


**-Orix**


# Altered Reality

LEVEL

5

N/AE'EM





STACK

3

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

SAVE

No Save

Ribbon Goblin Lookout



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

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

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

FOCUS:Telepathic Convo

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 18 Duration X410 SP

Lvl 14 Attacks = FTR8 SP

8 pts

1/4 Mark

1 Ribbon Ctr

30 Minutes

8 Hours

## Battle Actions/Prep

LEVEL

8

STACK

1

COST

8

RANGE

Self

AREA OF EFFECT

3x3 Squares

ROLL OUT

8 Minutes


DURATION

10 Minutes

SAVE:

RM: 2

Circle of Protection vs Magic



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

Challenges to the circle equals MGC:? Save

Chalky magenta powder

CREATE:

FOCUS:COL +/- 1

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10

Rollout Halved

6 SP

Lvl 9

Duration +50%

6 SP

Lvl 4

Aura Brightens

-2 SP

## Battle Defense

LEVEL

7

STACK

6

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

No Save

Half Wall of Force


8 pts

Touch

4 Sqs Long

20 Minutes

20 Minutes



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 Halved6 SP

Lvl 16 Rollout 1 Min8 SP

Lvl 14 Duration X28 SP



LEVEL

9

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

1 Battle

ROLL OUT

1 Minute

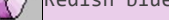
DURATION

3 Days

SAVE:

SNS: 2

Triggered Shield vs 1



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

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

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

CREATE:

FOCUS:-1 ToHIT

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12

Rollout Init

12 SP

Lvl 14


Duration X2

8 SP


Lvl 9

Damage +50%

8 SP


LEVEL	10			STACK	2	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	RM: 2
						12 pts		Touch		Self		Initiative		1 Battle			
Minor Defense Bubble		<div>  <p>Lavender coils loop around the caster in a ribboned chain-linked bubble. Attacks are slowed, thus the impact lessens the damage.</p> <p>Lavender coils loop around the caster in a ribboned chain-linked bubble.</p> </div>														<div> <p>FOCUS:Other recipients</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Save +1 Col 8 SP</p> <p>Lvl 18 Range X4 10 SP</p> <p>Lvl 9 Range at 1 Sq 6 SP</p> </div>	

## Battle Offense

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2								
Force Pinch						4 pts	8 Squares	1 Square	Initiative	Instant										
		<p>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.</p> <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>																		
		<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	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


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



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




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

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

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LEVEL	7			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 Comparative
	Dispel Magic Spell					8 pts	4 Sqs	1 Item	6 Minutes	Permanent		



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

LEVEL	3			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

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Visible Sign Posts					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 9	Range +50%	6 SP
Lvl 14	Duration X2	8 SP
Lvl 4	Aura Brightens	-2 SP

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



Redish blue smoke moves from the casters hands to the center spot on the stone.

Motion activated. 30 words or less.

Redish blue smoke moves from the casters hands to the center spot on the stone.


FOCUS:Facail movements.

COUNTER:None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 14	Duration X2	8 SP

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



Bright plum colored coils encircle the weapon. (A pink oil)

Weapon +1 Init, poss +2 or +3. Each + is a separate spell.

Bright plum colored coils encircle the weapon. (A pink oil)

CREATE:



FOCUS:Column -1


COUNTER:None


ENHANCEMENTS:


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



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



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

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

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

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Add Signs to Signpost</b>												
 <div>Violet coils attach to the signpost and become a sign. 20 chars on each Sign. Up to 3 Signs. Violet coils attach to the signpost and become a sign.</div>												
												FOCUS:Visible Sign & Post 
												COUNTER: None
												ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP

LEVEL	11	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 
<b>Sight of the Statue</b>												
 <div>Barely visible seafoam colored weave travels from the caster's hand to the statue. Used on art/sculptures with eyes. Caster to see through the eyes of a statue. Does NOT allow the caster to hear or feel by bonding with the statue.</div>												
												COUNTER: None
												ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Nae'Em Clues Remove 20 SP


LEVEL	11			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Triggered Announcement</b>												
 <div>Violet coils move to the target then fade into the targeted area. Motion activated. 30 words or less. Permanent. Violet coils move to the target then fade into the targeted area.</div>												
												FOCUS:Speaks if a face 
												COUNTER: None
												ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP

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## Fences and Shelters

LEVEL	6		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes		

**Force Platform**



Shining wine colored coils Outline the platform.  
Levitating plaform. HP:60 AC:14 Move:2  
Shining wine colored coils Outline the platform.


**FOCUS:**Half Wall  
**COUNTER:**Same Spell

**ENHANCEMENTS:**

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

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

**Walls of Force (4 to 6)**



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


**FOCUS:**Door Included.  
**COUNTER:**Same Spell

**ENHANCEMENTS:**

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

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

**Force Wall**



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

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


**ENHANCEMENTS:**

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

## Find or Reveal

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

**Detect Magic & Number of Aspects**



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


**CREATE:**Scroll of Detect Magic  
**FOCUS:**No blinding.  
**COUNTER:**None

**ENHANCEMENTS:**

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

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

**Orix View Sign Posts**



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


**COUNTER:**None

**ENHANCEMENTS:**

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

LEVEL	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
					8 pts	PMP	1 Marker	1 Hour	Instant			

**Locate Ionic Marker**



Purple coils whirl around the caster then point the direction of the marker.  
Caster able to identify the markers location. (N,NE,E,SE,S,SW,W,NW)  
Purple coils whirl around the caster then point the direction of the marker.


**FOCUS:**SKL:1  
**COUNTER:**None

**ENHANCEMENTS:**

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

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

**Find Clues To True Name**



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



**FOCUS:**Rollout Halved.  
**COUNTER:**Rollout Interruption Lvl:1

**ENHANCEMENTS:**

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




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LEVEL	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Search for Focus Item						12 pts	Self	1 Mark	1 Day	4 Hours	Found		



Caster is solely able to detect a focus item within range.  
Caster chooses detection method:

- Vibration: Caster feels a vibration which grows as they near the item.
- Audible: Caster hears a low siren which grows louder as they near the item.
- Visual: Caster sees a glowing dot which grows brighter as they near the item.


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

## Healing and Rest

LEVEL	1			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Forced Heal 1d6 HP (+more)						4 pts	1 Square	1 Target	Initiative	Permanent		




Healing energy drawn from all parts of the body are forced to the wounded area.  
First roll the dice and calculate full healing with enhancements,  
Then apply as force damage to the target, if the target is dead next steps fail.  
Lastly, apply the full healing time two (x2) to the target.  
This becomes more powerful (and more costly) with the Enhancements.


FOCUS: Fragility Save - 1 Column			
COUNTER: None			
ENHANCEMENTS:			
Lvl 18	Range X4	10	SP
Lvl 14	Range At 3 Sqs	8	SP

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



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

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

LEVEL	5	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Assist Another's Healing						8 pts	4 Squares	1 Heal Spell	10 Minutes	Instant		



Barely visible purple coils reach out to join the efforts of the other healing spell.  
Other caster: Heal x2 then +4  
Barely visible purple coils reach out to join the efforts of the other healing spell.

COUNTER: None			
ENHANCEMENTS:			
Lvl 6	Subtle Casting	4	SP
Lvl 12	Rollout Init	12	SP
Lvl 10	Rollout Halved	6	SP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Destroy Harmful Substance						8 pts	6 Squares	1 Square	10 Minutes	Permanent		



Bright wine colored coils drift about in the AOE then fades.  
Material decays if rotten/poisoned.  
Bright wine colored coils drift about in the AOE then fades.

COUNTER: None			
ENHANCEMENTS:			
Lvl 6	Subtle Casting	4	SP
Lvl 12	Rollout Init	12	SP
Lvl 10	Rollout Halved	6	SP

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Ranged Forced Healing 2d8+2 HP						12 pts	6 Squares	1 Target	Initiative	Permanent		

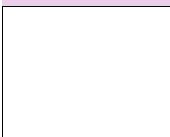


Barely visible Blue sparks and Orange ribbons wind around the recipient.  
Energy from throughout the body is force to an injury.  
Roll dice and use the result to apply damage,  
the use double the same result and apply healing.

COUNTER: None			
ENHANCEMENTS:			
Lvl 20	Rollout Instant	16	SP
Lvl 9	Range at 1 Sq	6	SP
Lvl 14	Duration X2	8	SP

## Light-

LEVEL	0			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
No Counter Available						pts						



DO NOT DELETE !!!! This is a counter


COUNTER: None			
ENHANCEMENTS:			
Lvl 0	No Enhancements	0	SP

# -Orix



## 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		


**Light of Orix (Bright White)**



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

CREATE:  

FOCUS: Brighter by Tier


COUNTER: Same Spell 

ENHANCEMENTS:



Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP
Lvl 16	AoE = 2 Ppl	8 SP

LEVEL	4		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	Self	12 Sqs Radius	2 Minutes	2 Hours		

**Capture/Release Normal Light**



Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed a 1 light source per Tier. Light must be less than bonfire brightness.  
must be able to see the light source or where the light source will be located at.

CREATE: Stone of Capture/Release L  

FOCUS: Item emits a light

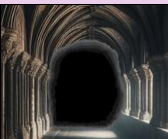
COUNTER: None

ENHANCEMENTS:



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

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


**Shadow of the Magi**



Stays fixed right above the caster.  
Darkness to continues for up to 4 rds after the concentration has stopped.  
Caster to creates darkness that will stay centered above them.  
Keep darkness active by lightly concentrating on the spell,  
Other spells actions that do not state a need to concentrate may be used.

CREATE: Dust of Darkness  

FOCUS: Dur=20 Min (No conc)

COUNTER: 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		

**Send Item to A Nae'Em Location**




Solid blue coils flashes as a portal opens and swallows the covered object.  
Item fits into 1 Sq blanket and not living.  
Solid blue coils flashes as a portal opens and swallows the covered object.

FOCUS: Add Ionic Marker 


COUNTER: None

ENHANCEMENTS:


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

LEVEL	3	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					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'Ems 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

# -Orix

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


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
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LEVEL	9		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Revealed
Detect 'Ems (All Types)					36 pts	4 Squares	1 Square	20 Minutes	Instant		



Bright Orange ribbons float to the object/person and fade as they surround them.  
Caster attempts to reveal the existence and nature of a Nae'Em.  
This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em.  
But only 1 can be reviewed.


FOCUS:Rollout Halved.

COUNTER: None

ENHANCEMENTS:

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

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



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.

FOCUS:Duration +20 Min


COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

## Planar

LEVEL	1	NAE'EM		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
Langstrom Location (Vae'Em)					4 pts							




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
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	6		STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
Langstrom Portal					8 pts						




Langstrom Portal Open for 30 days

COUNTER:Rollout Interruption Lvl:1

ENHANCEMENTS:

Lvl 0	No Enhancements	0 SP
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LEVEL	6		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Langstrom Rupture					8 pts	8 Squares	1x1 Sq Portal	30 Minutes	1 Minute		



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

FOCUS:Partial gets SKL:1

COUNTER: None


ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 12	Range X2	8 SP



# -Orix

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



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


FOCUS:AOE: 4 Sq Radius  
COUNTER: None

ENHANCEMENTS:

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

## Summon or Send

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




Barely visible plum colored coils extend from casters hand to the item.  
Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible.  
Barely visible plum colored coils extend from casters hand to the item.

FOCUS:20 lbs / 4.5 Kg  
COUNTER: None

ENHANCEMENTS:

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

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




A swarm appears in a square adjacent to the target.  
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.  
Will attack any living target. Even if the target is friendly to the caster.  
Save to conure.


CREATE:Beetleroot Granules

FOCUS:Save +1 Col  
COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	12	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	1 Square	1 Creature	10 Minutes	8 Hours			



Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)  
Vaguely humanoid gray servant from Langstrom  
Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)


FOCUS:Protect caster  
COUNTER: None

ENHANCEMENTS:

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

## Utility or Misc

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




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

FOCUS:+2 Skins extra  
COUNTER: None

ENHANCEMENTS:

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

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



Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)  
Increases amount of food by 3. Max of 63 meals affected per spell.  
Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)


CREATE:Scroll of Yield Improvemen

FOCUS:Tastier  
COUNTER:Same Spell

ENHANCEMENTS:

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

LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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