







-Orix

Battle-Actions


LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
569-1			12 pts	20 Squares	1 Spell	Instant	Instant	SKL 3	99
9 COUNTER: Remove Shelter									
		COUNTER: Ends Magical shelters. Ends shelter spells prematurely. Destroys active magical shelter spells, Dumps creatures out unharmed unless there is a drop between shelter and ground. Has no effect on any mundane shelters, even if it is magically assisted.							0 0
									ENHANCEMENT(S) COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
567-1			12 pts	20 Squares	1 Spell	Instant	Instant	SKL 3	99
10 COUNTER: Block Healing									
		Blue and orange ribbons streak out to the target spell. COUNTER SPELL. Blocks non-automatic healing spells. Saving throw blocks a person using a healing spell.							0 0
									ENHANCEMENT(S) COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
571-1			12 pts	20 Squares	1 Spell	Instant	Instant	SKL 3	99
10 COUNTER: Remove Magic Defense									
		Blue and orange ribbons streak out to the target spell. COUNTER: Ends a currently active defensive spell. Does work on currently active spells. Does NOT have any effect on caster's own spells, - Caster should use "Caster Ends Spell".							0 0
									ENHANCEMENT(S) COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
570-1			12 pts	20 Squares	1 Spell	Instant	Instant	SKL 2	99
11 COUNTER: Disrupt Images									
		Blue and orange ribbons streak out to the target spell. COUNTER SPELL. Can dispell unreal visages with a Save. Does work on currently active magical illusions and visual spells. Does NOT affect anything that is physical. Does NOT affect a Rogues disguising, since that is a mundane effort.							0 0
									ENHANCEMENT(S) COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
564-1			12 pts	10 Squares	1 Spell	Instant	Instant	SKL 4	99
12 COUNTER: End Ongoing Damage									
		Counters ongoing damage that is damage over time. COUNTER SPELL. Ends a currently active battle spell. Damage that is scheduled to re-occur can be cancelled. A final round of damage may happen once the spell has been cast. Does NOT have any effect with ongoing damage from non-spells.							0 0
									ENHANCEMENT(S) COUNTER(S)


Battle-Defense


LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
355-1			8 pts	Touch	4 Sqs Long	20 Minutes	20 Minutes	none	6
7 Half Wall of Force									
		Barely visible burgundy coils follow the caster's hand outlining the wall. 1/2 Sq high and 1 to 4 Sq long. Each Sq has HP:30 AC:15 Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.							Amulet w/Crystal + another corner. 7 1
									ENHANCEMENT(S) COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
482-1			12 pts	Touch	Self	1 Battle	Initiative	RM 2	2
10 Minor Defense Bubble									
		Lavender coils loop around the caster in a ribboned chain-linked bubble. Attacks are slowed, thus the impact lessens the damage. Lavender coils loop around the caster in a ribboned chain-linked bubble.							Amulet w/Crystal Other recipients 7 1
									ENHANCEMENT(S) COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
454-1			12 pts	Touch	3 Sq Rad Circle	4 Hours	10 Minutes	BRU 3	99
12 Circle of Containment									
		Barely visible blue streams of light form a cage inside the circle. Drawn circle that stops creatures from exiting its area. Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" Must Save to Exit.							 Amulet w/Crystal BRU:>95 4 1
									ENHANCEMENT(S) COUNTER(S)
LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
487-1			12 pts	Touch	3x3 Squares	4 Hours	10 Minutes	SKL 2	1
12 Circle of Langstrom Expulsion									
		Solid purple coils settle to the ground and become chalk. Returns Langstrom creatures. The caster rolls a MGC:2 save. Solid purple coils settle to the ground and become chalk.							Amulet w/Crystal AOE: 4 Sq Radius 6 1
									ENHANCEMENT(S) COUNTER(S)


-Orix


Battle-Offense


LEVEL	331-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1 Force Pinch		4 pts	8 Squares	1 Square	Instant	Initiative	RM 2	99
	Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be Damage of 1d4 + ACU. Target Save Lose Attack/Action. Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be able to see the target. (No ToHIT)							8 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	262-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2 Force Push		4 pts	10 Squares	2 Squares	Instant	Initiative	RM 2	1
	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)							Amulet w/Crystal Save Col +1 5 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	295-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4 Conjure Native Beetles		4 pts	4 Squares	1 Mark	2 Rounds	Initiative	SKL 2	2
	Arcane 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.							Amulet w/Crystal Dmg set at 5 pts 7 ENHANCEMENT(S) 2 COUNTER(S)


LEVEL	433-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
8 Force Clap		8 pts	12 Squares	2 Squares	Instant	Initiative	RM 2	99
	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)							Amulet w/Crystal Save Col +1 6 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	566-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11 COUNTER: Disrupt Perimeter		12 pts	20 Squares	1 Spell	Instant	Initiative	SKL 3	99
	Blue and orange power streaks out to perimeter. COUNTER SPELL. Ends a currently active circle of power. Blue and orange power streaks out to perimeter.							0 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	675-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12 Class Power Attack		12 pts	8 Squares	1 Target	1 Round	Initiative	RM 3	99
	Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class. SYL:Ice, DOK:Fire, STM:Elect, ORX:Force, EOL:Acid The power surges outward impacting the enemy. No ToHIT required.							Amulet w/Crystal Knockback w/ RM:3 2 ENHANCEMENT(S) 0 COUNTER(S)


Battle-Prep


LEVEL	471-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2 Triggered Forced Healing		4 pts	Self	Caster	3 Days	1 Hour	none	1
	Damage triggers 2d8 rolled. Damage first, then 2x Healing. CAN CREATE: Triggered Forced Healing Potion: Buy:12 GP. - 2d6 rolled. Damage then 2x in Healing. - Bear Bones, Quicksilver, Dried Thistle. - Requires campfire. Creation SP:x3 Spell.							Amulet w/Crystal Stack+1 4 ENHANCEMENT(S) 1 COUNTER(S)


LEVEL	474-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3 Improve Resist & Skill Saves		4 pts	Self	Caster	2 Hours	5 Minutes	none	1
	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.							Amulet w/Crystal Total= 10% adjust 8 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	302-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4 Weapon Speed Charm		4 pts	Touch	1 Weapon	1 Battle	30 Minutes	SKL x	1
	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)							Amulet w/Crystal Column -1 4 ENHANCEMENT(S) 0 COUNTER(S)

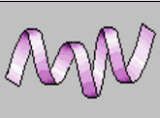
-Orix

LEVEL		479-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	8 Circle of Protection vs Magic		8 pts	Self	3x3 Squares	10 Minutes	8 Minutes	RM	2	1
	Magenta coils ripple from caster's hand to the edge of AOE. (Chalky magenta powder)								Amulet w/Crystal COL +/- 1	
	Challenges to the circle equals MGC:? Save									
	Magenta coils ripple from caster's hand to the edge of AOE. (Chalky magenta powder)								10 1	ENHANCEMENT(S) COUNTER(S)

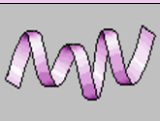
LEVEL		472-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	8 Mend Item/Weapon		8 pts	Touch	1 Item	Permanent	10 Minutes	none		3
	Magenta coils wind around the item and flare brightly. (Violet flash powder)								Amulet w/Crystal Cleans item.	
	Prep item BEFORE damage done. Then use to repair.									
	Magenta coils wind around the item and flare brightly. (Violet flash powder)								7 0	ENHANCEMENT(S) COUNTER(S)

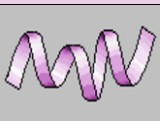
LEVEL		257-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	9 Triggered Shield vs 1		12 pts	Self	1 Battle	3 Days	1 Minutes	SNS	2	1
	Redish blue sparks dance around the caster. (Redish blue sand)								Amulet w/Crystal -1 ToHIT	
	-1 ToHIT vs caster if a single attacker SNS:2 Save fails.									
	Redish blue sparks dance around the caster. (Redish blue sand)								6 1	ENHANCEMENT(S) COUNTER(S)


Call-Summon


LEVEL	NAE'EM	587-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	5 Call/Return Nae'Em Item		8 pts	PMP	1 Item	Instant	Initiative	none		1
	Purple coils spin around the casters hand until an item appears.								Amulet w/Crystal 30 lbs / 13.6 Kg	
	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.								3 0	ENHANCEMENT(S) COUNTER(S)

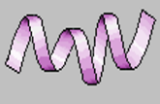
Communication-

LEVEL		292-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	4 Arcane Translation - 1 Page		4 pts	Touch	200 Characters	20 Minutes	20 Minutes	RM	2	0
	Plum colored coils drift to the text and lightly rebounds back to the caster.								Amulet w/Crystal Random Enhancement	
	Interaction with living text. Very involved spell.									
	Plum colored coils drift to the text and lightly rebounds back to the caster.								6 1	ENHANCEMENT(S) COUNTER(S)


LEVEL		476-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	4 Triggered Announcements		4 pts	Touch	2x1 Sqs (Wall)	Till Triggered	30 Minutes	None		3
	Redish blue smoke moves from the casters hands to the center spot on the stone.								Amulet w/Crystal Facail movements.	
	Motion activated. 30 words or less.									
	Redish blue smoke moves from the casters hands to the center spot on the stone.								5 1	ENHANCEMENT(S) COUNTER(S)


LEVEL		468-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	6 Release Arcane Script		8 pts	Touch	200 Characters	1 Hour	10 Minutes	SKL	1	3
	Purple smoke gathers around the script.									
	For moving letter script (Cursed?)									
	Purple smoke gathers around the script.								ENHANCEMENT(S) COUNTER(S)	

LEVEL		467-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	7 High Flares		8 pts	In Sight	16 Sq Sphere	20 Minutes	10 Minutes	none		3
	Brilliant violet smoke issues from the casters hand and quickly turn into the flares the cast								Amulet w/Crystal Delayed 5 Minutes.	
	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)								6 0	ENHANCEMENT(S) COUNTER(S)

LEVEL		375-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW		STACK
	8 Constrain Arcane Script		8 pts	Touch	200 Characters	Permanent	1 Hour	SKL	3	1
	Smokey magenta coils swirl around the script.									
	Write in Arcane									
	Smokey magenta coils swirl around the script.								ENHANCEMENT(S) COUNTER(S)	

-Orix

LEVEL		484-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11	Add Signs to Signpost		12 pts	Touch	1 Signpost	3 Days	10 Minutes	none	99
		Violet coils attach to the signpost and become a sign. 20 chars on each Sign. Up to 3 Signs.							Amulet w/Crystal
		Violet coils attach to the signpost and become a sign.							Visible Sign & Post
									9 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL		485-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11 Triggered Announcement			12 pts	Touch	2 Squares	Permanent	3 Days	none	3
	<p>Violet coils move to the target then fade into the targeted area. Motion activated. 30 words or less. Permanent.</p> <p>Violet coils move to the target then fade into the targeted area.</p>								<p>Amulet w/Crystal Speaks if a face</p> <p>6 ENHANCEMENT(S) 1 COUNTER(S)</p>

Creation-Meta

LEVEL

NAE'EM

373-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

3

Call Bonded Person

4 pts

PMP


1 Recipient

Instant

30 Minutes

none

1



Thick violet coils create a portal.

Teleport a preselected person to the casters side.

Thick violet coils create a portal.

Amulet w/Crystal


AOE +1


4


ENHANCEMENT(S)

0






COUNTER(S)


LEVEL	579-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Orix False Glow	4 pts	4 Squares	1 Item	15 Minutes	2 Minutes	none	1
 <p>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.</p> <p>Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.</p>		<p>Amulet w/Crystal Visible to all</p> <p>10 ENHANCEMENT(S) 1 COUNTER(S)</p>						


LEVEL	580-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3 Visible Sign Posts		4 pts	5 Squares	1 Sign Post	2 Hours	1 Minute	none	1
	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.							7 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL	491-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
16 Create Leather Golem		16 pts	Touch	1 Contstruct	1 Day	6 Hours	none	3
	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.						Amulet w/Crystal Damage +4 9 ENHANCEMENT(S) 1 COUNTER(S)	

Find-Hide-Reveal

LEVEL	892-1	COST	RANGE	AREA OF EFFECT	DURATION	 ROLL OUT	SAVING THROW	STACK
1 Detect Magic & Number of Aspects	4 pts	2 Squares	1x1x1 Square	Instant	5 Minutes	RM	2	1
	Caster attempts to find out if an item/object 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 within the item. Does not reveal the kind of magic.						 Amulet w/Crystal No blinding. 7 ENHANCEMENT(S) 1 COUNTER(S)	

LEVEL	583-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2 Orix View Sign Posts		4 pts	8 Squares	1x1 Sq Sphere	30 Minutes	2 Minutes	none	3
	Lavender coils orbit the casters head. View Sign Posts Lavender coils orbit the casters head.							9 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL	NAE'EM	543-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Create Ionic Marker		8 pts	Touch	1 Object	Permanent	1 Day	none	3
		<p>Thick purple coils surrounds the item and fades into it. Creates permanent marker</p> <p>Thick purple coils surrounds the item and fades into it.</p>							<p>6 ENHANCEMENT(S)</p> <p>0 COUNTER(S)</p>

-Orix

LEVEL

NAE'EM

584-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

5

Locate Ionic Marker

8 pts

PMP

1 Marker

Instant

1 Hour

SKL

2

99



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.

Amulet w/Crystal
SKL:1

7 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL

922-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

9

Detect 'Ems (All Types)

36 pts

4 Squares

1 Square

Instant

2 Hours

RM

2

99



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.

Amulet w/Crystal
Rollout Halved.

4 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL

588-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

10

Counter: Block Scrying

12 pts

Touch

4 x 4 Squares

1 Hour

Initiative

SKL

2

1



Blue and orange weaves surround the caster.
Require the caster to place the spell in a single location. (Range: Touch)
GM rolls Save.
If Save passes then any current scrying within AoE fails.
GM usually does NOT report pass or failure.

0 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL

NAE'EM

504-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

11

Sight of the Statue

12 pts

1 Mark per Tier

1 Object

4 Hours

30 Minutes

SNS

2

99



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.

2 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL

488-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

13

Find Nearest Langstrom Portal

16 pts

Self

10 Marks

6 Days

1 Hour

none

1



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.

Amulet w/Crystal
Distance in Marks

7 ENHANCEMENT(S)
1 COUNTER(S)

Food-Water

LEVEL

246-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

1

Draw Up Ground Water

4 pts

Touch

2 Skins/Tier

Permanent

5 Minutes

none

99



Blue and Orange ribbons burrow into the ground. Typical person requires 1 skin per day. De
Pull water from ground. 2 skins per Tier. 1 skin in dry areas.
Blue and Orange ribbons burrow into the ground.
Typical person requires 1 skin per day. Deserts mean 2 per day.

Amulet w/Crystal
+2 Skins extra

2 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL

481-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

6

Destroy Harmful Substance

8 pts

6 Squares

1 Square

Permanent

10 Minutes

none

99



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.

9 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL

270-3

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

8

Imbue an Item with

8 pts

Touch

1 Item

5 Years

3 Days

none

99



Lasts 5 years if within 8 Sqs of caster.

6 ENHANCEMENT(S)
0 COUNTER(S)

LEVEL

304-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

9

Food Times Three

12 pts

3 Squares

2x2 Squares

Permanent

1 Day

none

1





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)


Amulet w/Crystal
Tastier


8 ENHANCEMENT(S)
1 COUNTER(S)


-Orix

Health-Life-Death


LEVEL	NAE'EM	310-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1			4 pts	1 Square	1 Target	Permanent	Initiative	none	1
			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 the next steps fail. Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements.						 Amulet w/Crystal Fragility Save - 1 Column
									8 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL	NAE'EM	477-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5			8 pts	4 Squares	1 Heal Spell	Instant	10 Minutes	none	1
			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.						10 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL		397-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12			12 pts	6 Squares	1 Target	Permanent	Initiative	none	99
			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.						6 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL		490-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
15			16 pts	Touch	1 Target	1 Month	1 Minute	RM	1
			Burgundy coils wrap around the target then orbit the target until the end of duration. Places a non-combatant into a Coma like state. Burgundy coils wrap around the target then orbit the target until the end of duration.						Amulet w/Crystal Duration +6 Months
									8 ENHANCEMENT(S) 1 COUNTER(S)


Illusion-Reality


LEVEL	NAE'EM	336-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5			8 pts	1/4 Mark	1 Ribbon Crtr	8 Hours	30 Minutes	none	3
			Vivid purple coils wend around to create the shape of a halfling sized ribbon creature. LVL:2 HP:2 Attk:s: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.						Amulet w/Crystal Telepathic Convo
									8 ENHANCEMENT(S) 0 COUNTER(S)

Light-


LEVEL		465-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4			4 pts	Self	12 Sqs Radius	2 Hours	2 Minutes	none	1
			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. Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed absorbs a light)						Amulet w/Crystal Item emits a light
									4 ENHANCEMENT(S) 0 COUNTER(S)



Nae'Em-People

LEVEL	NAE'EM	627-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11			36 pts	Touch	1 Item	Permanent	3 Days	RM	99
			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.						Amulet w/Crystal No current Focus Item.
									5 ENHANCEMENT(S) 1 COUNTER(S)


LEVEL	NAE'EM	626-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11			36 pts	Touch	Current Item	Permanent	20 Minutes	SKL	99
			A weave engulfs both the caster and the Arcane Focus Item. Removes the connection between all creatures and the focus item. A creature that is currently connected will know when the disconnection happens. Caster must be holding the focus item during the entire rollout.						2 ENHANCEMENT(S) 1 COUNTER(S)


-Orix

LEVEL	NAE'EM		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12	Eavesdrop on Nae'Em Convo	630-1	12 pts	20 Sq Radius	1 Convo	5 Min/Tier	5 rounds	SKL 2	1
									
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.									6 ENHANCEMENT(S) 0 COUNTER(S)


LEVEL	NAE'EM		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
16	Reveal True Name	631-3	64 pts	1 Square	1 Square	Permanent	12 Hours	none	99
									
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.									 Amulet w/Crystal Rollout 8 Hrs 6 ENHANCEMENT(S) 1 COUNTER(S)


Personal-Connections

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
7	Hold Civilized Creature	577-1	8 pts	8 Squares	1 Target	5 Rounds	1 Round		
									
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.									Amulet w/Crystal target can talk. 8 ENHANCEMENT(S) 1 COUNTER(S)


LEVEL	NAE'EM		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
12	Langstrom Servant: Pucoe Gree	486-2	12 pts	1 Square	1 Creature	8 Hours	10 Minutes	none	3
									
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)									Amulet w/Crystal Protect caster 11 ENHANCEMENT(S) 0 COUNTER(S)

Shelter-Rest-Protection


LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
10	Walls of Force (4 to 6)	480-1	12 pts	12 Squares	See Description	4 Hours	5 Min / Wall	none	3
									
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.									Amulet w/Crystal Door Included. 5 ENHANCEMENT(S) 1 COUNTER(S)

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
11	Force Wall	466-1	12 pts	Touch	6 Sqs Long	1 Hour	20 Minutes	none	3
									
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.									Amulet w/Crystal HP:80 AC:16 7 ENHANCEMENT(S) 1 COUNTER(S)

Tae'Em-Thing

LEVEL	NAE'EM		COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
9	Search for Arcane Focus Item	267-2	12 pts	Self	1 Mark	4 Hours	1 Day	SKL 2	1
									
Caster places their Focus Item within a circle of power then begins the chanting. Caster must have their own Focus Item to find a like Focus Item. Caster places their Focus Item within a circle of power then begins the chanting.									Amulet w/Crystal none 7 ENHANCEMENT(S) 0 COUNTER(S)


Travel-Planes

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Send Item to A Nae'Em Location	470-1	4 pts	PMP	1 Mid Item	Instant	20 Minutes	none	99
									
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.									Amulet w/Crystal Add Ionic Marker 4 ENHANCEMENT(S) 1 COUNTER(S)

-Orix

LEVEL	NAE'EM	478-2	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Langstrom Location		8 pts						
 creates a 'known' location in the Langstrom.									
2 ENHANCEMENT(S) COUNTER(S)									
LEVEL		366-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6	Langstrom Rupture		8 pts	8 Squares	1x1 Sq Portal	1 Minute	30 Minutes	none	1
 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.									
Amulet w/Crystal Partial gets SKL:1									
8 ENHANCEMENT(S) 1 COUNTER(S)									
LEVEL		483-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
10	Ladders & Stairs		12 pts	12 Squares	1 Square	1 Hour	5 Rounds	none	99
 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.									
 Amulet w/Crystal Hand rails									
10 ENHANCEMENT(S) 1 COUNTER(S)									
LEVEL	NAE'EM	347-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
15	Create Permanent Location Tae'Em		16 pts	10 Squares	2x2 Sq Area	Permanent	1 Day	none	1
 Orange ribbons encircle the area. Location becomes a teleport destination. Orange ribbons encircle the area.									
Amulet w/Crystal Casual									
7 ENHANCEMENT(S) 0 COUNTER(S)									
Tricks-									
LEVEL		297-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Call Item (in Sight)		4 pts	6 Squares	1 Item	Instant	Initiative	AGL	1
 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.									
Amulet w/Crystal 20 lbs / 4.5 Kg									
6 ENHANCEMENT(S) 0 COUNTER(S)									
Utility-									
LEVEL		806-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Arcane Light		4 pts	Self	Varies	4 Hours	Initiative	none	99
 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									
Amulet w/Crystal Brighter by Tier									
7 ENHANCEMENT(S) 1 COUNTER(S)									
LEVEL		274-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
2	Langstrom Cloak Pockets		4 pts	Touch	1 Worn Garment	1 Week	1 Minute	none	3
 Barely visible lavender wisps spiral around the caster. Pocket within current cloak/robe Barely visible lavender wisps spiral around the caster.									
Amulet w/Crystal Hides magic									
5 ENHANCEMENT(S) 1 COUNTER(S)									
LEVEL	NAE'EM	473-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Animate Cats Eye Marble		4 pts	Self	Caster	2 Hours	1 Minute	none	1
 Solid violet coils orbit above the caster's head then fades. Caster sees through the marble which can be part of an item. Solid violet coils orbit above the caster's head then fades.									
Amulet w/Crystal Multi-Vision									
7 ENHANCEMENT(S) 0 COUNTER(S)									
LEVEL		911-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
3	Shadow of the Magi		4 pts	Self	Varies	Conc +4	Initiative	none	99
 With a twirling of the fingers the caster brings about a blanket of darkness. Bag of Dust of Darkness. If purchased: BUY @ 20 GP. - Creates a dark shade for 20 minutes. - Ginger Oil, Grave Dirt. Sand, Fine Grit. - Kitchen/Lab. Creation SP: x3 spell cost.									
 Amulet w/Crystal Brighter by Tier									
7 ENHANCEMENT(S) 0 COUNTER(S)									

-Orix

LEVEL	362-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
6 Force Platform		8 pts	16 Squares	2x2 Sq Platform	10 Minutes	2 Minutes	none	3
	Shining wine colored coils Outline the platform. Levitating plaform. HP:60 AC:14 Move:2 Shining wine colored coils Outline the platform.							Amulet w/Crystal Half Wall 9 ENHANCEMENT(S) 0 COUNTER(S)

LEVEL

NAE'EM

629-1

COST

RANGE

AREA OF EFFECT

DURATION

ROLL OUT

SAVING THROW

STACK

8

Find Clues To True Name

16 pts

4 Squares

1 Item


Permanent

2 Hours


RM

2

99



Bright Orange ribbons float to the object/person and fade as they surround them.
Caster attempts to locate clues to find a True Name.

 Amulet w/Crystal
Rollout Halved.


6

ENHANCEMENT(S)

0

COUNTER(S)

Vae'Em-Venue Site

LEVEL	NAE'EM	895-3	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
5	Scry to a Nae'Em		8 pts	8 Marks	1 Nae'Em	1 Week	20 Minutes	SKL 2	3
 <p>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.</p>									
			<div>7 ENHANCEMENT(S)</div> <div>0 COUNTER(S)</div>						