-Orix **Battle-Actions** DURATION 🔀 ROLL OUT HOW SAVING THROW STACK COST RANGE AREA OF EFFECT 9 COUNTER: Remove Shelter 12 pts 20 Squares 1 Spell Instant Instant SKL 3 COUNTER: Ends Magical shelters. Ends shelter spells prematurely. Destroys active magical shelter spells, O ENHANCEMENT(S) Dumps creatures out unharmed unless there is a drop between shelter and ground. 0 COUNTER(S) Has no effect on any mundane shelters, even if it is magically assisted SAVING THROW GM STACK COST RANGE AREA OF EFFECT DURATION ROLL OUT 10 COUNTER: Block Healing 12 pts 20 Squares 1 Spell Instant Instant 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. ENHANCEMENT(S) COUNTER(S) COST RANGE AREA OF EFFECT DURATION \$ SAVING THROW ROLL OUT 10 COUNTER: Remove Magic Defense 12 pts 20 Squares 1 Snell Instant Instant SKI 3 99 Blue and orange ribbons streak out to the target spell. COUNTER: Ends a currently active defensive spell. Does work on currently active spells. 0 ENHANCEMENT(S) Does NOT have any effect on caster's own spells, COUNTER(S) Caster should use "Caster Ends Spell". SAVING THROW GM COST AREA OF EFFECT DURATION ROLL OUT 12 pts 20 Squares Instant Instant 2 11 COUNTER: Disrupt Images 1 Spell 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. 0 ENHANCEMENT(S) Does NOT affect anything that is physical. Does NOT affect a Rogues disguising, since that is a mundane effort 0 COUNTER(S) 564-1 SAVING THROW RANGE AREA OF EFFECT DURATION ROLL OUT STACK LEVEL 12 pts 10 Squares Instant Instant 99 12 COUNTER: 1 Spell SKI 4 **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. ENHANCEMENT(S) A final round of damage may happen once the spell has been cast. COUNTER(S) Does NOT have any effect with ongoing damage from non-spells. **Battle-Defense** COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK Half Wall of Force 8 pts Touch 4 Sqs Long 20 Minutes 20 Minutes 6 none Barely visible burgundy coils follow the caster's hand outlining the wall. Amulet w/Crystal Each Sq has HP:30 1/2 Sq high and 1 to 4 Sq long. AC:15 + another corner Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired. 7 ENHANCEMENT(S) 1 COUNTER(S) 482-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 12 pts Touch Initiative 2 1 Battle RM 10 Minor Defense Bubble Lavender coils loop around the caster in a ribboned chain-linked bubble. Amulet w/Crvstal Attacks are slowed, thus the impact lessens the damage. Other recipients Lavender coils loop around the caster in a ribboned chain-linked bubble. 7 ENHANCEMENT(S) COUNTER(S) 454-1 RANGE AREA OF EFFECT DURATION (CX ROLL OUT SAVING THROW 12 pts Touch 3 Sq Rad Circle 4 Hours 10 Minutes BRU 99 12 Circle of Containment Barely visible blue streams of light form a cage inside the circle. Amulet w/Crystal Drawn circle that stops creatures from exiting its area. BRU:>95 Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)" 4 ENHANCEMENT(S) Must Save to Exit. 1 COUNTER(S) COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 12 Circle of Langstrom Expulsion 12 pts Touch 3x3 Squares 4 Hours 10 Minutes SKL 1 Solid purple coils settle to the ground and become chalk. Amulet w/Crystal Returns Langstrom creatures. The caster rolls a MGC:2 save. AOE: 4 Sq Radius

6 ENHANCEMENT(S) 1 COUNTER(S)

Solid purple coils settle to the ground and become chalk.

-Orix Battle-Offense RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW COST STACK Instant Intiative RM 99 4 pts 8 Squares 1 Square 2 1 Force Pinch 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 FNHANCEMENT(S) able to see the target. (No ToHIT) 0 COUNTER(S) I FVFI COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 2 Force Push 10 Squares Initiative 4 pts 2 Squares Instant RM 1 Solid lavender coils extend from caster's hand to push directly from the caster to the target Amulet w/Crystal Direct damage of 1d6 + ACU. Target(s) Save or pushed back Save Col +1 Solid lavender coils extend from caster's hand to push directly from the caster to the 5 ENHANCEMENT(S) target. (No ToHIT) 0 COLINTER(S) RANGE AREA OF EFFECT DURATION X ROLL OUT SAVING THROW COST 4 nts 1 Mark 2 Rounds Initiative SKI 4 Conjure Native Beetles 4 Squares Arcane swarm appears in a square adjacent to the target. Amulet w/Crystal Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg. Dmg set at 5 pts 🚍 Will attack any living target. Even if the target is friendly to the caster. 7 ENHANCEMENT(S) Save to conure. COUNTER(S) 433-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 8 pts 12 Squares Instant Initiative 2 99 8 Force Clap 2 Squares A force wall pushes directly from the caster to the target but only the target will usually b Amulet w/Crystal Damage of 2d6+ACU. Target Saves or Daze 1d2 rds. Save Col +1 A force wall pushes directly from the caster to the target but only the target will usually 6 ENHANCEMENT(S) be dazed and/or take damage. (No ToHIT) 0 COUNTER(S) 566-1 DURATION LEVEL COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 12 pts Instant Initiative 99 11 COUNTER: Disrupt Perimeter 20 Squares 1 Spell SKI 3 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. ENHANCEMENT(S) COUNTER(S) DURATION X COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW (O) 12 pts 1 Round Initiative 12 Class Power Attack 8 Squares 1 Target RM Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class. Amulet w/Crystal SYL:Ice, DOK:Fire, STM:Elect, ORX:Force, EOL:Acid Knockback w/ RM:3 The power surges outward impacting the enemy. 2 ENHANCEMENT(S) No ToHIT required. 0 COUNTER(S) Battle-Prep SAVING THROW LEVEL AREA OF EFFECT DURATION (D) ROLL OUT COST RANGE STACK Self 3 Days 1 Hour 4 pts Caster none 1 2 Triggered Forced Healing Damage triggers 2d8 rolled. Damage first, then 2x Healing. Amulet w/Crystal CAN CREATE: Triggered Forced Healing Potion: Buy:12 GP. Stack+1 - 2d6 rolled. Damage then 2x in Healing. 4 ENHANCEMENT(S) - Bear Bones, Quicksilver, Dried Thistle. 1 COUNTER(S) Requires campfire. Creation SP:x3 Spell. 474-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 4 pts Self Caster 2 Hours 5 Minutes 3 Improve Resist & Skill Saves none 1 Violet coils encircles the caster, flashes, then fades away. Amulet w/Crystal -5% to Resist Magic and Skill Saves for this ORIX. Total= 10% adjust Violet coils encircles the caster, flashes, then fades away.

8 ENHANCEMENT(S) 0 COUNTER(S) 302-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK

1 Weapon

1 Battle

Weapon Speed Charm

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

4 pts

 lacktriangle Bright plum colored coils encircle the weapon. (A pink oil)

Amulet w/Crystal Column -1

SKL

30 Minutes

4 ENHANCEMENT(S)

1

0 COUNTER(S)

		-Oriz	X				
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 Challenges to the circle equals Magenta coils ripple from caste	MGC:? Save	2				Amulet w/Crystal COL +/- 1 10 ENHANCEMENT(S 1 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 it Prep item BEFORE damage done. Th Magenta coils wind around the i	en use to	repair.		·		Amulet w/Crystal Cleans item. 7 ENHANCEMENT(S 0 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 -1 ToHIT vs caster if a single a Redish blue sparks dance around	ttacker SN	NS:2 Save fa	ils.			Amulet w/Crystal -1 TOHIT 6 ENHANCEMENT(S 1 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 cas Unbound light weight Nae'Em can Purple coils spin around the ca	be called.	. Limit of	10 lbs / 4.5 Kg.			Amulet w/Crystal 30 lbs / 13.6 Kg 3 ENHANCEMENT(S 0 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 Interaction with living text. V Plum colored coils drift to the	ery involv	/ed spell.				Amulet w/Crystal Random Enhancemen 6 ENHANCEMENT(S 1 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 Motion activated. 30 words or 1 Redish blue smoke moves from the	ess.					Amulet w/Crystal Facail movements. 5 ENHANCEMENT(S 1 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 For moving letter script (Cursed Purple smoke gathers around the	?)					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 fr Red, Brown, Yellow, Purple, or G Brilliant violet smoke issues f caster needs. (Purple candles)	reen arrar	nged as a d6	(1 to 6)			Amulet w/Crystal Delayed 5 Minutes. 6 ENHANCEMENT(S 0 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 aroun Write in Arcane Smokey magenta coils swirl aroun						ENHANCEMENT(S COUNTER(S))

			-Orix	(
	484-1							
LEVEL	404-1	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 20 chars on each Sign. Violet coils attach to	Up to 3 Si	igns.					Amulet w/Crystal 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
Violet coils move to the Motion activated. 30 to Violet coils move to the Violet coils move the Vio	words or le	ess. Perma	anent.				Amulet w/Crystal Speaks if a face 6 ENHANCEMENT(S) 1 COUNTER(S)	
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 created Thick violet Coils cr	person to	the caste	ers side.				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
Barely visible violet Reveal of Magic will so Barely visible violet fades.	how a false coils weav	e positive	e.				Amulet w/Crystal Visible to all 10 ENHANCEMENT(S) 1 COUNTER(S)	١
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 More Sign posts from teleposts Smokey violet coils More Smokey violet coils	rts become	visible.	[ORX]			_	7 ENHANCEMENT(S) 1 COUNTER(S)	
LEVEL	892-1	COST	RANGE	AREA OF EFFECT	DURATION HOW	ROLL OUT	SAVING THROW	STACK
1 Detect Magic & Number of As	pects	4 pts	2 Squares	1x1x1 Square	Instant	5 Minutes	RM 2	1
Caster attempts to fine Mundane=Nothing, Magic Everyone in 20 sqs mus Detection will not ena Does not reveal the ki	d out if ar =Candle pwr st Save if act powers/	r, Epic=Da the item magic. D	azed, God=Bli is powerful.	nd(Save vs Blin Failing blinds	2d4 rds.		Amulet w/Crystal No blinding. 7 ENHANCEMENT(S) 1 COUNTER(S) SAVING THROW	
		4 pts	8 Squares	1x1 Sq Sphere	30 Minutes	2 Minutes	none	STACK
2 Orix View Sign Posts Lavender coils orbit to View Sign Posts Lavender coils orbit to View Sign Posts		head.	o squares	TAT 34 SPITCLE	30 Millates	2 iviliates	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
Thick purple coils sur Creates permanent mark Thick purple coils sur	er	item and	fades into i	it.		• •	6 ENHANCEMENT(S) 0 COUNTER(S)	
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 aro Caster able to identify Purple coils whirl aro	y the marke	ers locati	ion. (N,NE,E,	SE,S,SW,W,NW)			Amulet w/Crystal SKL:1 7 ENHANCEMENT(S) 0 COUNTER(S)	

-Orix 922-1 ROLL OUT SAVING THROW STACK DURATION NOW COST RANGE AREA OF EFFECT 2 Hours RM 36 pts 4 Squares Instant 2 9 Detect 'Ems (All Types) 1 Square Bright Orange ribbons float to the object/person and fade as they surround them. Amulet w/Crystal Caster attempts to reveal the existence and nature of a Nae'Em. Rollout Halved. 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. 4 ENHANCEMENT(S) COUNTER(S) SAVING THROW RANGE DURATION (X ROLL OUT AREA OF EFFECT Initiative 2 10 Counter: Block Scrying 12 pts Touch 4 x 4 Squares 1 Hour SKL Blue and orange weaves surround the caster. Require the caster to place the spell in a single location. (Range: Touch) GM rolls Save. 0 ENHANCEMENT(S) If Save passes then any current scrying within AoE fails. 0 COUNTER(S) GM usually does NOT report pass or failure. LEVEL NAE'EM 504-1 DURATION (SAVING THROW GM COST ROLL OUT RANGE AREA OF EFFECT STACK 30 Minutes 11 Sight of the Statue 12 pts 1 Mark per Tier 1 Object 4 Hours 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. ENHANCEMENT(S) Does NOT allow the caster to hear or feel by bonding with the statue. COUNTER(S) Food-Water DURATION 🔀 AREA OF EFFECT RANGE ROLL OUT SAVING THROW 4 pts 2 Skins/Tier Permanent 5 Minutes 1 Draw Up Ground Water Touch 99 Blue and Orange ribbons burrow into the ground. Typical person requires 1 skin per day. De Amulet w/Crystal Pull water from ground. 2 skins per Tier. 1 skin in dry areas. +2 Skins extra Blue and Orange ribbons burrow into the ground. 2 ENHANCEMENT(S) Typical person requires 1 skin per day. Deserts mean 2 per day. 0 COUNTER(S) 481-1 COST AREA OF EFFECT ROLL OUT LEVEL RANGE DURATION SAVING THROW STACK 8 nts Permanent 10 Minutes 99 6 Squares 1 Square Destroy Harmful Substance none 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. ENHANCEMENT(S) COUNTER(S) 270-3 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW Touch 1 Item 5 Years 3 Days 8 Imbue an Item with 8 pts none 99 Lasts 5 years if within 8 Sqs of caster. 6 ENHANCEMENT(S) COUNTER(S) 304-1 COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 12 pts Food Times Three 3 Squares 2x2 Squares Permanent 1 Day none 1 Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield) Amulet w/Crystal Increases amount of food by 3. Max of 63 meals affected per spell. Tastier Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield) 8 ENHANCEMENT(S) 1 COUNTER(S) Health-Life-Death DURATION 🔀 RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 4 pts 1 Square 1 Target Initiative 1 Forced Heal 1d6 HP (+more) Permanent none 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,

477-1

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.

COST

8 pts

Amulet w/Crystal Fragility Save - 1 Column

ROLL OUT

10 Minutes

8 ENHANCEMENT(S)

STACK

1

1 COUNTER(S) SAVING THROW

none

Assist Another's Healing

NAE'EM

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.

RANGE

4 Squares

AREA OF EFFECT

1 Heal Spell

DURATION

Instant

10 ENHANCEMENT(S)

0 COUNTER(S)

-Orix 397-1 DURATION 🗀 ROLL OUT COST RANGE AREA OF EFFECT SAVING THROW STACK Permanent Initiative 99 12 pts 6 Squares 1 Target 12 Ranged Forced Healng 2d8+2 HP none 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) COUNTER(S) Illusion-Reality LEVEL NAE'EM 336-1 RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW COST STACK Ribbon Goblin Lookout 1/4 Mark 1 Ribbon Crtr 8 Hours 30 Minutes 3 8 pts Vivid purple coils wend around to create the shape of a halfling sized ribbon creature. Amulet w/Crystal LVL:2 HP:2 Attks:x0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqs. Telepathic Convo Vivid purple coils wend around to create the shape of a halfling sized ribbon creature. 8 ENHANCEMENT(S) 0 COLINTER(S) Light-RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW COST STACK 4 pts Self 12 Sqs Radius 2 Hours 2 Minutes none 1 4 Capture/Release Normal Light Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed a Amulet w/Crystal 1 light source per Tier. Light must be less than bonfire brightness. Item emits a light Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed 4 ENHANCEMENT(S) absorbs a light) 0 COUNTER(S) Nae'Em-People LEVEL NAE'EM DURATION 🗀 ROLL OUT SAVING THROW STACK COST RANGE AREA OF FEFECT 36 pts Touch 1 Item Permanent 3 Days RM 99 11 Connect To An Arcane Focus Item 3 Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou Amulet w/Crvstal Creates a connection between the caster and the Arcane Focus Item. No current Focus Item. Require the item to be of the highest quality. Caster must currently not have a Focus Item. 5 ENHANCEMENT(S) COUNTER(S) 626-3 DURATION 🗀 ROLL OUT SAVING THROW RANGE AREA OF EFFECT STACK Touch Current Item Permanent 20 Minutes SKL

11 Disconnect An Arcane Focus Item 36 pts

> A weave engulfs both the caster and the Arcane Focus Item. Removes the connection between all creatures and the focus item.

> > COST

12 pts

A creature that is currently connected will know when the disconnection happens.

Caster must be holding the focus item during the entire rollout.

LEVEL NAE'EM 630-1 2 ENHANCEMENT(S)

STACK

1

STACK

3

1 COUNTER(S) SAVING THROW

SKL

12 Eavesdrop on Nae'Em Convo

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

RANGE

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.

486-2

Can be used as a True Name clue.

ENHANCEMENT(S) COUNTER(S)

Personal-Connections

AREA OF EFFECT DURATION ROLL OUT SAVING THROW 5 Rounds 1 Round 7 Hold Civilized Creature 8 pts 8 Squares 1 Target



LEVEL NAE'EM

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.

RANGE

1 Square

Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.

8 ENHANCEMENT(S) 1 COUNTER(S)

DURATION

8 Hours

DURATION 😹

5 Min/Tier

ROLL OUT

5 rounds

ROLL OUT

10 Minutes

12 Langstrom Servant: Pucoe Gree

Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)

AREA OF EFFECT

1 Creature

AREA OF FEFECT

1 Convo

Vaguely humanoid gray servant from Langstrom Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)

COST

12 pts

Amulet w/Crystal Protect caster

SAVING THROW

none

Amulet w/Crvstal

target can talk.

11 ENHANCEMENT(S) 0 COUNTER(S)

-Orix Shelter-Rest-Protection COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW STACK 12 pts 12 Squares 4 Hours 5 Min / Wall See Description none 3 10 Walls of Force (4 to 6) Solid lavender coils follow the caster's hand outlining the walls. Amulet w/Crystal 2 Sqs High. Length up to 6 Sqs per wall. Door Included. Solid lavender coils follow the caster's hand outlining the walls. 5 FNHANCEMENT(S) 1 COUNTER(S) 466-1 STACK LEVEL COST RANGE AREA OF EFFECT DURATION ROLL OUT SAVING THROW 12 pts Touch 6 Sqs Long 1 Hour 20 Minutes 3 11 Force Wall none Bright violet coils Outline the wall then fade away. Amulet w/Crystal 2 Sqs High. Length up to 6 Square and 1 corner. HP:80 AC:16 Bright violet coils Outline the wall then fade away. 7 ENHANCEMENT(S) COLINTER(S) Tae'Em-Thing LEVEL NAE'EM SAVING THROW COST RANGE AREA OF EFFECT DURATION ROLL OUT STACK 12 pts Self 1 Mark 4 Hours 1 Day SKL 2 9 Search for Arcane Focus Item Caster places their Focus Item within a circle of power then begins the chanting. Amulet w/Crystal Caster must have their own Focus Item to find a like Focus Item. none Caster places their Focus Item within a circle of power then begins the chanting. 7 ENHANCEMENT(S) 0 COUNTER(S) Travel-Planes 470-1 LEVEL RANGE ROLL OUT SAVING THROW COST AREA OF FEFECT DURATION STACK 4 pts РМР 1 Mid Item Instant 20 Minutes 99 1 Send Item to A Nae'Em Location none Solid blue coils flashes as a portal opens and swallows the covered object. Amulet w/Crystal Item fits into 1 Sq blanket and not living. Add Ionic Marker Solid blue coils flashes as a portal opens and swallows the covered object. 4 ENHANCEMENT(S) COUNTER(S) 478-2 DURATION COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW STACK 8 pts 5 Langstrom Location creates a 'known' location in the Langstrom.

ROLL OUT SAVING THROW STACK 30 Minutes none 1

6 Langstrom Rupture

Barely visible wine colored coils swirl and to become a lime green portal.

RANGE

8 Squares

RANGE

12 Squares

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

COST

12 pts

- Ladder:1-12 sqs x 1 sq.

COST

8 pts

Amulet w/Crystal Partial gets SKL:1

STACK

99

1

ENHANCEMENT(S) COUNTER(S)

8 ENHANCEMENT(S) 1 COUNTER(S)

10 Ladders & Stairs

Can be cast/created in any plane TEM TO CREATE:

366-1

483-1

Ladders And Ladders Breakable.

BUY:60 GP.

AREA OF FEFECT

1x1 Sq Portal

AREA OF EFFECT

1 Square

Stairs:6 sqs x 6 sqs.

1 Hour 5 Rounds

ROLL OUT

SAVING THROW none Amulet w/Crystal

Hand rails

10 ENHANCEMENT(S)

- Obsidian Shard, Stagnant Sea Water, Marigold Wine. COUNTER(S) - Focus Item. Creation SP: x3 spell cost.

DURATION

1 Minute

DURATION (C

Tricks-

297-1 AREA OF EFFECT COST RANGE DURATION **ROLL OUT** SAVING THROW STACK Initiative 1 Item Instant AGL 4 Call Item (in Sight) 4 pts 6 Squares



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)

-Orix **Utility-**DURATION X ROLL OUT RANGE AREA OF EFFECT SAVING THROW STACK COST 4 pts Self 4 Hours Initiative 99 Varies none 1 Arcane Light With a twirling of the fingers the caster brings about light! Amulet w/Crystal No Focus = Candle power. With Focus caster can set power as per Tier. Brighter by Tier $\overline{\square}$ 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)" 7 FNHANCEMENT(S) COUNTER(S) Default Light: Candle light AREA OF EFFECT LEVEL COST RANGE DURATION ROLL OUT SAVING THROW STACK 4 pts Touch 1 Worn Garment 1 Week 1 Minute 3 2 Langstrom Cloak Pockets none Barely visible lavender wisps spiral around the caster. Amulet w/Crvstal Pocket within current cloak/robe Hides magic Barely visible lavender wisps spiral around the caster. 5 ENHANCEMENT(S) COUNTER(S) 473-1 NAE'EM AREA OF EFFECT COST RANGE DURATION ROLL OUT SAVING THROW STACK Self 2 Hours 1 Minute 1 3 Animate Cats Eye Marble 4 nts Caster none Solid violet coils orbit above the caster's head then fades. Amulet w/Crysta Caster sees through the marble which can be part of an item. Multi-Vision Solid violet coils orbit above the caster's head then fades. 7 ENHANCEMENT(S) COUNTER(S) 911-1 COST RANGE AREA OF EFFECT DURATION Z ROLL OUT SAVING THROW STACK 3 Shadow of the Magi 4 pts Self Varies Conc +4 Initiative 99 With a twirling of the fingers the caster brings about a blanket of darkness. Amulet w/Crystal Bag of Dust of Darkness. If purchased: BUY @ 20 GP. Brighter by Tier Creates a dark shade for 20 minutes. 7 ENHANCEMENT(S) Ginger Oil, Grave Dirt. Sand, Fine Grit. Kitchen/Lab. Creation SP: x3 spell cost. 0 COUNTER(S) 362-1 COST LEVEL RANGE DURATION AREA OF EFFECT ROLL OUT SAVING THROW STACK 8 pts 16 Squares 2x2 Sq Platform 10 Minutes 2 Minutes 3 Force Platform none Shining wine colored coils Outline the platform. Amulet w/Crystal Levitating plaform. HP:60 AC:14 Move: 2 Half Wall Shining wine colored coils Outline the platform. 9 ENHANCEMENT(S) 0 COUNTER(S) 629-1 DURATION 🔀 COST RANGE AREA OF EFFECT ROLL OUT SAVING THROW 1 Item 2 Hours Find Clues To True Name 16 pts 4 Squares Permanent RM



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)

√ae'Em-Venue Site LEVEL NAE'EM 895-3 RANGE AREA OF EFFECT ROLL OUT COST DURATION SAVING THROW STACK 8 Marks 1 Nae'Em 1 Week 20 Minutes 3 8 pts SKL Scry to a Nae'Em



Caster is able to view one of their Nae'Ems from above. View from 4 squares above, but will lower the view if needed.

> 7 ENHANCEMENT(S) 0 COUNTER(S)