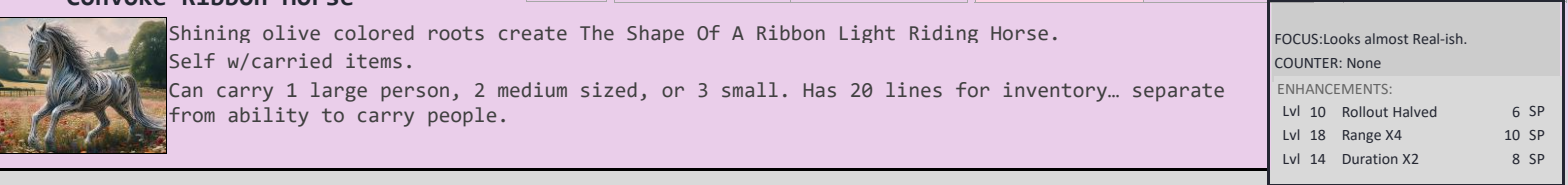


-Orix

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.

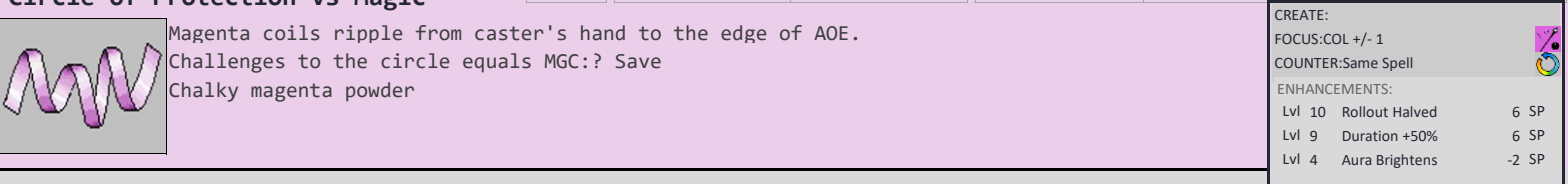
COUNTER: None

ENHANCEMENTS:

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

Battle Actions/Prep

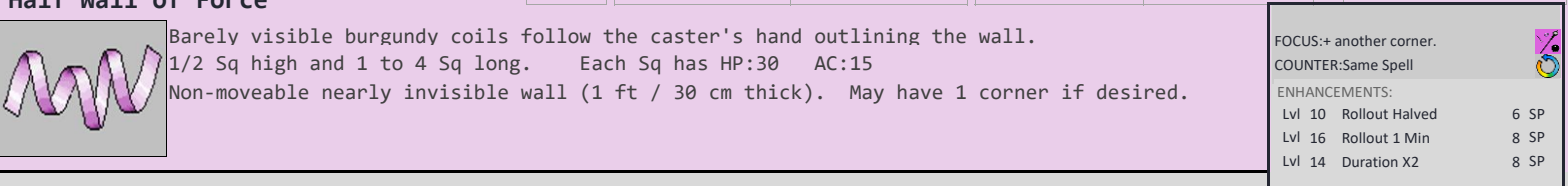
LEVEL	8	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
Circle of Protection vs Magic				8 pts	Self	3x3 Squares	8 Minutes	10 Minutes		



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

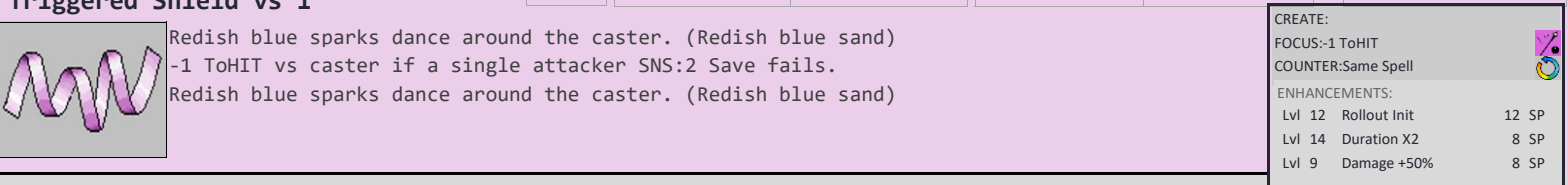
Battle Defense

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



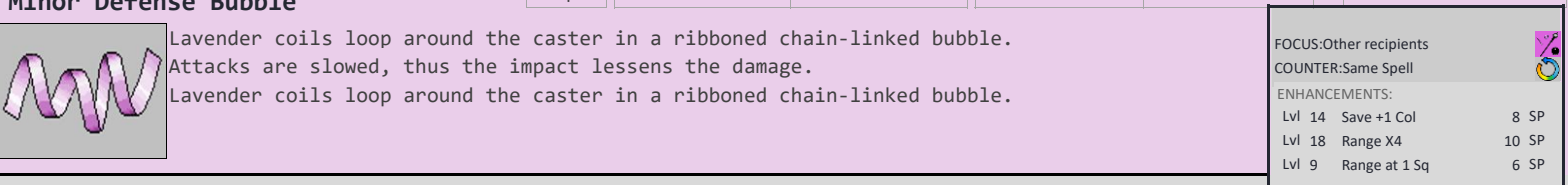
FOCUS:+ another corner.
COUNTER:Same Spell
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 16 Rollout 1 Min 8 SP
Lvl 14 Duration X2 8 SP

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
9		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

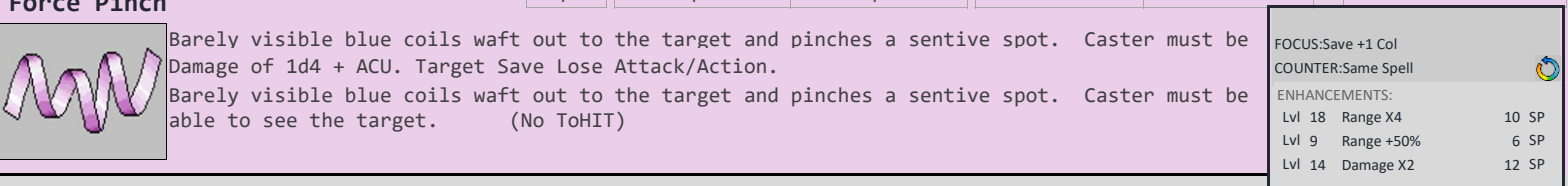
LEVEL	10	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
	Miner Defense Bubble			12 pts	Touch	Self	Initiative	1 Battle		



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



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


FOCUS: Save Col +1
COUNTER: Same Spell

ENHANCEMENTS:

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

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

Conjure Native Beetles



A swarm appears in a square adjacent to the target. Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Will attack any living target. Even if the target is friendly to the caster. Save to conjure.

CREATE: Beetleroot Granules


FOCUS: Save +1 Col
COUNTER: Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 9	Range +50%	6 SP
Lvl 14	Damage X2	12 SP

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

Hold Civilized Creature



Barely visible burgundy coils streak out from the casters pointed finger and winds around the Must be in sight. Target unable to cast, fight, or talk. Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.


FOCUS: target can talk.
COUNTER: Same Spell

ENHANCEMENTS:

Lvl 12	Range X2	8 SP
Lvl 18	Duration X4	10 SP
Lvl 14	Duration X2	8 SP

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

Force Clap



A force wall pushes directly from the caster to the target but only the target will usually 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 1/2 Dmg if same
					12 pts	8 Squares	1 Target	Initiative	1 Round		

Class Power Attack



Power surges towards the enemy. Type-> SYL:Ice, STM:Elect, ORX:Force, EOL:Acid Bolt of power: Dmg 4d10+ACU Bonus. No ToHIT required. Save for 1/2 dmg IF same class. Use comparison Save.

FOCUS: Knockback w/ RM:3
COUNTER: Same Spell


ENHANCEMENTS:

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

Communication

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

Arcane Translation - 1 Page



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


FOCUS: Random Enhancement
COUNTER: None

ENHANCEMENTS:

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

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

High Flares



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



-Orix



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.						<div>FOCUS:Multi-Vision</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 12 Rollout Init12 SP</div> <div>Lvl 14 Duration X28 SP</div> <div>Lvl 9 Duration +50%6 SP</div>	



LEVEL	3			STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
						4 pts	4 Squares	1 Item	2 Minutes	15 Minutes			
Orix False Glow													
						Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades. Reveal of Magic will show a false positive. Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.						<div>FOCUS:Visible to all</div> <div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 6 Subtle Casting4 SP</div> <div>Lvl 12 Rollout Init12 SP</div> <div>Lvl 14 Duration X28 SP</div>	

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													
						Smoke violet coils Move Outward To Reveal Any Posts. Sign posts from teleports become visible. [ORX] Smoke violet coils Move Outward To Reveal Any Posts.						<div>COUNTER:Same Spell</div> <div>ENHANCEMENTS:</div> <div>Lvl 9 Range +50%6 SP</div> <div>Lvl 14 Duration X28 SP</div> <div>Lvl 4 Aura Brightens-2 SP</div>	

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.						<div>FOCUS:Facail movements.</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 16 Rollout 1 Min8 SP</div> <div>Lvl 14 Duration X28 SP</div>	

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)						<div>CREATE:</div> <div>FOCUS:Column -1</div> <div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 10 Rollout Halved6 SP</div> <div>Lvl 9 Range at 1 Sq6 SP</div> <div>Lvl 18 Duration X410 SP</div>	

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.						<div>COUNTER: None</div> <div>ENHANCEMENTS:</div> <div>Lvl 18 Range X410 SP</div> <div>Lvl 12 Range X28 SP</div> <div>Lvl 14 Range At 3 Sqs8 SP</div>	

LEVEL	6			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1	
						8 pts	Touch	200 Characters	10 Minutes	1 Hour			
Release Arcane Script													
						Purple smoke gathers around the script. For moving letter script (Cursed?) Purple smoke gathers around the script.						<div>COUNTER: None</div>	

-Orix

LEVEL

8

STACK

1

COST

8 pts

RANGE

Touch

AREA OF EFFECT

200 Characters

ROLL OUT

1 Hour

DURATION

Permanent

SAVE:

SKL: 3

Constrain Arcane Script



Smokey magenta coils swirl around the script.

Write in Arcane

Smokey magenta coils swirl around the script.

COUNTER: None

LEVEL

8

STACK

99

COST

8 pts

RANGE

Touch

AREA OF EFFECT

1 Item

ROLL OUT

3 Days

DURATION

5 Years

SAVE:

No Save

Imbue an Item with



Lasts 5 years if within 8 Sqs of caster.

COUNTER: None

LEVEL

10

STACK

99

COST

12 pts

RANGE

12 Squares

AREA OF EFFECT

1 Square

ROLL OUT

5 Rounds

DURATION

1 Hour

SAVE:

No Save

Ladders & Stairs



Can be cast/created in any plane

Ladder: 1-12 sqs x 1 sq Lean.

OR

Stairs: 6 sqs x 6 sqs Lean.

CREATE:Breakable of Ladders or Stairs

FOCUS:Hand rails

COUNTER: None

ENHANCEMENTS:

Lvl 12

Rollout Init

12 SP

Lvl 16

Rollout 1 Min

8 SP

Lvl 18

Range X4

10 SP

LEVEL

11

STACK

99

COST

12 pts

RANGE

1 Square

AREA OF EFFECT

1 Signpost

ROLL OUT

10 Minutes

DURATION

3 Days

SAVE:

No Save

Add Signs to Signpost



Violet coils attach to the signpost and become a sign.

20 chars on each Sign. Up to 3 Signs.

Violet coils attach to the signpost and become a sign.

FOCUS:Visible Sign & Post

COUNTER: None

ENHANCEMENTS:

Lvl 18

Range X4

10 SP

Lvl 14

Duration X2

8 SP

Lvl 9

Duration +50%

6 SP

LEVEL

11

NAE'EM



STACK

99

COST

12 pts

RANGE

1 Mark per Tier

AREA OF EFFECT

1 Object

ROLL OUT

30 Minutes

DURATION

1 Day

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

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 Halved

6 SP

Lvl 18

Range X4

10 SP

Lvl 14

Range At 3 Sqs

8 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 Init

12 SP

Lvl 14

Duration X2

8 SP


Lvl 9

Duration +50%

6 SP

-Orix

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




wrap the leather into a humanoid shape.
AC:16/10, Move 6. 1x1 Init-2 ToHit+2 2d10 Dmg. HP:120
wrap the leather into a humanoid 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

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 platform. 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

-Orix


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


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		



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 Found
						12 pts	Self	1 Mark	1 Day	4 Hours		



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

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

LEVEL	10	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2 success
						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:Rollout Interruption Lvl:1
ENHANCEMENTS:
Lvl 10 Rollout Halved 6 SP
Lvl 18 Range X4 10 SP
Lvl 9 Range +50% 6 SP

Food And Drink

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




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



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		




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'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

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
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LEVEL	9			STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
						36 pts	4 Squares	1 Square	20 Minutes	Instant	Revealed	



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

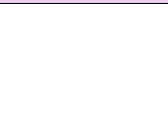
LEVEL	11	NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
Eavesdrop on Nae'Em Convo						12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier	Able to listen		





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

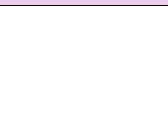
LEVEL	14	NAE'EM		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Bestow House Authority						48 pts	1 Recipient	1 Target	1 Month	Permanent	No Save		





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	No Save		



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

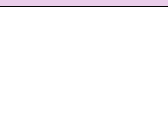
LEVEL	2			STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
Langstrom Cloak Pockets						4 pts	Touch	1 Worn Garment	1 Minute	1 Week	No Save		





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		





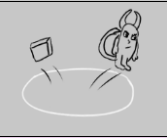

Without Focus reveals only if the object/person is from this current plane.
With the Focus: Yellow/orange if Astral. Tan/Brown if Ethereal. Lime green if Langstrom.
Grey if Dimension. White (with name of plane) if a Primary plane.
If the only plane of origin (all of it is all ways) is Arcane, then Save 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	<input type="checkbox"/>	<input type="checkbox"/>	STACK		COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	:
Langstrom Portal																	
 Langstrom Portal Open for 30 days																	
COUNTER: Rollout Interruption Lvl:1 																	
ENHANCEMENTS:																	
Lvl 0 No Enhancements 0 SP																	




LEVEL	6	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Langstrom Rupture																	
 Barely visible wine colored coils swirl and to become a lime green portal. To random spot in Langstrom. More use = Danger. Barely visible wine colored coils swirl and to become a lime green portal.																	
FOCUS: Partial gets SKL:1 																	
COUNTER: None																	
ENHANCEMENTS:																	
Lvl 10 Rollout Halved 6 SP																	
Lvl 16 Rollout 1 Min 8 SP																	
Lvl 12 Range X2 8 SP																	

LEVEL	12	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	SKL: 2
Circle of Langstrom Expulsion																	
 Solid purple coils settle to the ground and become chalk. Returns Langstrom creatures. The caster rolls a MGC:2 save.																	
FOCUS: AOE: 4 Sq Radius 																	
COUNTER: None																	
ENHANCEMENTS:																	
Lvl 10 Rollout Halved 6 SP																	
Lvl 18 Duration X4 10 SP																	
Lvl 9 Duration +50% 6 SP																	

LEVEL	13	<input type="checkbox"/>	<input type="checkbox"/>	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																	

Summon or Send																	
LEVEL	4	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	AGL:
Call Item (in Sight)																	
 Barely visible plum colored coils extend from casters hand to the item. Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible. Barely visible plum colored coils extend from casters hand to the item.																	
FOCUS: 20 lbs / 4.5 Kg 																	
COUNTER: None																	
ENHANCEMENTS:																	
Lvl 18 Range X4 10 SP																	
Lvl 12 Range X2 8 SP																	
Lvl 9 Range +50% 6 SP																	

LEVEL	12	NAE'EM		<input type="checkbox"/>	STACK	3	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Langstrom Servant: Pucoe Gree																		
 Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high) Vaguely humanoid gray servant from Langstrom Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)																		
FOCUS: Protect caster 																		
COUNTER: None																		
ENHANCEMENTS:																		
Lvl 18 Duration X4 10 SP																		
Lvl 14 Duration X2 8 SP																		
Lvl 9 Duration +50% 6 SP																		

Utility or Misc																	
LEVEL	9	<input type="checkbox"/>	<input type="checkbox"/>	STACK	1	COST		RANGE		AREA OF EFFECT		ROLL OUT		DURATION		SAVE:	No Save
Food Times Three																	
 Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield) Increases amount of food by 3. Max of 63 meals affected per spell. Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)																	
CREATE: Scroll of Yield Improvement 																	
FOCUS: Tastier 																	
COUNTER: Same Spell																	
ENHANCEMENTS:																	
Lvl 10 Rollout Halved 6 SP																	
Lvl 18 Range X4 10 SP																	
Lvl 12 Range X2 8 SP																	