
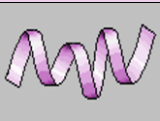








-Orix



Battle-Offense

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
331-1									
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)
262-1									
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)
295-1									
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)

Battle-Prep

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
471-1									
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)
474-1									
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)
302-1									
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)

Communication-

LEVEL			COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
292-1									
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. Interaction with living text. Very involved spell. Plum colored coils drift to the text and lightly rebounds back to the caster.								Amulet w/Crystal Random Enhancement 6 ENHANCEMENT(S) 1 COUNTER(S)
476-1									
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. Motion activated. 30 words or less. Redish blue smoke moves from the casters hands to the center spot on the stone.								Amulet w/Crystal Facail movements. 5 ENHANCEMENT(S) 1 COUNTER(S)

-Orix

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



Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fa
Reveal of Magic will show a false positive.
Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then
fades.

Amulet w/Crystal
Visible to all
10 ENHANCEMENT(S)
1 COUNTER(S)

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)

Find-Hide-Reveal

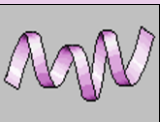
LEVEL			892-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Detect Magic & Number of Aspects			4 pts	2 Squares	1x1x1 Square	Instant	5 Minutes	RM	2



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)

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)

Health-Life-Death

LEVEL	NAE'EM		310-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1	Forced Heal 1d6 HP (+more)			4 pts	1 Square	1 Target	Permanent	Initiative	none	1

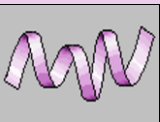


Healing energy drawn from all parts of the body are forced to the wounded area.
First roll the dice and calculate full healing with enhancements,
Then apply as force damage to the target, if the target is dead the next steps fail.
Lastly, apply the full healing time two (x2) to the target.
This becomes more powerful (and more costly) with the Enhancements.

Amulet w/Crystal
Fragility Save - 1 Column
8 ENHANCEMENT(S)
1 COUNTER(S)

Light-

LEVEL			465-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
4	Capture/Release Normal Light			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)

-Orix



Travel-Planes


LEVEL	470-1	COST	RANGE	AREA OF EFFECT	DURATION	ROLL OUT	SAVING THROW	STACK
1 Send Item to A Nae'Em Location		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)


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			
		<div>Solid violet coils orbit above the caster's head then fades.</div> <div>Caster sees through the marble which can be part of an item.</div> <div>Solid violet coils orbit above the caster's head then fades.</div>																<div>Amulet w/Crystal</div> <div>Multi-Vision</div> <div>7 ENHANCEMENT(S)</div> <div>0 COUNTER(S)</div>			

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)