




-Orix


Altered Reality


LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Ribbon Goblin Lookout						8 pts	1/4 Mark	1 Ribbon Crtr	30 Minutes	8 Hours			
				Vivid purple coils wend around to create the shape of a halfling sized ribbon creature. LVL:2 HP:2 Attk:x0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqs. Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.								<div>FOCUS:Telepathic Convo</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 18 Duration X4 10 SP</div> <div>Lvl 14 Attacks = FTR 8 SP</div>	




Battle Actions/Prep

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						8 pts	Self	3x3 Squares	8 Minutes	10 Minutes		
Circle of Protection vs Magic												
				Magenta coils ripple from caster's hand to the edge of AOE.								<div>CREATE:</div> <div>FOCUS:COL +/- 1</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 9 Duration +50% 6 SP</div> <div>Lvl 4 Aura Brightens -2 SP</div>
				Challenges to the circle equals MGC:? Save								
				Chalky magenta powder								



Battle Defense

LEVEL	7			STACK	6	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	4 Sqs Long	20 Minutes	20 Minutes		
Half Wall of Force												
		<p>Barely visible burgundy coils follow the caster's hand outlining the wall.</p> <p>1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15</p> <p>Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.</p>										
		<div><div>FOCUS:+ another corner.</div><div>COUNTER:Same Spell</div><div>ENHANCEMENTS:</div><div><div>Lvl 10 Rollout Halved6 SP</div><div>Lvl 16 Rollout 1 Min8 SP</div><div>Lvl 14 Duration X28 SP</div></div></div>										

LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
						12 pts	Self	1 Battle	1 Minute	3 Days		
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)										
<div><div>CREATE:</div><div>FOCUS:-1 ToHIT</div><div>COUNTER:Same Spell</div><div>ENHANCEMENTS:</div><div><div>Lvl 12 Rollout Init12 SP</div><div>Lvl 14 Duration X28 SP</div><div>Lvl 9 Damage +50%8 SP</div></div></div>												

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>Lavender coils loop around the caster in a ribboned chain-linked bubble.</div> <div>Attacks are slowed, thus the impact lessens the damage.</div> <div>Lavender coils loop around the caster in a ribboned chain-linked bubble.</div>										
<div>FOCUS:Other recipients</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save +1 Col8 SP</div> <div>Lvl 18 Range X410 SP</div> <div>Lvl 9 Range at 1 Sq6 SP</div>												 


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												
		<div>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.</div> <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>FOCUS:Save +1 Col</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 18 Range X4</div><div>Lvl 9 Range +50%</div><div>Lvl 14 Damage X2</div></div> <div><div>10 SP</div><div>6 SP</div><div>12 SP</div></div>												

-Orix

LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
					4 pts	10 Squares	2 Squares	Initiative	Instant		

Force Push



Solid lavender coils extend from caster's hand to push directly from the caster to the target. Direct damage of 1d6 + ACU. Target(s) Save or pushed back. Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHIT)


FOCUS:Save Col +1
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 14	Save +1 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range +50%	6 SP

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

Hold Civilized Creature



Barely visible burgundy coils streak out from the casters pointed finger and winds around the 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		

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 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		

Class Power Attack



Power surges towards the enemy. Type-> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid Bolt of power: Dmg 4d10+ACU Bonus. No ToHIT required. Save for 1/2 dmg IF same class. Use comparison Save.

FOCUS:Knockback w/ RM:3
COUNTER:Same Spell


ENHANCEMENTS:

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

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		

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	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			

Connect To An Arcane Focus Item



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

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

-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

Enchantments

LEVEL	2		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Comparative
					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
					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
					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
					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
					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
					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



-Orix



LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Ionic Marker												
 <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
Release Arcane Script												
 <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
Constrain Arcane Script												
 <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
Imbue an Item with												
 <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
Add Signs to Signpost												
 <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 
Sight of the Statue												
 <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
Triggered Announcement												
 <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

-Orix

LEVEL	13	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						32 pts	Touch	1 Small Wpn	5 Minutes	1 Battle		

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	Touch	1 Contstruct	6 Hours	1 Day		

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	

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)

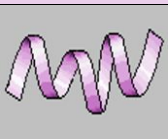


Solid lavender coils follow the caster's hand outlining the walls.
2 Sqs High. Length up to 6 Sqs per wall.
Solid lavender coils follow the caster's hand outlining the walls.

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	

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		

Circle of Containment



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:	Rollout Interruption 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		

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	

-Orix

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

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

Search for Focus Item




Caster is soley 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

-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		

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

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

Destroy Harmful Substance



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
						12 pts	6 Squares	1 Target	Initiative	Permanent		

Ranged Forced Healing 2d8+2 HP



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


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

LEVEL	15			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
						16 pts	Touch	1 Target	1 Minute	1 Month (30 days)		

Held Stasis



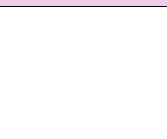
Burgundy coils wrap around the target & orbit the target until end of duration.
Places a non-combatant into a Coma like state.

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

Light-

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

No Counter Available



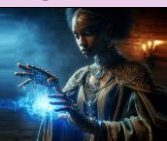
DO NOT DELETE !!!! This is a counter

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		

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 at 1 light source per Tier. Light must be less than bonfire brightness.
must be able to see the light source or where the light source will be located at.

CREATE:	Stone of Capture/Release 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

-Orix

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



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

CREATE:Dust of Darkness


FOCUS:Dur=20 Min (No conc)

COUNTER:Dispel Magic Spell Lvl:1

ENHANCEMENTS:

Lvl 20	Rollout Instant	16 SP
Lvl 14	Range At 3 Sqs	8 SP
Lvl 9	Range at 1 Sq	6 SP

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	PMP	1 Mid Item	20 Minutes	Instant		




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


FOCUS:Add Ionic Marker

COUNTER: None

ENHANCEMENTS:

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

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	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

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

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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
--------	----------------	------

LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						36 pts	4 Squares	1 Square	20 Minutes	Instant	Revealed	



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

-Orix


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

Eavesdrop on Nae'Em Convo

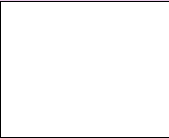


Listen in on a private conversation. But give up the ability to see.
Creates a temporary Nae'Em when a conversation is within range.
But blocks the vision of the caster while they listen to a Nae'Em conversation.
The owners of the Nae'Em communication will not be aware.
Can be used as a True Name clue.

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

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


Create Permanent Location Tae'Em



Location becomes a teleport destination.

FOCUS:Casual		
COUNTER:None		
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:	:
						4 pts						

Langstrom Location (Vae'Em)



creates a 'known' location in the Langstrom.

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


LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Touch	1 Worn Garment	1 Minute	1 Week		

Langstrom Cloak Pockets



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

FOCUS:Hides magic		
COUNTER:None		
ENHANCEMENTS:		
Lvl 12	Rollout Init	12 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Duration X2	8 SP


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

Langstrom Portal



Langstrom Portal Open for 30 days

COUNTER:Rollout Interruption Lvl:1		
ENHANCEMENTS:		
Lvl 0	No Enhancements	0 SP


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

Langstrom Rupture



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

FOCUS:Partial gets SKL:1		
COUNTER:None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 12	Range X2	8 SP

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

Circle of Langstrom Expulsion




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

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

-Orix

LEVEL 13	<input type="checkbox"/> <input type="checkbox"/>	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

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

LEVEL 1	<input type="checkbox"/> <input type="checkbox"/>	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	<input type="checkbox"/> <input type="checkbox"/>	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	<input type="checkbox"/> <input type="checkbox"/>	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