




-Orix

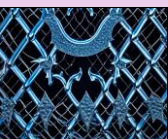
Altered Reality


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 Ctrr	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

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[illegible]

LEVEL

12 Class Power Attack



STACK 99

COST 12 pts

RANGE 8 Squares

AREA OF EFFECT 1 Target

ROLL OUT Initiative

DURATION 1 Round

SAVE:

RM: 3

1/2 Dmg if same

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		


LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Improve Resist & Skill Saves	1	4 pts	Self	Caster	5 Minutes	2 Hours		



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



Amulet w/Crystal



Total= 10% adjust



ENHANCEMENTS: 8

[illegible]



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

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS:2
9 Triggered Shield vs 1			12 pts	Self	1 Battle	1 Minute	3 Days		
 Redish blue sparks dance around the caster. (Redish blue sand) -1 ToHIT vs caster if a single attacker SNS:2 Save fails. Redish blue sparks dance around the caster. (Redish blue sand)									CREATE: <div> Amulet w/Crystal -1 ToHIT </div> SAME SPELL WILL COUNTER.  ENHANCEMENTS: 6

Communication-

[illegible]

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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.	

[illegible]

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



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:

Amulet w/Crystal

Delayed 5 Minutes.

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:

LEVEL

STACK 99

COST

RANGE

AREA OF EFFECT

ROLL OUT

DURATION

SAVE

No Save

11 Add Signs to Signpost


12 pts

Touch

1 Signpost

10 Minutes

3 Days




Violet coils attach to the signpost and become a sign.
20 chars on each Sign. Up to 3 Signs.

Violet coils attach to the signpost and become a sign.

Amulet w/Crystal


Visible Sign & Post



ENHANCEMENTS: 9

[illegible]

Creation-Meta

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Call Bonded Person			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		

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LEVEL

3

Visible Sign Posts

STACK

1

COST

4 pts

RANGE

5 Squares

AREA OF EFFECT

1 Sign Post

ROLL OUT


1 Minute

DURATION

2 Hours

SAVE:

No Save



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

Find-Hide-Reveal

LEVEL

1

STACK

1

COST

4 pts

RANGE

2 Squares

AREA OF EFFECT

1x1x1 Square

ROLL OUT

5 Minutes

DURATION

Instant


SAVE:

RM: 2

Not Blinded

1

Detect Magic & Number of Aspects



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:

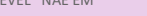
Dust of Darkness 

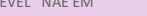

Amulet w/Crystal 

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 Ionic Marker				8 pts	Touch	1 Object	1 Day	Permanent		
 <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>								
		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			
 <p>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.</p>										
Amulet w/Crystal SKL:1										

[illegible]

LEVEL

NAE'EM

STACK

1

COST

12 pts

RANGE

Self

AREA OF EFFECT

1 Mark

ROLL OUT

1 Day

DURATION


4 Hours

SAVE:

SKL: 2

Found

9 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: 2

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LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2	GM
11	Sight of the Statue			12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day		See eyes move.	



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

Food-Water

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Draw Up Ground Water		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).

Amulet w/Crystal
+2 Skins extra



ENHANCEMENTS: 2

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Destroy Harmful Substance		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.

NO FOCUS USE

ENHANCEMENTS: 9

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



Lasts 5 years if within 8 Sqs of caster.

NO FOCUS USE

ENHANCEMENTS: 6

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
9	Food Times Three		12 pts	3 Squares	2x2 Squares	1 Day	Permanent		



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

Health-Life-Death

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Forced Heal 1d6 HP (+more)		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.

Amulet w/Crystal
Fragility Save - 1 Column



ENHANCEMENTS: 8

LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	Assist Another's Healing			8 pts	4 Squares	1 Heal Spell	10 Minutes	Instant		



Barely visible purple coils reach out to join the efforts of the other healing spell.
Other caster: Heal x2 then +4
Barely visible purple coils reach out to join the efforts of the other healing spell.

NO FOCUS USE

ENHANCEMENTS: 10

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12	Ranged Forced Healing 2d8+2 HP		12 pts	6 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.


NO FOCUS USE

ENHANCEMENTS: 6

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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

12 pts

RANGE

20 Sq Radius

AREA OF EFFECT

1 Convo

ROLL OUT

5 rounds

DURATION


5 Min/Tier

SAVE

SKL: 2

Able to listen

12 Eavesdrop on Nae'Em Convo



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 Tae'Em-Thing


LEVEL	NAE'EM	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5	Call/Return Nae'Em Item			8 pts	PMP	1 Item	Initiative	Instant		



Purple coils spin around the casters hand until an item appears.
Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.
Purple coils spin around the casters hand until an item appears.


Amulet w/Crystal


30 lbs / 13.6 Kg



ENHANCEMENTS: 3

N Vae'Em-Venue Site

LEVEL	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
5	Scry to a Nae'Em			8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour			

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
7 Hold Civilized Creature		8 pts	8 Squares	1 Target	1 Round	5 Rounds		
	<p>Barely visible burgundy coils streak out from the casters pointed finger and winds around the Must be in sight. Target unable to cast, fight, or talk.</p> <p>Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.</p>							<div>Amulet w/Crystal</div> <div>target can talk.</div> <div>SAME SPELL WILL COUNTER.</div> <div>ENHANCEMENTS: 8</div>

LEVEL

NAE'EM

STACK

99

COST

24 pts

RANGE

4 Squares

AREA OF EFFECT

1 Item

ROLL OUT

2 Hours

DURATION


Permanent

SAVE:

RM: 2

success

9 Find Clues To True Name




Bright Orange ribbons float to the object/person and fade as they surround them.

Caster attempts to locate clues to find a True Name.

Amulet w/Crystal

Rollout Halved.



ENHANCEMENTS: 6

LEVEL

NAE'EM

STACK

99

COST

36 pts

RANGE

Touch

AREA OF EFFECT

1 Item

ROLL OUT

3 Days

DURATION


Permanent

SAVE:

RM: 3

Connected

11 Connect To An Arcane Focus Item



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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LEVEL	NAE'EM	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	
11	Disconnect An Arcane Focus Item			36 pts	Touch	Current Item	20 Minutes	Permanent		Connection broken	



A weave engulfs the caster.
Removes the connection between all creatures and the focus item.
A creature that is currently connected will know when the disconnection happens.

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL	NAE'EM	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12	Langstrom Servant: Pucoe Gree			12 pts	1 Square	1 Creature	10 Minutes	8 Hours		



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



ENHANCEMENTS: 11

Shelter-Rest-Protection

LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
10	Walls of Force (4 to 6)		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.

Amulet w/Crystal
Door Included.



SAME SPELL WILL COUNTER.

ENHANCEMENTS: 5

LEVEL	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
11	Force Wall		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.

Amulet w/Crystal
HP:80 AC:16



SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

Travel-Planes

LEVEL	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1	Send Item to A Nae'Em Location		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.

Amulet w/Crystal
Add Ionic Marker



ENHANCEMENTS: 4

LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6	Langstrom Rupture		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	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
10	Ladders & Stairs		12 pts	12 Squares	1 Square	5 Rounds	1 Hour		



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.

CREATE:



Amulet w/Crystal
Hand rails



ENHANCEMENTS: 10

Tricks-

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



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



ENHANCEMENTS: 6


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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
3 Animate Cats Eye Marble				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>								



LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
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

