



**-Orix**

# Altered Reality

LEVEL

5

N/AE/EM



STACK

3

COST

8 pts

RANGE

1/4 Mark

AREA OF EFFECT

1 Ribbon Ctrr

ROLL OUT

30 Minutes


DURATION

8 Hours

SAVE

No Save

Ribbon Goblin Lookout



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

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

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

FOCUS:Telepathic Convo



COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 18 Duration X410 SP

Lvl 14 Attacks = FTR8 SP



## Battle Actions/Prep

LEVEL

STACK

1

COST

8

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

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

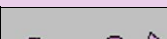


## Battle Defense

LEVEL	7			STACK	6	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Half Wall of Force</b>						8 pts	Touch	4 Sqs Long	20 Minutes	20 Minutes		
 <p>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.</p>												
<div> <div>FOCUS:+ another corner.</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div> <div>Lvl 10 Rollout Halved</div> <div>Lvl 16 Rollout 1 Min</div> <div>Lvl 14 Duration X2</div> </div> <div> <div>6 SP</div> <div>8 SP</div> <div>8 SP</div> </div> </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><div>FOCUS:Save +1 Col</div><div>COUNTER:Same Spell</div><div>ENHANCEMENTS:</div><div><div>Lvl 18Range X410 SP</div><div>Lvl 9Range +50%6 SP</div><div>Lvl 14Damage X212 SP</div></div></div>										

LEVEL	2			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
Force Push				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)									
				<div>FOCUS:Save Col +1</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 14 Save +1 Col</div><div>Lvl 18 Range X4</div><div>Lvl 9 Range +50%</div></div> <div><div>8 SP</div><div>10 SP</div><div>6 SP</div></div>									

LEVEL

7

STACK

COST

8 pts

RANGE

8 Squares

AREA OF EFFECT

1 Target

ROLL OUT

1 Round


DURATION

5 Rounds

SAVE:

:

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 12Range X28 SP

Lvl 18Duration X410 SP

Lvl 14Duration X28 SP



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LEVEL	8		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2	
					8 pts	12 Squares	2 Squares	Initiative	Instant		1/2 Damage	

## Force Clap



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

## 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

## 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. (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	
					8 pts	4 Sqs	1 Item	6 Minutes	Permanent		Comparative	

## 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 (Temple)		
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		

## 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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
					4 pts	4 Squares	1 Item	2 Minutes	15 Minutes		

## Orix False Glow



Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.  
Reveal of Magic will show a false positive.  
Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.

FOCUS:Visible to all		
COUNTER:Same Spell		
ENHANCEMENTS:		
Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 14	Duration X2	8 SP

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LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
3	1	4 pts	5 Squares	1 Sign Post	1 Minute	2 Hours	No Save



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: Facial 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

LEVEL	5	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Create Tonic Marker							8 pts	Touch	1 Object	1 Day	Permanent		



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	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
Release Arcane Script				8 pts	Touch	200 Characters	10 Minutes	1 Hour		



```
Purple smoke gathers around the script.  
For moving letter script (Cursed?)  
Purple smoke gathers around the script.
```

COUNTER: None

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



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

COUNTER: None

LEVEL	8	<input type="checkbox"/>	<input type="checkbox"/>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	Imbue an Item with					8 pts	Touch	1 Item	3 Days	5 Years		




• Lasts 5 years if within 8 Sqs of caster.


COUNTER: None


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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		
<b>Force Platform</b>											
 Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.											
<div>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</div>											


## 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		
<b>Detect Magic &amp; Number of Aspects</b>											
 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.											
<div>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</div>											


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		
<b>Orix View Sign Posts</b>											
 Lavender coils orbit the casters head. View Sign Posts Lavender coils orbit the casters head.											
<div>COUNTER:None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP</div>											

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			
<b>Locate Ionic Marker</b>												
 Purple coils whirl around the caster then point the direction of the marker. Caster able to identify the markers location. (N,NE,E,SE,S,SW,W,NW) Purple coils whirl around the caster then point the direction of the marker.												
<div>FOCUS:SKL:1 COUNTER:None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 18 Range X4 10 SP Lvl 9 Range +50% 6 SP</div>												


## 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		
<b>Forced Heal 1d6 HP (+more)</b>											
 Healing energy drawn from all parts of the body are forced to the wounded area. First roll the dice and calculate full healing with enhancements, Then apply as force damage to the target, if the target is dead next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.											
<div>FOCUS:Fragility Save - 1 Column COUNTER:None ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 14 Range At 3 Sqs 8 SP</div>											

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

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			
<b>Assist Another's Healing</b>												
 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.												
<div>COUNTER:None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP Lvl 10 Rollout Halved 6 SP</div>												

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LEVEL	6	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save									
<b>Destroy Harmful Substance</b>				8 pts	6 Squares	1 Square	10 Minutes	Permanent											
		<p>Bright wine colored coils drift about in the AOE then fades.</p> <p>Material decays if rotten/poisoned.</p> <p>Bright wine colored coils drift about in the AOE then fades.</p>							<p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table border="1"> <tr> <td>Lvl 6</td> <td>Subtle Casting</td> <td>4 SP</td> </tr> <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> </table>		Lvl 6	Subtle Casting	4 SP	Lvl 12	Rollout Init	12 SP	Lvl 10	Rollout Halved	6 SP
Lvl 6	Subtle Casting	4 SP																	
Lvl 12	Rollout Init	12 SP																	
Lvl 10	Rollout Halved	6 SP																	

Light-

LEVEL	-1			STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
No Counter Available						pts											
DO NOT DELETE !!!! This is a counter																	
<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 0    No Enhancements    0 SP</div>																	

# Light and Darkness

<b>LEVEL</b>	<b>1</b>	<b>COST</b>	STACK    99	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>Light of God (Bright White)</b>		4 pts		Self	Varies	Initiative	4 Hours		
		CREATE: FOCUS:Brighter by Tier COUNTER:Same Spell							
		ENHANCEMENTS:  							
		Lvl 18	Duration X4	10 SP					
		Lvl 14	Duration X2	8 SP					
		Lvl 16	AoE = 2 Ppl	8 SP					

LEVEL

4

STACK

1

COST

4 pts

RANGE

Self

AREA OF EFFECT

12 Sqs Radius

ROLL OUT

2 Minutes


DURATION

2 Hours

SAVE:

No Save

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		
<b>Shadow of the Magi</b>  <p>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.</p>												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

4 pts

RANGE

PMP

AREA OF EFFECT

1 Mid Item

ROLL OUT

20 Minutes


DURATION

Instant

SAVE:

No Save

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								
<b>Call Bonded Person</b>							4 pts	PMP	1 Recipient	30 Minutes	Instant										
 <p>Thick violet coils create a portal.</p> <p>Teleport a preselected person to the casters side.</p> <p>Thick violet coils create a portal.</p>					<p>FOCUS:AOE +1 </p> <p>COUNTER: None</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 12</td> <td>Rollout Init</td> <td>12 SP</td> </tr> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 16</td> <td>Rollout 1 Min</td> <td>8 SP</td> </tr> </table>								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																			


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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

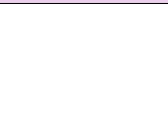


Caster is able to view one of their Nae'Ems from above.  
View from 4 squares above, but will lower the view if needed.

COUNTER: None		
ENHANCEMENTS:		
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 14	Duration X2	8 SP

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

## 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

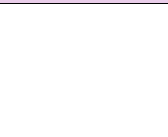


Barely visible lavender wisps spiral around the caster.  
Pocket within current cloak/robe  
Barely visible lavender wisps spiral around the caster.


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	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		

## 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	



# -Orix

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		




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

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

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