X2 8 SP  
Lvl 9 Duration +50% 6 SP  
Lvl 12 AoE X2 6 SP

## 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		




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 
						8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour		




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

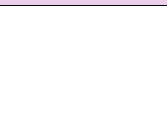


Barely visible burgundy coils streak out from the casters pointed finger and winds around the  
Must be in sight. Target unable to cast, fight, or talk.  
Barely visible burgundy coils streak out from the casters pointed finger and winds around  
the recipient.

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

## Travel-Planes

LEVEL	0	NAE'EM		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
						4 pts						




creates a 'known' location in the Langstrom.

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

# -Orix

LEVEL	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

## Tricks-

LEVEL	4		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

## Utility-

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Arcane Light with Class Hue					4 pts	Self	Varies	Initiative	4 Hours		



With a twirling of the fingers the caster brings about light!  
No Focus = Candle power. With Focus caster can set power.  
This spell does stay fixed in relation to the caster, right above them.  
Use a Focus item for control of light brightness.


CREATE:Astral Candle Light Powder

FOCUS:Brighter by Tier  
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Duration X2	8 SP
Lvl 9	Duration +50%	6 SP
Lvl 18	Duration - EOY	20 SP

LEVEL	2		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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.

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
Animate Cats Eye Marble					4 pts	Self	Caster	1 Minute	2 Hours			



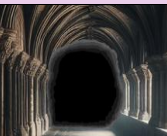
Solid violet coils orbit above the caster's head then fades.  
Caster sees through the marble which can be part of an item.

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

LEVEL	4		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shadow of the Magi					4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		



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