-Orix **Altered Reality** SAVE: No Save STACK 3 COST RANGE AREA OF EFFECT ROLL OUT DURATION LEVEL NAE'EM 8 pts 1/4 Mark 1 Ribbon Crtr 30 Minutes 8 Hours 5 Ribbon Goblin Lookout Vivid purple coils wend around to create the shape of a halfling sized ribbon creature. LVL:2 HP:2 Attks:x0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqs. Amulet w/Crystal Vivid purple coils wend around to create the shape of a halfling sized ribbon creature. Telepathic Convo SAME SPELL WILL COUNTER. ENHANCEMENTS: 8 Battle-Defense STACK 6 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: No Save 8 pts Touch 4 Sqs Long 20 Minutes 20 Minutes 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 Amulet w/Crystal Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired. SAME SPELL WILL COLINTER (* ENHANCEMENTS: 7 STACK 2 COST RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: RM: 2 I FVFI 12 pts Touch Self Initiative 1 Battle



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 SAME SPELL WILL COUNTER. ENHANCEMENTS: 7

AREA OF EFFECT SAVE: STACK 99 COST RANGE ROLL OUT DURATION BRU: 3 Touch 3 Sq Rad Circle 12 pts 10 Minutes 4 Hours Able to exit Circle 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 Rogues skill "Set Up Eolas Spell Release (TRAP)". Must Save to Exit.

Amulet w/Crystal BRU:>95 SAME SPELL WILL COUNTER. ENHANCEMENTS: 4

STACK 1 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 2 I FV/FI 12 pts Touch 3x3 Squares 10 Minutes 4 Hours 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.

STACK 2

Amulet w/Crystal AOE: 4 Sq Radius

Battle-Offense STACK 99 AREA OF EFFECT ROLL OUT SAVE: RM: 2 4 pts 8 Squares 1 Square Initiative 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 able to see the target. (No ToHIT)

SAME SPELL WILL COUNTER. ENHANCEMENTS: 8

NO FOCUS USE

DURATION

2 Rounds

CREATE:

ENHANCEMENTS: 6

STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: RM: 2 4 pts 10 Squares 2 Squares Initiative 2 Force Push

AREA OF EFFECT

1 Mark

ROLL OUT

Initiative



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 (No ToHIT) target.

RANGE

4 Squares

Amulet w/Crystal Save Col +1 SAME SPELL WILL COUNTER. ENHANCEMENTS: 5

SKI:2

9

Conjured

4 Conjure Native Beetles



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.

COST

4 pts

Beetleroot Granules Amulet w/Crystal Dmg set at 5 pts SAME SPELL WILL COUNTER. ENHANCEMENTS: 7

			-Oriz	X						
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2		
LEVEL		8 pts	12 Squares	2 Squares	Initiative	Instant	57172.	NIVI. Z		
8 Force Cla	•									
DODA		Saves or	Daze 1d2 rds.	,	Ü		Amulet w/Cryst	al 🏋		
	A force wall pushes directly f			target but only	the target wil	l usually	Save Col +1	/ •		
v – W –	be dazed and/or take damage.	(No	ToHIT)				SAME SP	ELL WILL COUNTER.		
		2007	241105	1051 05 555507	2011 0117	BUBATION	511/5	ENHANCEMENTS: 6		
LEVEL	STACK 99	COST 12 pts	RANGE 8 Squares	AREA OF EFFECT 1 Target	ROLL OUT Initiative	1 Round	SAVE:	RM: 3		
12 Class Po	wer Attack	12 pts	o squares	1 laiget	IIIIIative	1 Kouliu		1/2 Dilig il Saille		
		/ RM:3 ELL WILL COUNTER. (*) ENHANCEMENTS: 2								
LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2		
17 Hammerin	g Force	20 pts	12 Squares	2 Squares	Initiative	Instant				
	A giant floating hammer moves Damage of 3d8 + ACU in 2 sqs. A giant floating hammer moves creatures/items in the way.	Targ	get(s) Save or S	Stunned 1d3 rds	•	, and the second	Amulet w/Cryst Save Col +1 SAME SP	al ELL WILL COUNTER. ENHANCEMENTS: 5		
Battle-Prep	າ									
·	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
LEVEL	d Forced Healing	4 pts	Self	Caster	1 Hour	3 Days	57172.	NO Save		
		Amulet w/Cryst Stack+1	al ELL WILL COUNTER. ENHANCEMENTS: 4							
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
3 Improve	Resist & Skill Saves	4 pts	Self	Caster	5 Minutes	2 Hours				
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 ENHANCEMENTS: 8										
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: x		
4 Weapon S	peed Charm	4 pts	Touch	1 Weapon	30 Minutes	1 Battle		ن وا ند		
	Bright plum colored coils enci	ircle the	e weapon. (A pi	nk oil)			CREATE:			
MANA	Weapon +1 Init, poss +2 or +3.		h + is a separat	•			Amulet w/Cryst	<u>کې</u>		
MAN	Bright plum colored coils enci	ircle the	e weapon. (A pi	nk oil)			Column -1	di /o		
_								ENHANCEMENTS: 4		
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2		
	f Protection vs Magic	8 pts	Self	3x3 Squares	8 Minutes	10 Minutes				
0 01.010 0	Magenta coils ripple from cast	ton's ho	ad to the odge	٠٠ ١٥٢			CREATE:			
	Challenges to the circle equal			or ACL.			Amulet w/Cryst COL +/- 1 SAME SP	ELL WILL COUNTER. O		
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2		
9 Triggere	d Shield vs 1	12 pts	Self	1 Battle	1 Minute	3 Days				
38-1-0	Redish blue sparks dance arour	nd the co	aster. (Redish	hlue sand)			CREATE:			
MM	-1 ToHIT vs caster if a single Redish blue sparks dance arour	e attacke	er SNS:2 Save fa	ails.			Amulet w/Cryst	al 🏸		
and a				·				ELL WILL COUNTER.		
								ENHANCEMENTS: 6		

-Orix Call-Summon STACK 99 COST AREA OF EFFECT ROLL OUT DURATION SAVE: SKI:2 20 pts 8 Squares 3x3 Squares 10 Minutes 3 Rounds 17 Force Cage Smokey purple strands weave and become a cage for all but Dokour. May be over a circle of containment. 3d6 damage to touch. Amulet w/Crystal Smokey purple strands weave and become a cage for all but Dokour. Cage HP = 398 SAME SPELL WILL COUNTER. ENHANCEMENTS: 7 Communication-STACK 0 COST RANGE AREA OF FEFECT ROLL OUT DURATION RM: 2 4 pts Touch 200 Characters 20 Minutes 20 Minutes 4 Arcane Translation - 1 Page Plum colored coils drift to the text and lightly rebounds back to the caster. Interaction with living text. Very involved spell. Amulet w/Crystal Plum colored coils drift to the text and lightly rebounds back to the caster. Random Enhancement ENHANCEMENTS: 6 STACK 3 RANGE COST AREA OF FEFECT ROLL OUT DURATION SAVE: No Save LEVEL 4 pts Touch 2x1 Sqs (Wall) 30 Minutes **Until Triggered** 4 Triggered Announcements Redish blue smoke moves from the casters hands to the center spot on the stone. Motion activated. 30 words or less. Amulet w/Crystal Redish blue smoke moves from the casters hands to the center spot on the stone. Facail movements ENHANCEMENTS: 5 AREA OF EFFECT ROLL OUT STACK 3 COST RANGE DURATION SAVE: SKL: 1 Touch 200 Characters 10 Minutes 8 pts 1 Hour Release Arcane Script Purple smoke gathers around the script. For moving letter script (Cursed?) NO FOCUS USE Purple smoke gathers around the script. ENHANCEMENTS: STACK 3 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: I FV/FI No Save 16 Sq Sphere 10 Minutes 8 pts In Sight 20 Minutes 7 High Flares CREATE: 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) Amulet w/Crystal Brilliant violet smoke issues from the casters hand and quickly turn into the flares the Delayed 5 Minutes. caster needs. (Purple candles) SAME SPELL WILL COUNTER. ENHANCEMENTS: 6 STACK RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 3 8 pts 200 Characters 1 Hour Touch Permanent Constrain Arcane Script Smokey magenta coils swirl around the script. Write in Arcane NO FOCUS USE Smokey magenta coils swirl around the script. ENHANCEMENTS: STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 12 pts Touch 1 Signpost 10 Minutes 3 Days 11 Add Signs to Signpost 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

SAVE:

Permanent

ROLL OUT

3 Days

11 Triggered Announcement

Violet coils move to the target then fade into the targeted area. Motion activated. 30 words or less. Permanent.

12 pts

RANGE

Touch

2 Squares

Violet coils move to the target then fade into the targeted area.

Amulet w/Crystal Speaks if a face

ENHANCEMENTS: 6

ENHANCEMENTS: 9

No Save

-Orix Creation-Meta STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL NAE'EM 4 pts PMP 1 Recipient 30 Minutes Instant 3 Call Bonded Person Thick violet coils create a portal. Teleport a preselected person to the casters side. Amulet w/Crystal Thick violet coils create a portal. AOE +1 ENHANCEMENTS: 4 STACK AREA OF EFFECT No Save 4 pts 4 Squares 1 Item 2 Minutes 15 Minutes 3 Orix False Glow 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. Amulet w/Crystal Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then Visible to all fades. SAME SPELL WILL COUNTER. ENHANCEMENTS: 10 STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts 5 Squares 1 Sign Post 1 Minute 2 Hours 3 Visible Sign Posts Smokey violet coils Move Outward To Reveal Any Posts. Sign posts from teleports become visible. [ORX] NO FOCUS USE Smokey violet coils Move Outward To Reveal Any Posts. SAME SPELL WILL COUNTER. ENHANCEMENTS: 7 RANGE STACK COST AREA OF EFFECT ROLL OLIT DURATION SAVE: No Save 16 pts Touch 1 Contstruct 6 Hours 1 Day 16 Create Leather Golem wrap the leather into a humaniod shape. AC:16/10, Move 6. 1x1 Init-2 ToHIT+2 2d10 Dmg. HP:120 Amulet w/Crystal wrap the leather into a humaniod shape. Damage +4 FNHANCEMENTS: 9 SAVE: STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save 3 Days 20 pts Touch 1 Item Permanent 17 Place An Arcane Aspect Embeds an aspect permanently NO FOCUS USE ENHANCEMENTS: SAVE: STACK 1 COST RANGE AREA OF EFFECT ROLL OUT DURATION SKL: 2 I FV/FI 20 pts 1 Day Touch 1 Construct 8 Hours 18 Create Wood Golem Bright lavender coils bind the wood into a moving creature. SKL:2 to create. AC:19/13, Move 8. 1x1 Init+0 ToHIT+4 3d8 Dmg. HP:160 Amulet w/Crystal Bright lavender coils bind the wood into a moving creature. Damage +6 **ENHANCEMENTS: 8** STACK COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: SKL: 4 20 pts Touch 2x2 Squares 8 Hours 1 Month (30 days) 19 Create Stone Golem Vivid violet coils surround the stone and animates a creature. SKL:4 to create. AC:22/19, Move 10. 1x1 Init+0 ToHIT+8 3d10 Dmg. HP:200 Amulet w/Crystal Vivid violet coils surround the stone and animates a creature. Damage +10

Find-Hide-Reveal DURATION SAVE: RM: 2 1x1x1 Square Not Blinded 4 pts 2 Squares 5 Minutes 1 Detect Magic & Number of Aspects



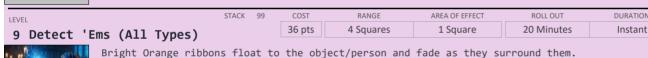
Caster attempts to find out if an item/object is magical Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind(Save vs Blind.) Everyone in 20 sqs must Save if the item is powerful. Failing blinds 2d4 rds. Detection will not enact powers/magic. Does give a count of Aspects within the item. Does not reveal the kind of magic.

Scroll of Detect Magic Amulet w/Crystal No blinding.

ENHANCEMENTS: 7

ENHANCEMENTS: 9

-Orix AREA OF EFFECT DURATION STACK COST ROLL OUT SAVE: No Save 4 nts 8 Squares 1x1 Sq Sphere 2 Minutes 30 Minutes 2 Orix View Sign Posts Lavender coils orbit the casters head. View Sign Posts NO FOCUS USE Lavender coils orbit the casters head. ENHANCEMENTS: 9 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts Self 3 Sq Dia Sphere Initiative Conc +4 Rds 3 Shadow of the Magi CREATE: Stays fixed right above the caster. Dust of Darkness Darkness to continues for up to 4 rds after the concentration has stopped. Amulet w/Crystal Caster to creates darkness that will stay centered above them. Brighter by Tier Keep darkness active by lightly concentrating on the spell, SAME SPELL WILL COUNTER Other spells actions that do not state a need to concentrate may be used. ENHANCEMENTS: 7 COST SAVE: No Save 8 pts Touch 1 Object 1 Day Permanent 5 Create Ionic Marker Thick purple coils surrounds the item and fades into it. Creates permanent marker NO FOCUS USE Thick purple coils surrounds the item and fades into it. ENHANCEMENTS: 6 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SKL: 2 PMP 1 Marker 1 Hour 8 pts Instant 5 Locate Ionic Marker 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) Amulet w/Crystal Purple coils whirl around the caster then point the direction of the marker. SKL:1 FNHANCEMENTS: 7 STACK 99 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: RM: 2



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

Caster attempts to reveal the existence and nature of a Nae'Em. Amulet w/Crysta This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em. Rollout Halved. But only 1 can be reviewed.

The state of the s								LIVITANCLIVILIVIS	. 4
LEVEL NAE'EM STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2	•
9 Search for Arcane Focus Item		12 pts	Self	1 Mark	1 Day	4 Hours			ınd

Caster chooses detection method: NO FOCUS USE 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 glowin	ng dot wh	hich grows brigh	nter as they nea	ar the item.			ENHANCEMEN	TS: 7
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 m	ove.	

Barely visible seafoam colored weave travels from the caster's hand to the statue. Used on art/sculptures with eyes. NO FOCUS USE

Caster to see through the eyes of a statue. Does NOT allow the caster to hear or feel by bonding with the statue. ENHANCEMENTS: 2

STACK RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save Self 10 Marks 1 Hour 16 pts 6 Davs

13 Find Nearest Langstrom Portal Bright purple coils arrange into 1 to 2 letters indicating the compass direction.

Bright purple coils arrange into 1 to 2 letters indicating the compass direction. Distance in Marks ENHANCEMENTS: 7

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

Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster.

Amulet w/Crystal

NO FOCUS USE

ENHANCEMENTS: 6

Revealed

-Orix Food-Water STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 4 pts Touch 2 Skins/Tier 5 Minutes Permanent 1 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. Amulet w/Crystal Typical person requires 1 skin per day. Deserts mean 2 per day. +2 Skins extra Does NOT continously draw water from the same spot, Each repeat adds 10% to failure chance (1d100 roll). FNHΔNCFMFNTS: 2 STACK 99 AREA OF FEFECT ROLL OUT DURATION No Save 8 pts 6 Squares 1 Square 10 Minutes Permanent 6 Destroy Harmful Substance Bright wine colored coils drift about in the AOE then fades. Material decays if rotten/poisoned. NO FOCUS USE Bright wine colored coils drift about in the AOE then fades. ENHANCEMENTS: 9 STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION No Save 8 pts Touch 1 Item 3 Days 5 Years 8 Imbue an Item with Lasts 5 years if within 8 Sqs of caster. NO FOCUS USE ENHANCEMENTS: 6 SAVE: STACK COST RANGE AREA OF FEFECT ROLL OUT DURATION No Save 12 pts 3 Squares 2x2 Squares 1 Day Permanent 9 Food Times Three CREATE: 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. Amulet w/Crystal Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield) SAME SPELL WILL COUNTER. FNHANCEMENTS: 8 Health-Life-Death STACK 1 RANGE COST AREA OF EFFECT ROLL OUT DURATION SAVE: No Save I FV/FI Initiative 4 pts 1 Square 1 Target Permanent Forced Heal 1d6 HP (+more) 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, Amulet w/Crystal Then apply as force damage to the target, if the target is dead next steps fail. Fragility Save - 1 Column Lastly, apply the full healing time two (x2) to the target. This becomes more powerful (and more costly) with the Enhancements ENHANCEMENTS: 8 STACK RANGE AREA OF FEFECT ROLL OUT DURATION SAVE: No Save I EVEL NAF'EM 10 Minutes 8 pts 4 Squares 1 Heal Spell Instant Assist Another's Healing Barely visible purple coils reach out to join the efforts of the other healing spell. Other caster: Heal x2 then +4 NO FOCUS USE Barely visible purple coils reach out to join the efforts of the other healing spell. ENHANCEMENTS: 10 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save 12 pts 1 Target Initiative Permanent 6 Squares

12 Ranged Forced Healng 2d8+2 HP

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.

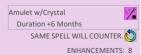
STACK 1 COST RANGE AREA OF EFFECT ROLLOUT DURATION SAVE: RM:1

15 Held Stasis

Touch 1 Target 1 Minute 1 Month (30 days)

Burgundy coils wrap around the target & orbit the target until end of duration.

Places a non-combatant into a Coma like state.



ENHANCEMENTS: 6

NO FOCUS USE

-Orix										
Light-										
LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
4 Capture/R	Release Normal Light	4 pts	Self	12 Sqs Radius	2 Minutes	2 Hours				
-	Vaporous plum colored coils sw	uirl arc	und the casters	fingers. (Plum	colored quarrel		CREATE:			
MAMA	1 light source per Tier. Ligh				·	-	Amulet w/Cryst	al	1/6	
(VYXYVV)	Vaporous plum colored coils sw	irl arc	und the casters	fingers. (Plum	colored quarrel	pointed	Item emits a		/ •	
^ U -	absorbs a light)							51111411051451TC		
N Nao'Em I	Poonlo		_	_		_		ENHANCEMENTS:	4	
N Nae'Em-F	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	CIVI 2		
LEVEL NAE'EM		12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier	SAVE.	SKL: 2 Able to list	en	
12 Eavesdrop	on Nae'Em Convo			<u> </u>						
	Listen in on a private convers			· ·	e.					
	Creates a temporary Nae'Em whe But blocks the vision of the c				onversation		Amulet w/Crystal			
	The owners of the Nae'Em commu		•		onver sacton.		Duration +20 Min SAME SPELL WILL COUNTER.			
	Can be used as a True Name clu	ie.						ENHANCEMENTS:	6	
N Tae'Em-T	hing									
LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save		
5 Call/Retu	ırn Nae'Em Item	8 pts	PMP	1 Item	Initiative	Instant				
16	Purple coils spin around the c	asters	hand until an i	tem appears.						
MAMA	Unbound light weight Nae'Em ca	Amulet w/Crystal								
$\{\Lambda Y \Lambda Y \Lambda Y \Lambda Y \}$	Purple coils spin around the c	round the casters hand until an item appears.					30 lbs / 13.6 Kg			
2 .										
								ENHANCEMENTS:	3	
N Vae'Em-\	/enue 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				
i i	Caster is able to view one of	their N	ae'Ems from abo	ve.						
	View from 4 squares above, but	will l	ower the view i	f needed.			NO FOCUS USE			
								FAULANICES SENTS.	7	
								ENHANCEMENTS:	/	
Personal-Co	onnections									
LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:		
7 Hold Civi	lized Creature	8 pts	8 Squares	1 Target	1 Round	5 Rounds				
^	Barely visible burgundy coils			·	inger and winds	around the				
ARAMAI A	Must be in sight. Target unabl	_	Amulet w/Cryst	al	%					
	Barely visible burgundy coils the recipient.	streak	out from the ca	sters pointed f	around	target can talk.				
•	che recipiene.						SAIVIE SP	ELL WILL COUNTER. ENHANCEMENTS:	-	
LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:		•	
	s To True Name	24 pts	4 Squares	1 Item	2 Hours	Permanent		succe		
Bright Orange ribbons float to the object/person and fade as they surround them.										
	Caster attempts to locate clue	Amulet w/Cryst	al	· 5						

Amulet w/Crystal Rollout Halved.

ENHANCEMENTS: 6 DURATION SAVE: RM: 3

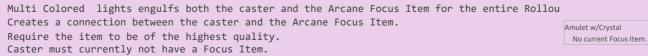
Permanent

11 Connect To An Arcane Focus Item

STACK 99

COST

36 pts



AREA OF EFFECT

1 Item

ROLL OUT

3 Days

RANGE

Touch

ENHANCEMENTS: 5

Connected

ENHANCEMENTS: 7

-Orix Tricks-STACK COST AREA OF EFFECT ROLL OUT DURATION SAVE: AGL: 4 pts 6 Squares 1 Item Initiative Instant 4 Call Item (in Sight) Barely visible plum colored coils extend from casters hand to the item. Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible. Amulet w/Crystal Barely visible plum colored coils extend from casters hand to the item. 20 lbs / 4.5 Kg ENHANCEMENTS: 6 Utility-STACK 99 COST RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save LEVEL 4 pts Self Varies Initiative 4 Hours 1 Arcane Light with Class Hue CREATE: With a twirling of the fingers the caster brings about light! Astral Candle Light Powder No Focus = Candle power. With Focus caster can set power. Amulet w/Crystal This spell does stay fixed in relation to the caster, right above them. Brighter by Tier Use a Focus item for control of light brightness. SAME SPELL WILL COUNTER. ENHANCEMENTS: 7 STACK 3 RANGE COST AREA OF FEFECT ROLL OUT DURATION SAVE: No Save 1 Week 4 pts Touch 1 Worn Garment 1 Minute 2 Langstrom Cloak Pockets Barely visible lavender wisps spiral around the caster. Pocket within current cloak/robe Amulet w/Crystal Barely visible lavender wisps spiral around the caster. Hides magic ENHANCEMENTS: 5 STACK 1 AREA OF EFFECT ROLL OUT DURATION COST RANGE SAVE: No Save LEVEL NAE'EM Self 1 Minute 2 Hours 4 pts Caster 3 Animate Cats Eye Marble Solid violet coils orbit above the caster's head then fades. Caster sees through the marble which can be part of an item. Amulet w/Crystal Multi-Vision SAME SPELL WILL COUNTER. ENHANCEMENTS: 7 STACK 3 RANGE AREA OF EFFECT ROLL OUT DURATION SAVE: No Save I FV/FI 2x2 Sq Platform 2 Minutes 10 Minutes 8 pts 16 Squares 6 Force Platform Shining wine colored coils Outline the platform.

Amulet w/Crystal

SAME SPELL WILL COUNTER. (**)
ENHANCEMENTS: 9

Half Wall

Levitating plaform. HP:60 AC:14 Move:2

Shining wine colored coils Outline the platform.