





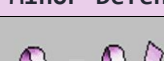


-Orix


Altered Reality

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.								
										FOCUS:Telepathic Convo COUNTER:SAME SPELL WILL COUNTER. ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 16 Rollout 1 Min 8 SP Lvl 18 Nae'Em Clues Remove 20 SP		


Battle-Defense


LEVEL	7			STACK	6	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	4 Sqs Long	20 Minutes	20 Minutes		
Half Wall of Force												
				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	10			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						12 pts	Touch	Self	Initiative	1 Battle		
Minor Defense Bubble												
				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

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. Solid purple coils settle to the ground and become chalk.								
										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		

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												
		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. 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		

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	4			STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
						4 pts	4 Squares	1 Mark	Initiative	2 Rounds	Conjured	
<div><div></div><div><p>A swarm appears in a square adjacent to the target.</p><p>Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.</p><p>Will attack any living target. Even if the target is friendly to the caster.</p><p>Save to conure.</p></div></div>												
										<div>CREATE:Beetleroot Granules</div> <div>FOCUS:Save +1 Col</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div><div>Lvl 12</div><div>Range X2</div><div>8 SP</div></div> <div><div>Lvl 9</div><div>Range +50%</div><div>6 SP</div></div> <div><div>Lvl 14</div><div>Damage X2</div><div>12 SP</div></div>		

-Orix

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		




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	
					12 pts	8 Squares	1 Target	Initiative	1 Round	1/2 Dmg if same		



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

Battle-Prep

LEVEL	2		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	Self	Caster	1 Hour	3 Days			



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


CREATE:Triggered Forced Health Dr

FOCUS:Stack+1
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 10	Rollout Halved	6 SP
Lvl 16	Healing +4	10 SP
Lvl 18	Duration X4	10 SP

LEVEL	3		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					4 pts	Self	Caster	6 Minutes	2 Hours			




Violet coils encircles the caster, flashes, then fades away.
-5% to Resist Magic and Skill Saves for this ORIX.
Violet coils encircles the caster, flashes, then fades away.

FOCUS:Total= 10% adjust
COUNTER:None

ENHANCEMENTS:

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

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



Bright plum colored coils encircle the weapon. (A pink oil)
Weapon +1 Init, poss +2 or +3. Each + is a separate spell.
Bright plum colored coils encircle the weapon. (A pink oil)


CREATE:

FOCUS:Column -1
COUNTER:None

ENHANCEMENTS:

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

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



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

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



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

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LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3	
						12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours	Exit Circle		




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:SAME SPELL
ENHANCEMENTS:
Lvl 18 Duration X4 10 SP
Lvl 14 Duration X2 8 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		



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

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


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



Redish blue smoke moves from the casters hands to the center spot on the stone.
Motion activated. 30 words or less.
Redish blue smoke moves from the casters hands to the center spot on the stone.

FOCUS:Facail movements.
COUNTER:None
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP
Lvl 14 Duration X2 8 SP


LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
						8 pts	Touch	200 Characters	10 Minutes	1 Hour		



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

COUNTER:None


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



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

CREATE:
FOCUS:Delayed 5 Minutes.
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 12 Rollout Init 12 SP
Lvl 14 Duration X2 8 SP
Lvl 9 Duration +50% 6 SP


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



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

COUNTER:None

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		




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

-Orix

LEVEL	11			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	Touch	2 Squares	3 Days	Permanent		



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

Creation-Meta

LEVEL	2			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 Comparative
						8 pts	4 Sqs	1 Item	10 Minutes	Permanent		



Dispell Magic done by those most able. Eolas or Orix.
Eolas and Orix gain this 2nd Tier spell early!
GM determines the Save column for the item based on the nature of its power.
Caster and GM both roll the Save. The greater success wins out. (Or least loss)
Can be used to disrupt permanent magic. Doesn't affect non permanent spells.


CREATE:Scroll of Dispel Magic (Tem)

FOCUS:Rollout = 2 Rounds
COUNTER: None

ENHANCEMENTS:

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

LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	PMP	1 Recipient	30 Minutes	Instant		




Thick violet coils create a portal.
Teleport a preselected person to the casters side.
Thick violet coils create a portal.

FOCUS:AOE +1
COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP
Lvl 16	Rollout 1 Min	8 SP

LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	4 Squares	1 Item	2 Minutes	15 Minutes		




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

FOCUS:Visible to all
COUNTER:Same Spell

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 12	Rollout Init	12 SP
Lvl 10	Rollout Halved	6 SP

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




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

COUNTER:Same Spell

ENHANCEMENTS:

Lvl 6	Subtle Casting	4 SP
Lvl 10	Rollout Halved	6 SP
Lvl 12	Range X2	8 SP

LEVEL	16			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						16 pts	Touch	1 Contstruct	6 Hours	1 Day		



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

Find-Hide-Reveal

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



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

CREATE:Scroll of Detect Magic

FOCUS:No blinding.
COUNTER: None



ENHANCEMENTS:

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

-Orix

LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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	5	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
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			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 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	9	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Found
Search for Arcane 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: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 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.
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	13			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Find Nearest Langstrom Portal												
	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

-Orix

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: None		
ENHANCEMENTS:		
Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP

Food-Water

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

Draw Up Ground Water



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

FOCUS:+2 Skins extra		
COUNTER: None		
ENHANCEMENTS:		
Lvl 16	Rollout 1 Min	8 SP
Lvl 20	AOE X4	20 SP
Lvl 12	AoE X2	6 SP

LEVEL	6			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						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	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
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LEVEL	9			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	3 Squares	2x2 Squares	1 Day	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

Health-Life-Death


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	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

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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


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



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 6 Subtle Casting 4 SP
Lvl 12 Range X2 8 SP
Lvl 14 Range At 3 Sqs 8 SP


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



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


CREATE:Stone of Capture/Release 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


N Nae'Em-People													
LEVEL	12	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


N Tae'Em-Thing													
LEVEL	5	NAE'EM			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Call/Return Nae'Em Item						8 pts	PMP	1 Item	Initiative	Instant			



Purple coils spin around the casters hand until an item appears. Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg. Purple coils spin around the casters hand until an item appears.

FOCUS:30 lbs / 13.6 Kg
COUNTER: None
ENHANCEMENTS:
Lvl 6 Subtle Casting 4 SP
Lvl 18 Nae'Em Clues Remove 20 SP
Lvl 4 Aura Brightens -2 SP

N Vae'Em-Venue Site													
LEVEL	5	NAE'EM			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
Scry to a Nae'Em						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




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Personal-Connections


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	9	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: None
														ENHANCEMENTS:
														Lvl 10 Rollout Halved 6 SP
														Lvl 18 Range X4 10 SP
														Lvl 9 Range +50% 6 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	
					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.									<div>FOCUS:No current Focus Item.</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 14 Save -1 Col8 SP</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 9 Range at 1 Sq6 SP</div> <div></div>


LEVEL	12	NAE'EM	 	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 humanoidish creature. (2 ft / 60 cm high) Vaguely humanoid gray servant from Langstrom Lime green colored swirls create a small humanoidish creature. (2 ft / 60 cm high)						<div>FOCUS:Protect caster</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Duration X410 SP</div> <div>Lvl 14 Duration X28 SP</div> <div>Lvl 9 Duration +50%6 SP</div>	

Shelter-Rest-Protection

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		
		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		
		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	

Travel-Planes

LEVEL	0	NAE'EM			STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
							4 pts						
<div></div> <div>creates a 'known' location in the Langstrom.</div>													
<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 20 Rollout Instant 16 SP</div> <div>Lvl 18 Nae'Em Clues Remove 20 SP</div>													

-Orix

LEVEL	1		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Send Item to A Nae'Em Location					4 pts	PMP	1 Mid Item	20 Minutes	Instant		




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

FOCUS:Add Ionic Marker
COUNTER: None

ENHANCEMENTS:

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

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




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

FOCUS:Partial gets SKL:1
COUNTER: None

ENHANCEMENTS:

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

LEVEL	10		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
ITEM TO CREATE: Ladders And Ladders Breakable. BUY:60 GP.
- Ladder:1-12 sqs x 1 sq. Stairs:6 sqs x 6 sqs.
- Obsidian Shard, Stagnant Sea Water, Marigold Wine.
- Focus Item. Creation SP: x3 spell cost.

CREATE:Breakable of Ladders or Stairs

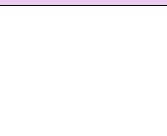
FOCUS:Hand rails

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 16	Rollout 1 Min	8 SP
Lvl 18	Range X4	10 SP

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



Orange ribbons encircle the area.
Location becomes a teleport destination.
Orange ribbons encircle the area.

FOCUS:Casual


COUNTER: None

ENHANCEMENTS:

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

Tricks-

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



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

FOCUS:20 lbs / 4.5 Kg


COUNTER: None

ENHANCEMENTS:

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

Utility-

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



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

CREATE:Astral Candle Light Powder


FOCUS:Brighter by Tier

COUNTER:Same Spell

ENHANCEMENTS:

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

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



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






FOCUS:Hides magic

COUNTER: None

ENHANCEMENTS:

Lvl 12	Rollout Init	12 SP
Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Duration X2	8 SP

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LEVEL	3	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	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	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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: Same Spell ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 14 Range At 3 Sqs 8 SP Lvl 9 Range at 1 Sq 6 SP	
LEVEL	4			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Shadow of the Magi - Duplicate												
		With a twirling of the fingers the caster brings about light! No Focus = Candle power. With Focus caster can set power as per Tier. With a twirling of the fingers the caster brings about light! Eolas can use as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Default Light: Candle light									FOCUS: Brighter by Tier COUNTER: None ENHANCEMENTS: Lvl 10 Rollout Halved 6 SP Lvl 12 Range X2 8 SP Lvl 14 Duration X2 8 SP	
LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Force Platform												
		Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.									FOCUS: Half Wall COUNTER: Same Spell ENHANCEMENTS: Lvl 18 Duration X4 10 SP Lvl 14 Duration X2 8 SP Lvl 9 Duration +50% 6 SP	