

-Orix

Animal Ken

LEVEL	5	STACK	Per Tie	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
---	Convoke Ribbon Horse	16 pts		1 Square	1 Ribbon Horse	4 Minutes	8 Hours			



Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse.
Self w/carried items.
Can carry 1 large person, 2 medium sized, or 3 small. Has 20 lines for inventory... separate from ability to carry people.



FOCUS: Looks almost Real-ish.

COUNTER: None

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 18	Range X4	10 SP
Lvl 14	Duration X2	8 SP

Battle Actions/Prep

LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Circle of Protection vs Magic						8 pts	Self	3x3 Squares	8 Minutes	10 Minutes		



Magenta coils ripple from caster's hand to the edge of AOE.
Challenges to the circle equals MGC:? Save
Chalky magenta powder

CREATE:
FOCUS:COL +/- 1
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 9 Duration +50% 6 SP
Lvl 4 Aura Brightens -2 SP

Battle Defense

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



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	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS:
9	1	12 pts	Self	1 Battle	1 Minute	3 Days		2



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
Miner Defense Bubble					12 pts	Touch	Self	Initiative	1 Battle		



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 Col	8 SP
Lvl 18	Range X4	10 SP
Lvl 9	Range at 1 Sq	6 SP

Battle Offense

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




Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be able to see the target. (No ToHIT)

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

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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	1 Round		

Force Push



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


FOCUS: Save Col +1
COUNTER: Same Spell

ENHANCEMENTS:

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

LEVEL	3		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
					4 pts	4 Squares	1 Mark	Initiative	2 Rounds		

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	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 be damaged. 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

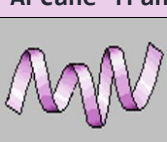
ENHANCEMENTS:

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

Communication

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

Arcane Translation - 1 Page



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


FOCUS: Random Enhancement
COUNTER: None

ENHANCEMENTS:

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

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

High Flares



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


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Creations

LEVEL

3

NAE'EM





STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

Caster

ROLL OUT

1 Minute


DURATION

2 Hours

SAVE:

No Save

Animate Cats Eye Marble



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

FOCUS:Multi-Vision

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 12

Rollout Init

12 SP

Lvl 14

Duration X2

8 SP


Lvl 9


Duration +50%

6 SP

LEVEL

3





STACK

1

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Item

ROLL OUT

2 Minutes


DURATION

15 Minutes

SAVE:

No Save

Orix False Glow



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

4 pts

RANGE

5 Squares

AREA OF EFFECT

1 Sign Post

ROLL OUT

1 Minute


DURATION

2 Hours

SAVE:

No Save

Visible Sign Posts



Smoke violet coils Move Outward To Reveal Any Posts.
Sign posts from teleports become visible. [ORX]
Smoke 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

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

Constrain Arcane Script



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

COUNTER: None

LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Item	3 Days	5 Years		

Imbue an Item with



Lasts 5 years if within 8 Sqs of caster.

COUNTER: None

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		

Ladders & Stairs



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

LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	1 Square	1 Signpost	10 Minutes	3 Days		

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 See eyes move.
						12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day		

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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Touch	2 Squares	3 Days	Permanent		

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

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

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LEVEL	10	<input type="checkbox"/>	<input type="checkbox"/>	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	<input type="checkbox"/>	<input type="checkbox"/>	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	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 Not Blinded
						4 pts	2 Squares	1x1x1 Square	5 Minutes	Permanent		

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	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Comparative
						8 pts	4 Sqs	1 Item	6 Minutes	Permanent		

Dispel Magic Spell



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	2	<input type="checkbox"/>	<input type="checkbox"/>	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		<input type="checkbox"/>	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		<input type="checkbox"/>	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

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LEVEL	10	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Find Clues To True Name						24 pts	4 Squares	1 Item	2 Hours	Permanent	success		



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

Food And Drink

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



Blue and Orange ribbons burrow into the ground.
Pull water from ground. 2 skins per Tier. 1 skin in dry areas.
Typical person requires 1 skin per day. Deserts mean 2 per day.
Does NOT 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

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	Recipient	1 Hour	3 Days		



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

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

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	12 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


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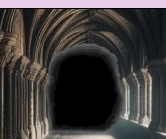
Illusions

LEVEL	5	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
							8 pts	1/4 Mark	1 Ribbon Crtr	30 Minutes	8 Hours		
Ribbon Goblin Lookout													
				Vivid purple coils wend around to create the shape of a halfling sized ribbon creature. LVL:2 HP:2 Attk:s0x1 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 Halved6 SP</div> <div>Lvl 18 Duration X410 SP</div> <div>Lvl 14 Attacks = FTR8 SP</div>									


Light and Darkness

LEVEL	1			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save															
Light of Orix (Bright White)						4 pts	Self	Varies	Initiative	4 Hours																	
				<p>With a twirling of the fingers the caster brings about light!</p> <p>No Focus = Candle power. With Focus caster can set power.</p> <p>This spell does stay fixed in relation to the caster, right above them. Use a Focus item for control of light brightness.</p>																							
				<div>CREATE:</div> <div>FOCUS:Brighter by Tier</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <table><tr><td>Lvl</td><td>18</td><td>Duration X4</td><td>10</td><td>SP</td></tr><tr><td>Lvl</td><td>14</td><td>Duration X2</td><td>8</td><td>SP</td></tr><tr><td>Lvl</td><td>16</td><td>AoE = 2 Ppl</td><td>8</td><td>SP</td></tr></table>									Lvl	18	Duration X4	10	SP	Lvl	14	Duration X2	8	SP	Lvl	16	AoE = 2 Ppl	8	SP
Lvl	18	Duration X4	10	SP																							
Lvl	14	Duration X2	8	SP																							
Lvl	16	AoE = 2 Ppl	8	SP																							

LEVEL	4	<div></div> <div></div>	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.						
					<div>CREATE:Stone of Capture/Release Lvl:1</div> <div>FOCUS:Item emits a light</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Duration X28 SP</div> <div>Lvl 9 Duration +50%6 SP</div> <div>Lvl 12 AoE X26 SP</div>						

LEVEL	4	<div></div> <div></div>	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											
		<p>Stays fixed right above the caster.</p> <p>Darkness to continues for up to 4 rds after the concentration has stopped.</p> <p>Caster to creates darkness that will stay centered above them.</p> <p>Keep darkness active by lightly concentrating on the spell,</p> <p>Other spells actions that do not state a need to concentrate may be used.</p>									
		<div><div>CREATE:Dust of Darkness</div><div>FOCUS:Dur=20 Min (No conc)</div><div>COUNTER:Dispel Magic Spell Lvl:1</div><div>ENHANCEMENTS:</div><div><div>Lvl 20 Rollout Instant</div><div>16 SP</div></div><div><div>Lvl 14 Range At 3 Sqs</div><div>8 SP</div></div><div><div>Lvl 9 Range at 1 Sq</div><div>6 SP</div></div></div>									

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



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.																	
<div>FOCUS:AOE +1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <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>													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
						8 pts	PMP	1 Item	Initiative	Instant		
Call/Return Nae'Em Item												
				<p>Purple coils spin around the casters hand until an item appears.</p> <p>Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.</p> <p>Purple coils spin around the casters hand until an item appears.</p>								
<div><div>FOCUS:30 lbs / 13.6 Kg</div><div>COUNTER: None</div><div>ENHANCEMENTS:</div><div><div>Lvl 6</div><div>Subtle Casting</div><div>4 SP</div></div><div><div>Lvl 18</div><div>Nae'Em Clues Remove</div><div>20 SP</div></div><div><div>Lvl 4</div><div>Aura Brightens</div><div>-2 SP</div></div></div>												

-Orix

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


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

Portal To Nae'Em



portal can't be opened/created unless Nae'Em agrees to the portal.
portal can't be opened/created unless Nae'Em agrees to the portal.
the caster and one other person can pass through. Or Nae'Em and one other person can pass through. First to pass through must be either the Nae'Em or the caster.

COUNTER: None		
ENHANCEMENTS:		
Lvl 10	Rollout Halved	6 SP

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

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:	RM: 3	
Connect To An Arcane Focus Item						36 pts	Touch	1 Item	3 Days	Permanent		Connected	

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

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	


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

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

-Orix

LEVEL	5		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
					8 pts	2 Squares	5 items / 1 Square	20 Minutes	Rollout		Does not blind	

Reveal Origin Plane

Without Focus reveals only if the object/person is from this current plane.
With the Focus: Yellow/orange if Astral. Tan/Brown if Ethereal. Lime green if Langstrom.
Grey if Dimension. White (with name of plane) if a Primary plane.
If the only plane of origin (all of it is all ways) is Arcane, then Save is required.

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

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

Summon or Send

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

Call Item (in Sight)

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

FOCUS:20 lbs / 4.5 Kg	
COUNTER: None	
ENHANCEMENTS:	
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP

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		

Langstrom Servant: Pucoe Gree

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

Food Times Three

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 Improvement	
FOCUS:Tastier	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Range X4	10 SP
Lvl 12 Range X2	8 SP