


-Orix

Altered Reality

LEVEL

5

NAE'EM



STACK

3

COST

RANGE

AREA OF EFFECT


ROLL OUT

DURATION

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 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

Half Wall of Force

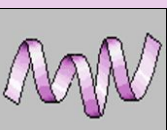
8 pts

Touch

4 Sqs Long

20 Minutes

20 Minutes



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

Minor Defense Bubble


	<p>Lavender coils loop around the caster in a ribboned chain-linked bubble.</p> <p>Attacks are slowed, thus the impact lessens the damage.</p> <p>Lavender coils loop around the caster in a ribboned chain-linked bubble.</p>	<p>FOCUS:Other recipients</p> <p>COUNTER:Same Spell</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 14</td><td>Save +1 Col</td><td>8 SP</td></tr> <tr> <td>Lvl 18</td><td>Range X4</td><td>10 SP</td></tr> <tr> <td>Lvl 9</td><td>Range at 1 Sq</td><td>6 SP</td></tr> </table>	Lvl 14	Save +1 Col	8 SP	Lvl 18	Range X4	10 SP	Lvl 9	Range at 1 Sq	6 SP
Lvl 14	Save +1 Col	8 SP									
Lvl 18	Range X4	10 SP									
Lvl 9	Range at 1 Sq	6 SP									

LEVEL **12** STA


Circle of Langstrom Expulsion

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

LEVEL 2
Force Push

	<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>	<p>FOCUS: Save Col +1</p> <p>COUNTER: Same Spell</p> <p>ENHANCEMENTS:</p> <table> <tr> <td>Lvl 14</td> <td>Save +1 Col</td> <td>8 SP</td> </tr> <tr> <td>Lvl 18</td> <td>Range X4</td> <td>10 SP</td> </tr> <tr> <td>Lvl 9</td> <td>Range +50%</td> <td>6 SP</td> </tr> </table>	Lvl 14	Save +1 Col	8 SP	Lvl 18	Range X4	10 SP	Lvl 9	Range +50%	6 SP
Lvl 14	Save +1 Col	8 SP									
Lvl 18	Range X4	10 SP									
Lvl 9	Range +50%	6 SP									

LEVEL 4 ☐ ☐

Conjure Native Beetles

	<p>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.</p>	<p>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</p>
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-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	

Force Clap



A force wall pushes directly from the caster to the target but only the target will usually b
Damage of 2d6+ACU. Target Saves or Daze 1d2 rds.
A force wall pushes directly from the caster to the target but only the target will usually
be dazed and/or take damage. (No ToHIT)

FOCUS:Save Col +1	
COUNTER:Same Spell	
ENHANCEMENTS:	
Lvl 14 Save -1 Col	8 SP
Lvl 12 Range X2	8 SP
Lvl 9 Range +50%	6 SP

LEVEL	12		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3	
					12 pts	8 Squares	1 Target	Initiative	1 Round		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	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			

Triggered Forced Healing



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			

Improve Resist & Skill Saves



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

FOCUS:Total= 10% adjust	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 18 Duration X4	10 SP
Lvl 9 Duration +50%	6 SP

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

Weapon Speed Charm



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

CREATE:	
FOCUS:Column -1	
COUNTER:None	
ENHANCEMENTS:	
Lvl 10 Rollout Halved	6 SP
Lvl 9 Range at 1 Sq	6 SP
Lvl 18 Duration X4	10 SP

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

Circle of Protection vs Magic



Magenta coils ripple from caster's hand to the edge of AOE.
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			

Triggered Shield vs 1




Redish blue sparks dance around the caster. (Redish blue sand)
-1 ToHIT vs caster if a single attacker SNS:2 Save fails.
Redish blue sparks dance around the caster. (Redish blue sand)

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	
Circle of Containment						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
Arcane Translation - 1 Page						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
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: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
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	7			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
High Flares						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
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	11			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
Add Signs to Signpost						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

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

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

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

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

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
							12 pts	Self	1 Mark	1 Day	4 Hours		

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.
							12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day		

Sight of the Statue



Barely visible seafoam colored weave travels from the caster's hand to the statue.
Used on art/sculptures with eyes.
Caster to see through the eyes of a statue.
Does NOT allow the caster to hear or feel by bonding with the statue.

COUNTER:	None
ENHANCEMENTS:	
Lvl 10	Rollout Halved 6 SP
Lvl 18	Nae'Em Clues Remove 20 SP


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 continously draw water from the same spot,
Each repeat adds 10% to failure chance (1d100 roll).

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

LEVEL	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



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LEVEL	8			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						8 pts	Touch	1 Item	3 Days	5 Years		
Imbue an Item with												
 Lasts 5 years if within 8 Sqs of caster.												COUNTER: None

LEVEL	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
Assist Another's Healing							8 pts	4 Squares	1 Heal Spell	10 Minutes	Instant		
 Barely visible purple coils reach out to join the efforts of the other healing spell. Other caster: Heal x2 then +4 Barely visible purple coils reach out to join the efforts of the other healing spell.												COUNTER: None ENHANCEMENTS: Lvl 6 Subtle Casting 4 SP Lvl 12 Rollout Init 12 SP	

LEVEL	12			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						12 pts	6 Squares	1 Target	Initiative	Permanent		
Ranged Forced Healng 2d8+2 HP												
 Barely visible Blue sparks and Orange ribbons wind around the recipient. Energy from throughout the body is force to an injury. Roll dice and use the result to apply damage, the use double the same result and apply healing.												COUNTER: None ENHANCEMENTS: Lvl 20 Rollout Instant 16 SP Lvl 9 Range at 1 Sq 6 SP Lvl 14 Duration X2 8 SP

Light-


LEVEL	4			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
						4 pts	Self	12 Sqs Radius	2 Minutes	2 Hours		
Capture/Release Normal Light												
 Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed 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		
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.									<div>FOCUS:Duration +20 Min</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved 6 SP</div> <div>Lvl 12 Range X2 8 SP</div> <div>Lvl 9 Range +50% 6 SP</div> 	

-Orix

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	
Scrv to a Nae'Em							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

Personal-Connections

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






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  success

Find Clues To True Name 24 pts 4 Squares 1 Item 2 Hours Permanent





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		<input type="checkbox"/>	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: None
ENHANCEMENTS:
Lvl 14 Save -1 Col 8 SP
Lvl 12 Range X2 8 SP
Lvl 9 Range at 1 Sq 6 SP

LEVEL **12** NAE'EM   STACK 3 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save





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)

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


-Orix


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			
Walls of Force (4 to 6)												
 <p>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.</p>												
										FOCUS: Door Included. COUNTER: Same Spell		
										ENHANCEMENTS:		
										Lvl 18	Range X4	10 SP
										Lvl 14	Duration X2	8 SP
										Lvl 9	Duration +50%	6 SP


LEVEL	11		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour			
Force Wall												
 <p>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.</p>												
										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							
Langstrom Location (Vae'Em)												
 <p>creates a 'known' location in the Langstrom.</p>												
										COUNTER: None		
										ENHANCEMENTS:		
										Lvl 20	Rollout Instant	16 SP
										Lvl 18	Nae'Em Clues Remove	20 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			
Send Item to A Nae'Em Location												
 <p>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.</p>												
										FOCUS: Add Ionic Marker COUNTER: None		
										ENHANCEMENTS:		
										Lvl 10	Rollout Halved	6 SP
										Lvl 1	Cast Without Enough	2 SP
										Lvl 4	Aura Brightens	-2 SP

LEVEL	6		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
					8 pts	8 Squares	1x1 Sq Portal	30 Minutes	1 Minute			
Langstrom Rupture												
 <p>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.</p>												
										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	
					12 pts	12 Squares	1 Square	5 Rounds	1 Hour			
Ladders & Stairs												
 <p>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.</p>												
										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

Tricks-

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

-Orix

Utility-

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

Arcane Light with Class Hue

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
						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	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	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		

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
						4 pts	2 Squares	3 Sq x 3 Sq	1 Minute	1 Day		

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
						8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes		

Force Platform

Shining wine colored coils Outline the platform.
Levitating plaform. HP:60 AC:14 Move:2
Shining wine colored coils Outline the platform.

FOCUS:Half Wall
COUNTER:Same Spell

ENHANCEMENTS:

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