




# -Orix


## Altered Reality


LEVEL	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	Ribbon Goblin Lookout			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: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 SAME SPELL WILL COUNTER. ENHANCEMENTS: 8

## Battle-Defense


LEVEL		STACK	6	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7	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.										
										Amulet w/Crystal + another corner. SAME SPELL WILL COUNTER. ENHANCEMENTS: 7


LEVEL		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
10	Minor Defense Bubble			12 pts	Touch	Self	Initiative	1 Battle		
 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 SAME SPELL WILL COUNTER. ENHANCEMENTS: 7


LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3 Able to exit Circle
12	Circle of Containment			12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		
 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 Rogues skill "Set Up Eolas Spell Release (TRAP)". Must Save to Exit.										
										Amulet w/Crystal BRU:>95 SAME SPELL WILL COUNTER. ENHANCEMENTS: 4

LEVEL		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
12	Circle of Langstrom Expulsion			12 pts	Touch	3x3 Squares	10 Minutes	4 Hours		
 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 ENHANCEMENTS: 6

## Battle-Offense

LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
1	Force Pinch			4 pts	8 Squares	1 Square	Initiative	Instant		
 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)										
										NO FOCUS USE SAME SPELL WILL COUNTER. ENHANCEMENTS: 8

LEVEL		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
2	Force Push			4 pts	10 Squares	2 Squares	Initiative	Instant		
 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 SAME SPELL WILL COUNTER. ENHANCEMENTS: 5

LEVEL		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 Conjured
4	Conjure Native Beetles			4 pts	4 Squares	1 Mark	Initiative	2 Rounds		
 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.										
										CREATE: Beetleroot Granules Amulet w/Crystal Dmg set at 5 pts SAME SPELL WILL COUNTER. ENHANCEMENTS: 7

**-Orix**

[illegible]

LEVEL

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE

RM: 3

12 Class Power Attack

12 pts


8 Squares

1 Target

Initiative

1 Round

1/2 Dmg if same



Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class.

SYL:Ice, STM:Elect, ORX:Force, EOL:Acid

The power surges outward impacting the enemy.

No ToHIT required.

Amulet w/Crystal

Knockback w/ RM:3



SAME SPELL WILL COUNTER.


ENHANCEMENTS: 2

# Battle-Prep

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

[illegible]


<b>LEVEL</b>	<b>STACK</b>	<b>COST</b>	<b>RANGE</b>	<b>AREA OF EFFECT</b>	<b>ROLL OUT</b>	<b>DURATION</b>	<b>SAVE:</b>	<b>SKL: x</b>
<b>4</b>		4 pts	Touch	1 Weapon	30 Minutes	1 Battle		
<b>4 Weapon Speed Charm</b>								
	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)							<b>CREATE:</b>   Amulet w/Crystal Column -1
<b>ENHANCEMENTS: 4</b>								

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
<b>8 Circle of Protection vs Magic</b>			8 pts	Self	3x3 Squares	8 Minutes	10 Minutes		
	<p>Magenta coils ripple from caster's hand to the edge of AOE.</p> <p>Challenges to the circle equals MGC:? Save</p> <p>Chalky magenta powder</p>								
								CREATE: Amulet w/Crystal COL +/- 1	
								SAME SPELL WILL COUNTER.	
								ENHANCEMENTS: 10	

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

CREATE:

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)



Amulet w/Crystal  
-1 ToHIT

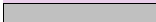

SAME SPELL WILL COUNTER.


ENHANCEMENTS: 6

## Communication-

[illegible]

**-Orix**

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Triggered Announcements		4 pts	Touch	2x1 Sqs (Wall)	30 Minutes	Until Triggered		
	<p>Redish blue smoke moves from the casters hands to the center spot on the stone. Motion activated. 30 words or less.</p> <p>Redish blue smoke moves from the casters hands to the center spot on the stone.</p>							
							Amulet w/Crystal Facail movements.	

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
6		8 pts	Touch	200 Characters	10 Minutes	1 Hour		
<div> <div>  </div> <div> <p>Purple smoke gathers around the script.</p> <p>For moving letter script (Cursed?)</p> <p>Purple smoke gathers around the script.</p> </div> </div>								
<div> <div>NO FOCUS USE</div> </div>								
<div> <div>ENHANCEMENTS:</div> </div>								

LEVEL

7 High Flares

STACK

3

COST

8 pts

RANGE

In Sight

AREA OF EFFECT

16 Sq Sphere

ROLL OUT

10 Minutes

DURATION

20 Minutes


SAVE

No Save

CREATE:

Amulet w/Crystal

Delayed 5 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)

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

LEVEL

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 3

8 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.


NO FOCUS USE


ENHANCEMENTS:

[illegible]

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>11 Triggered Announcement</b>		12 pts	Touch	2 Squares	3 Days	Permanent		
	<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>							
								Amulet w/Crystal Speaks if a face

## Creation-Meta

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>3 Call Bonded Person</b>			4 pts		PMP	1 Recipient	30 Minutes	Instant		
 <p>Thick violet coils create a portal. Teleport a preselected person to the casters side. Thick violet coils create a portal.</p>		<div>Amulet w/Crystal</div> <div>AOE +1</div> <div>ENHANCEMENTS: 4</div>								

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Orix False Glow			4 pts	4 Squares	1 Item	2 Minutes	15 Minutes		
	<p>Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.</p> <p>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>								
									<div>Amulet w/Crystal</div> <div>Visible to all</div> <div>SAME SPELL WILL COUNTER.</div> <div>ENHANCEMENTS: 10</div>

# -Orix

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3	Visible Sign Posts		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.

NO FOCUS USE  
SAME SPELL WILL COUNTER.   
ENHANCEMENTS: 7

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



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

Amulet w/Crystal  
Damage +4   
ENHANCEMENTS: 9

## Find-Hide-Reveal

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



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.

CREATE:  
Scroll of Detect Magic   
Amulet w/Crystal  
No blinding.   
ENHANCEMENTS: 7

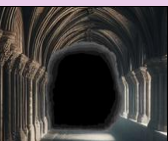
LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2	Orix View Sign Posts		4 pts	8 Squares	1x1 Sq Sphere	2 Minutes	30 Minutes		



Lavender coils orbit the casters head.  
View Sign Posts  
Lavender coils orbit the casters head.

NO FOCUS USE  
ENHANCEMENTS: 9

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3	Shadow of the Magi		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   
Amulet w/Crystal  
Brighter by Tier   
SAME SPELL WILL COUNTER.   
ENHANCEMENTS: 7

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



Thick purple coils surrounds the item and fades into it.  
Creates permanent marker  
Thick purple coils surrounds the item and fades into it.

NO FOCUS USE  
ENHANCEMENTS: 6

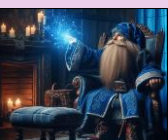
LEVEL		NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
5		Locate Ionic Marker			8 pts	PMP	1 Marker	1 Hour	Instant		



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.

Amulet w/Crystal  
SKL:1   
ENHANCEMENTS: 7

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
9 Detect 'Ems (All Types)			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.

Amulet w/Crystal  
Rollout Halved.   
ENHANCEMENTS: 4

# -Orix

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
9				12 pts	Self	1 Mark	1 Day	4 Hours			Found

## Search for Arcane Focus Item



Caster is solely able to detect a focus item within range.

Caster chooses detection method:

Vibration: Caster feels a vibration which grows as they near the item.

Audible: Caster hears a low siren which grows louder as they near the item.

Visual: Caster sees a glowing dot which grows brighter as they near the item.

NO FOCUS USE

ENHANCEMENTS: 7

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	
11				12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day			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.

NO FOCUS USE

ENHANCEMENTS: 2


LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
13				16 pts	Self	10 Marks	1 Hour	6 Days		




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 

ENHANCEMENTS: 7

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save	
16				64 pts	1 Square	1 Square	12 Hours	Permanent			

## Reveal True Name



This uses all the clues the caster has gathered attempt to find the True Name.

Use clues gathered to attempt to find the True Name.

Caster states aloud all the clues during the rollout.

Resulting in the direction and distance in marks if the Save is passed.

The knowledge is NOT announced out loud.

NO FOCUS USE 

ENHANCEMENTS: 6

## Food-Water

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

## Draw Up Ground Water




Blue and Orange ribbons burrow into the ground.

Pull water from ground. 2 skins per Tier. 1 skin in dry areas.

Typical person requires 1 skin per day. Deserts mean 2 per day.

Does NOT continuously draw water from the same spot,

Each repeat adds 10% to failure chance (1d100 roll).

Amulet w/Crystal  
+2 Skins extra 

ENHANCEMENTS: 2

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6				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.

NO FOCUS USE

ENHANCEMENTS: 9

LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8				8 pts	Touch	1 Item	3 Days	5 Years		

## Imbue an Item with



Lasts 5 years if within 8 Sqs of caster.

NO FOCUS USE

ENHANCEMENTS: 6

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
9				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:

Amulet w/Crystal  
Tastier 


SAME SPELL WILL COUNTER. 

ENHANCEMENTS: 8




**-Orix**

## Health-Life-Death

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1			4 pts	1 Square	1 Target	Initiative	Permanent		
<div>  <p>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.</p> </div> <div> <div>Amulet w/Crystal</div> <div>Fragility Save - 1 Column</div> </div> <div>ENHANCEMENTS: 8</div>									




LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>5 Assist Another's Healing</b>				8 pts	4 Squares	1 Heal Spell	10 Minutes	Instant		
		<p>Barely visible purple coils reach out to join the efforts of the other healing spell.</p> <p>Other caster: Heal x2 then +4</p> <p>Barely visible purple coils reach out to join the efforts of the other healing spell.</p>								
		<div>NO FOCUS USE</div>								
		<div>ENHANCEMENTS: 10</div>								

[illegible][illegible]

## Light-

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4		4 pts	Self	12 SqS Radius	2 Minutes	2 Hours		

**4 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.

Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed absorbs a light)

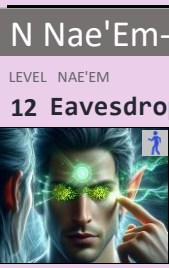
CREATE:

Amulet w/Crystal

Item emits a light



ENHANCEMENTS: 4



N Nae'Em-People

LEVEL NAE'EM

STACK 1

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

SKL: 2

Able to listen

12 Eavesdrop on Nae'Em Convo


12 pts

20 Sq Radius

1 Convo

5 rounds

5 Min/Tier



Listen in on a private conversation. But give up the ability to see.

Creates a temporary Nae'Em when a conversation is within range.

But blocks the vision of the caster while they listen to a Nae'Em conversation.

The owners of the Nae'Em communication will not be aware.

Can be used as a True Name clue.


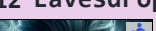


Amulet w/Crystal

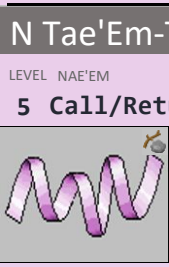
Duration +20 Min

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

N Nae'Em-People

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
12	Eavesdrop on Nae'Em Convo			12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier		Able to listen	
 <p>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.</p> <div>             Amulet w/Crystal               Duration +20 Min              SAME SPELL WILL COUNTER.  </div> <div>ENHANCEMENTS: 6</div>											



N Tae'Em-Thing

LEVEL

NAE'EM

STACK

1

COST

8 pts

RANGE

PMP

AREA OF EFFECT

1 Item

ROLL OUT

Initiative

DURATION


Instant

SAVE:

No Save

5

Call/Return Nae'Em Item




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.

Amulet w/Crystal

30 lbs / 13.6 Kg



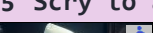
ENHANCEMENTS: 3

[illegible]

**-Orix**

N Vae'Em-Venue Site

LEVEL	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
<h2 style="margin: 0;">5 Scry to a Nae'Em</h2>											
				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.

NO FOCUS USE

ENHANCEMENTS: 7

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
<b>7 Hold Civilized Creature</b>		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.

Amulet w/Crystal  
 target can talk.

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8

LEVEL

NAE'EM

STACK

99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE:

RM: 2

success

9 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.


Amulet w/Crystal

Rollout Halved.

ENHANCEMENTS: 6


<b>11 Connect To An Arcane Focus Item</b>		Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou 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.	
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[illegible]

ENHANCEMENTS: 2									
LEVEL	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
<b>12 Langstrom Servant: Pucoe Gree</b>				12 pts	1 Square	1 Creature	10 Minutes	8 Hours	
		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)							Amulet w/Crystal Protect caster

## Shelter-Rest-Protection

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
<b>10 Walls of Force (4 to 6)</b>	3	12 pts	12 Squares	See Description	5 Min / Wall	4 Hours	No Save

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.

SAME SPELL WILL COUNTER.

ENHANCMENTS: 5

LEVEL

11 Force Wall



STACK

3

COST

12 pts

RANGE

Touch

AREA OF EFFECT

6 Sqs Long

ROLL OUT

20 Minutes

DURATION

1 Hour

SAVE:

No Save

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

SAME SPELL WILL COUNTER.



**-Orix**

## Travel-Planes

LEVEL

1

STACK

99

COST

4 pts

RANGE

PMP

AREA OF EFFECT

1 Mid Item

ROLL OUT

20 Minutes


DURATION

Instant

SAVE:

No Save

Send Item to A Nae'Em Location




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



ENHANCEMENTS:


4

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



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


Amulet w/Crystal  
 Partial gets SKL:1



ENHANCEMENTS: 8

LEVEL

10 Ladders & Stairs



STACK 99

COST

12 pts

RANGE

12 Squares

AREA OF EFFECT

1 Square

ROLL OUT

5 Rounds

DURATION

1 Hour


SAVE:

No Save

CREATE:

Amulet w/Crystal

Hand rails



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.


ENHANCEMENTS: 10

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>15 Create Permanent Location Tae'Em</b>				16 pts	10 Squares	2x2 Sq Area	1 Day	Permanent		
 <p>Orange ribbons encircle the area. Location becomes a teleport destination. Orange ribbons encircle the area.</p>		<div>Amulet w/Crystal</div> <div>Casual</div> 								
ENHANCEMENTS: 7										

[illegible]

## Utility-

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



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

CREATE:

Astral Candle Light Powder


Amulet w/Crystal

Brighter by Tier

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7


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

Amulet w/Crystal

Hides magic



ENHANCEMENTS: 5

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
<b>3 Animate Cats Eye Marble</b>				4 pts	Self	Caster	1 Minute	2 Hours		
 <p>Solid violet coils orbit above the caster's head then fades. Caster sees through the marble which can be part of an item.</p>		<div>Amulet w/Crystal</div> <div>Multi-Vision</div> <div>SAME SPELL WILL COUNTER.</div> <div>ENHANCEMENTS: 7</div>								



-Orix

LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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6 Force Platform

8 pts

16 Squares

2x2 Sq Platform

2 Minutes

10 Minutes



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

Amulet w/Crystal

Half Wall

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 9