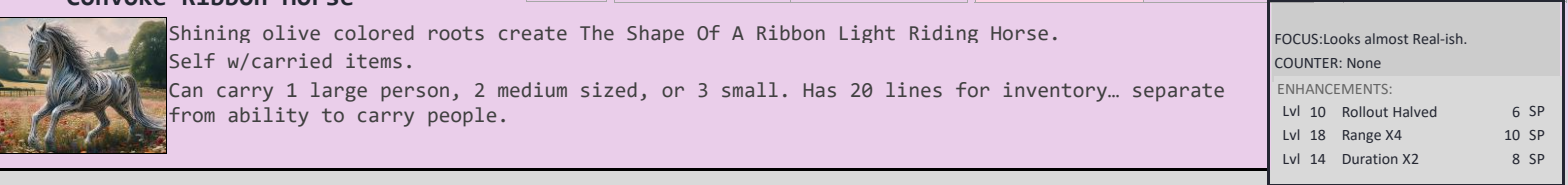


**-Orix**

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		



FOCUS: Looks almost Real-ish.

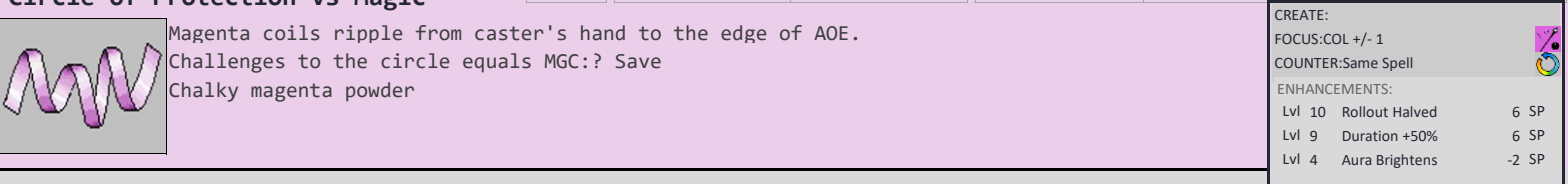
COUNTER: None

ENHANCEMENTS:

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

### Battle Actions/Prep

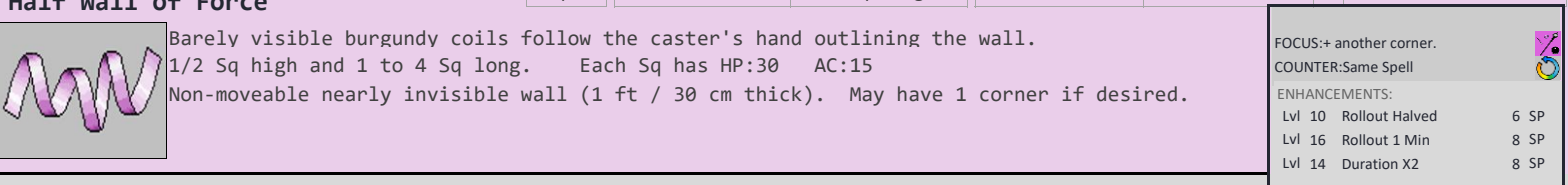
LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
	Circle of Protection vs Magic					8 pts	Self	3x3 Squares	8 Minutes	10 Minutes		





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

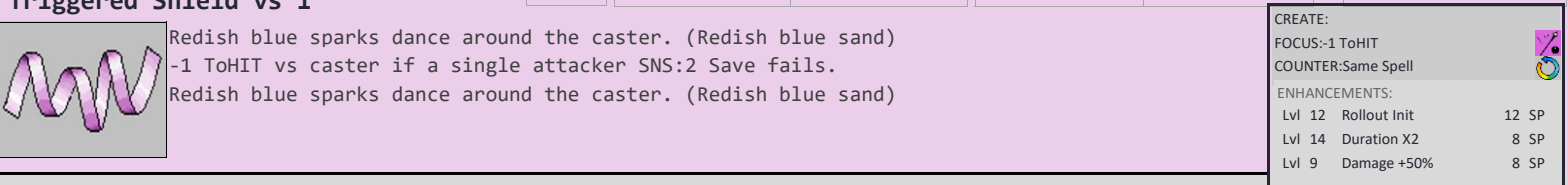
Battle Defense

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



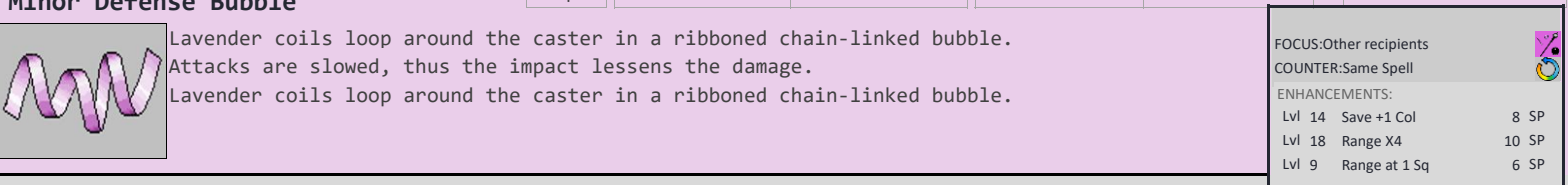
FOCUS:+ another corner.  
COUNTER:Same Spell  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 16 Rollout 1 Min 8 SP  
Lvl 14 Duration X2 8 SP

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



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

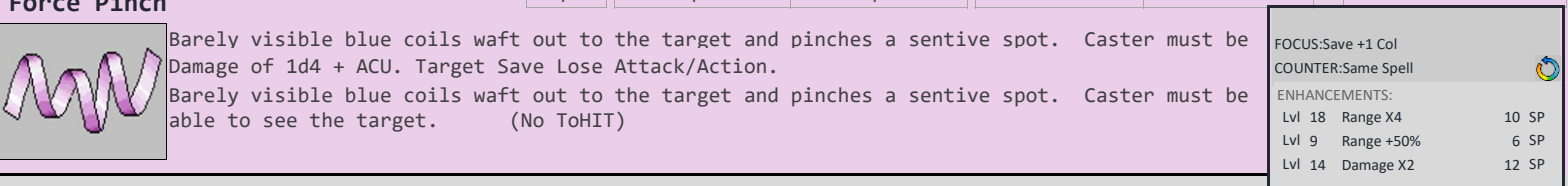
LEVEL	10	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
	Minion Defense Bubble			12 pts	Touch	Self	Initiative	1 Battle		



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		



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

**-Orix**

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		<div>  <p>Solid lavender coils extend from caster's hand to push directly from the caster to the target</p> <p>Direct damage of 1d6 + ACU. Target(s) Save or pushed back</p> <p>Solid lavender coils extend from caster's hand to push directly from the caster to the target. (No ToHit)</p> </div>												<div> <p>FOCUS: Save Col +1</p> <p>COUNTER: Same Spell</p> <p>ENHANCEMENTS:</p> <p>Lvl 14 Save +1 Col 8 SP</p> <p>Lvl 18 Range X4 10 SP</p> <p>Lvl 9 Range +50% 6 SP</p> </div>

LEVEL

3

STACK

2

COST

4 pts

RANGE

4 Squares

AREA OF EFFECT

1 Mark

ROLL OUT

Initiative

DURATION


2 Rounds

SAVE:

SKL: 2

Conjured

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


Lvl 9 Range +50%

Lvl 14 Damage X2

8 SP

6 SP

12 SP

LEVEL	7			STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
					8 pts	8 Squares	1 Target	1 Round	5 Rounds		
<b>Hold Civilized Creature</b>											
 <p>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.</p> <p>Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.</p>											
										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

8 pts

RANGE

12 Squares

AREA OF EFFECT

2 Squares

ROLL OUT

Initiative

DURATION


Instant

SAVE:

RM: 2

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

LEVEL

12

STACK

99

COST

12 pts

RANGE

8 Squares

AREA OF EFFECT

1 Target

ROLL OUT

Initiative

DURATION


1 Round

SAVE:

RM: 3

1/2 Dmg if same

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:

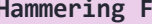
Lvl 12 Range X2

Lvl 9 Range +50%

8 SP



6 SP

LEVEL	17			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2									
<b>Force Cage</b>						20 pts	8 Squares	3x3 Squares	10 Minutes	3 Rounds											
 <p>Smokey purple strands weave and become a cage for all but Dokour.            May be over a circle of containment. 3d6 damage to touch.            Smokey purple strands weave and become a cage for all but Dokour.</p>		<div> <div> <p>FOCUS:Cage HP = 398</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 10</td> <td>Rollout Halved</td> <td>6 SP</td> </tr> <tr> <td>Lvl 12</td> <td>Range X2</td> <td>8 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Duration +50%</td> <td>6 SP</td> </tr> </table> </div>  </div>											Lvl 10	Rollout Halved	6 SP	Lvl 12	Range X2	8 SP	Lvl 9	Duration +50%	6 SP
Lvl 10	Rollout Halved	6 SP																			
Lvl 12	Range X2	8 SP																			
Lvl 9	Duration +50%	6 SP																			


LEVEL	17			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						20 pts	12 Squares	2 Squares	Initiative	Instant		
<b>Hammering Force</b>  <p>A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to Damage of 3d8 + ACU in 2 sqs. Target(s) Save or Stunned 1d3 rds.</p> <p>A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to creatures/items in the way. (No ToHIT)</p>												
											FOCUS:Save Col +1 COUNTER:Same Spell ENHANCEMENTS: Lvl 18 Range X4 10 SP Lvl 12 Range X2 8 SP Lvl 9 Range +50% 6 SP	

# -Orix

## Class Specialty

LEVEL	18	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
						60 pts	Touch	1 Target	6 Hours	Permanent	Magic is gone.		

**Arcane Removal (1 of 3)**



Brilliant rust colored flames flow over the body of the Target.  
Step 2 of process to permanently remove SP.  
1st the ORIX, 2nd the DOKOUR, then the STRUMOS last. Nae'Em is created with other casters and the target. After the spell is done (failed or not) the Nae'Em is over.

FOCUS:Required.

COUNTER:Rollout Interruption Lvl:1


ENHANCEMENTS:

Lvl 18	Range X4	10 SP
Lvl 12	Range X2	8 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 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

## Creations

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 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		

**Visible Sign Posts**



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		

**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

# -Orix


LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: x
	<b>Weapon Speed Charm</b>					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)										<div>CREATE:  </div> <div>FOCUS:Column -1 </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 9 Range at 1 Sq 6 SP</div> <div>Lvl 18 Duration X4 10 SP</div>	
LEVEL	5	NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Create Ionic Marker</b>					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.										<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 14 Range At 3 Sqs 8 SP</div>	
LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
	<b>Release Arcane Script</b>					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.										<div>COUNTER: None</div>	
LEVEL	8			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
	<b>Constrain Arcane Script</b>					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.										<div>COUNTER: None</div>	
LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Imbue an Item with</b>					8 pts	Touch	1 Item	3 Days	5 Years		
	Lasts 5 years if within 8 Sqs of caster.										<div>COUNTER: None</div>	
LEVEL	10			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Ladders &amp; Stairs</b>					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.										<div>CREATE:Breakable of Ladders or Stairs  </div> <div>FOCUS:Hand rails </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Rollout Init 12 SP</div> <div>Lvl 16 Rollout 1 Min 8 SP</div> <div>Lvl 18 Range X4 10 SP</div>	
LEVEL	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	<b>Add Signs to Signpost</b>					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.										<div>FOCUS:Visible Sign &amp; Post </div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X4 10 SP</div> <div>Lvl 14 Duration X2 8 SP</div> <div>Lvl 9 Duration +50% 6 SP</div>	

# -Orix

LEVEL

11

NAE'EM



STACK

99

COST

12 pts

RANGE

1 Mark per Tier

AREA OF EFFECT

1 Object

ROLL OUT

30 Minutes

DURATION


1 Day

SAVE:

SNS: 2

GM

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 Halved6 SP

Lvl 18 Nae'Em Clues Remove20 SP

LEVEL

11

STACK

3

COST

12 pts

RANGE

Touch

AREA OF EFFECT

2 Squares

ROLL OUT

3 Days


DURATION

Permanent

SAVE:

No Save

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 Halved6 SP

Lvl 18 Range X410 SP

Lvl 14 Range At 3 Sqs8 SP

LEVEL

13

NAE'EM



STACK

1

COST

32 pts

RANGE

Touch

AREA OF EFFECT

1 Small Wpn

ROLL OUT

5 Minutes

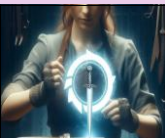
DURATION

1 Battle

SAVE:

No Save

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 Init12 SP

Lvl 14 Duration X28 SP

Lvl 9 Duration +50%6 SP

LEVEL

16

STACK

3

COST

16 pts

RANGE

Touch

AREA OF EFFECT

1 Construct

ROLL OUT

6 Hours


DURATION

1 Day

SAVE:

No Save

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 Halved6 SP

Lvl 18 Range X410 SP

Lvl 12 Range X28 SP

LEVEL

17

STACK

99

COST

20 pts

RANGE

Touch

AREA OF EFFECT

1 Item

ROLL OUT

3 Days


DURATION

Permanent

SAVE:

No Save

Place An Arcane Aspect



Embeds an aspect permanently

COUNTER: None

LEVEL

18

STACK

1

COST

20 pts

RANGE

Touch

AREA OF EFFECT

1 Construct

ROLL OUT

8 Hours


DURATION

1 Day

SAVE:

SKL: 2

Create Wood Golem



Bright lavender coils bind the wood into a moving creature.  
SKL:2 to create. AC:19/13, Move 8. 1x1 Init+0 ToHIT+4 3d8 Dmg. HP:160  
Bright lavender coils bind the wood into a moving creature.

FOCUS:Damage +6

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 18 Range X410 SP

Lvl 12 Range X28 SP

LEVEL

19

STACK

1

COST

20 pts

RANGE

Touch

AREA OF EFFECT

2x2 Squares

ROLL OUT

8 Hours

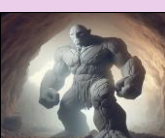
DURATION

1 Month (30 days)

SAVE:

SKL: 4

Create Stone Golem



Vivid violet coils surround the stone and animates a creature.  
SKL:4 to create. AC:22/19, Move 10. 1x1 Init+0 ToHIT+8 3d10 Dmg. HP:200  
Vivid violet coils surround the stone and animates a creature.

FOCUS:Damage +10

COUNTER: None

ENHANCEMENTS:

Lvl 10 Rollout Halved6 SP

Lvl 18 Range X410 SP


Lvl 14 Range At 3 Sqs8 SP



# -Orix

## 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		




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		




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

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		



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:Dispell Magic Spell 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	Permanent		



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


CREATE:Scroll of Detect Magic

FOCUS:No blinding.  
COUNTER: None

ENHANCEMENTS:

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

LEVEL	2		STACK	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	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		




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


# -Orix


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	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
						12 pts	Self	1 Mark	1 Day	4 Hours		Found

## Search for Focus Item



Caster is solely able to detect a focus item within range.  
Caster chooses detection method:  
Vibration: Caster feels a vibration which grows as they near the item.  
Audible: Caster hears a low siren which grows louder as they near the item.  
Visual: Caster sees a glowing dot which grows brighter as they near the item.



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


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

## 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	17	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						80 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


## Food And Drink

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


## 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	Recipient	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		



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		



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	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


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)		




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

## 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		




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  
ENHANCEMENTS:  
Lvl 10 Rollout Halved 6 SP  
Lvl 18 Duration X4 10 SP  
Lvl 14 Attacks = FTR 8 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		



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		




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  
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'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 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 Revealed
					36 pts	4 Squares	1 Square	20 Minutes	Instant		



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



FOCUS:Rollout Halved.  
COUNTER: None  
ENHANCEMENTS:  
Lvl 14 Save -1 Col 8 SP  
Lvl 18 Range X4 10 SP  
Lvl 12 Range X2 8 SP



# -Orix

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.

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

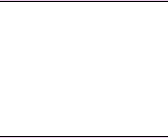
LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Eavesdrop on Nae'Em Convo						12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier	Able to listen		





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

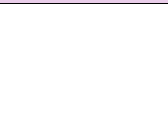
LEVEL	14	NAE'EM	<div></div> <div></div>	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Bestow House Authority						48 pts	1 Recipient	1 Target	1 Month	Permanent		





Character is able to draw followers to their banner  
The Character is able to know if the follower has acted properly according to House ideals  
But, the creator of the House will NOT know the mind of the follower.  
This skill allows the character to create a house that they alone own.  
Only the Eolas using the "House Authority" cause another to be a non-owner authority.

CREATE:			
COUNTER:None			
ENHANCEMENTS:			
Lvl 0	No Enhancements	0	SP


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



Caster creates a Nae'Em of a location to be used for teleportation travel.  
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:	:
Langstrom Location (Vae'Em)							4 pts						





creates a 'known' location in the Langstrom.



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

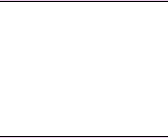
LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Langstrom Cloak Pockets						4 pts	Touch	1 Worn Garment	1 Minute	1 Week		





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

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



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







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



# -Orix




LEVEL	6			STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	:
<b>Langstrom Portal</b>																	
 Langstrom Portal    Open for 30 days																	
<b>COUNTER:</b> Rollout Interruption Lvl:1  <b>ENHANCEMENTS:</b> Lvl 0    No Enhancements    0 SP																	





LEVEL	6			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Langstrom Rupture</b>																	
 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.																	
<b>FOCUS:</b> Partial gets SKL:1  <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> 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
<b>Circle of Langstrom Expulsion</b>																	
 Solid purple coils settle to the ground and become chalk. Returns Langstrom creatures. The caster rolls a MGC:2 save.																	
<b>FOCUS:</b> AOE: 4 Sq Radius  <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10    Rollout Halved    6 SP Lvl 18    Duration X4    10 SP Lvl 9    Duration +50%    6 SP																	

LEVEL	13			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Find Nearest Langstrom Portal</b>																	
 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.																	
<b>FOCUS:</b> Distance in Marks  <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 10    Rollout Halved    6 SP Lvl 18    Range X4    10 SP Lvl 12    Range X2    8 SP																	

<b>Summon or Send</b>																	
LEVEL	4			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	AGL:
<b>Call Item (in Sight)</b>																	
 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.																	
<b>FOCUS:</b> 20 lbs / 4.5 Kg  <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> 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
<b>Langstrom Servant: Pucoe Gree</b>																		
 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)																		
<b>FOCUS:</b> Protect caster  <b>COUNTER:</b> None <b>ENHANCEMENTS:</b> Lvl 18    Duration X4    10 SP Lvl 14    Duration X2    8 SP Lvl 9    Duration +50%    6 SP																		

<b>Utility or Misc</b>																	
LEVEL	9			STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
<b>Food Times Three</b>																	
 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)																	
<b>CREATE:</b> Scroll of Yield Improvement   <b>FOCUS:</b> Tastier  <b>COUNTER:</b> Same Spell <b>ENHANCEMENTS:</b> Lvl 10    Rollout Halved    6 SP Lvl 18    Range X4    10 SP Lvl 12    Range X2    8 SP																	