

0 No Counter Available

572-1

LEVEL Tier 1

x

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
pts			Light-	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
			none	YL-STM-EOL-ORX-ROG-HN

Designed by Freepik

Details:

1. Details: COUNTER SPELL

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2. This Spell DOES:

--

3. This Spell does NOT:

--

4. Focus Item:

--

WHAT THIS DOES:

WHAT THIS DOES NOT DO:

Bonds and Connections

Counter:

No Counter Available.

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

# 1 Draw Up Ground Water


LEVEL Tier 1

246-



Created by COPILOT

Pull water from ground. 2 skins/Tier. Dry areas 1 skin.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	5 Minutes		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	2 Skins/Tier	Permanent		none	SYL-STM-EOL-ORX

**Details:**

- Extracted ground water sprays up and can be captured in suitable vessels.

**WHAT THIS DOES:**

- Does draw on the available water/moisture in the area.
- Does bring up water as long as the area is not barren of moisture.
- Does coax water with minimal effort,
  - No extra rolls needed if there are receptacles available and used.
- Does draw up water from the ground in arid/desert environments,
  - But only 1 skin per spell.

**WHAT THIS DOES NOT DO:**

- Does NOT draw water through non-porous material (rock, metal, etc).
- Does NOT continuously draw water from the same spot,
  - If cast in the same spot again this spell could fail.
- Each repeat adds 10% to failure chance (1d100 roll).

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	AoE X2	6
16	Rollout 1 Min	8
20	AOE X4	20




**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Adds an extra 2 waterskins worth of water.

1 Force Pinch

LEVELTier 1

331



COST

4 pts

RANGE

8 Squares

ROLL OUT

Initiative

COLLECTION

Battle Offense

OUTCOME

Mundane

STACK

99

AoE

1 Square

DURATION

Instant



SAVE

COL

RM2

CLASS GROUPS

ORX



**Details:**

- Sends a bit of force out to cause just enough damage in the right spot,
- cause the target to possibly lose an attack or action.

**WHAT THIS DOES:**

- Does damage the target area and those it in for 1d4 + Acumen Bonus.
- Does force the target to pass a Save,
  - Failure means the target loses an attack/action,
  - If no attacks are taking place then target loses an action.

**WHAT THIS DOES NOT DO:**

- Does NOT automatically force the target to lose an attack.
- Does NOT allow either the caster or target to choose which is affected (attack or action).

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1      Same Spell

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Damage X2	12
18	Range X4	10



**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Save +1 Col

# 1 Forced Heal 1d6 HP (+more)

LEVEL Tier 1

Roll dice. Apply as force damage. Apply x2 as healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	1 Square	Initiative		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	Permanent		none	SYL-EOL-ORX



Created by COPILOT

- Details:**
- Caster is able to draw force energy from everywhere in the body,
    - to the specific wound causing damage.
  - But the wound is healed at x2, after then damage has been done.
  - Note the use of a focus item may help with fragility Saves,
    - If it is the proper timing for the fragility Save,
    - Recommended to use this spell at start of day as needed for sickness or disease.

- WHAT THIS DOES:**
- Does follow a pattern of roll/calculate, damage, then heal:
    - 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.

- WHAT THIS DOES NOT DO:**
- Does NOT heal if death is caused before the healing kicks in.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
14	Range At 3 Sqs	8
18	Range X4	10



**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Reduces fragility Save by 1 coloumn. Check timing.
- May use this at daybreak for sickness/disease.

# 1 Light of Orix (Bright White)

LEVEL Tier 1



Created by COPILOT

Default Light: Candle light

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Varies	4 Hours		none	ORX

Details:

- Light Chart: 

Description	Viewing	Seen
Coal	1 Sq	3 Sqs
Candle	2 Sqs	8 Sqs
Torch	6 Sqs	20 Sqs
Lantern	20 Sqs	60 Sqs
- Description is an example to indicate how bright the light is,
- Seen is the maximum distance an outside creature can be and still see the light

WHAT THIS DOES:

- Does use 'Candle' light if cast without a focus item.
- Does allow the caster to create a light that will stay above them but in reach.
- Does allow the caster to keep the light active by lightly concentrating on the spell,
  - Other spells actions that do not specifically state a need to concentrate may be used.

WHAT THIS DOES NOT DO:

- Does NOT stay fixed to a static spot,
  - This spell does stay fixed in relation to the caster, right above them.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



- Creates Candle light (1 sq sphere). - EOL-STM-SYL: 2 Sq Sphere. - Need: Kitchen/Lab, , 4 Hrs. Astral Specks, Lye Soap, Standstone. - Market: 9 Max, Buy:45 GP, Sell:12 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
16	AoE = 2 Ppl	8
18	Duration X4	10



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive. - Light from Focus & moves to just above casters head. - Allows caster to choose brightness

# 1 Send Item to A Nae'Em Location

470-

LEVEL Tier 1

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	20 Minutes		Nae'Ems	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Mid Item	Instant		none	ORX



**Details:**  
-- Sends a medium sized object to a Nae'Em location on the PMP.

**WHAT THIS DOES:**  
... require item to be completely wrapped (Blanket, sheet, etc.),  
- Require the covering not allow sight into/under the covering,  
- Require the convering be in good condition.  
... allow the item to be up to 2 ft in diameter and up to 1 ft in thickness.

**WHAT THIS DOES NOT DO:**  
... affect items that have a sentient life within.  
... affect items that are crystal.  
... affect items with a planular connection.

## Bonds and Connections

**Counter:**  
No Counter Available.

**Creations:**  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
1	Cast Without Enough pts	2
4	Aura Brightens	-2
10	Rollout Halved	6




**Focus Items and/or Kits:**  
-- Allows caster to include a pre-made Ionic Marker.

# 1 Detect Magic & Number of Aspects

LEVEL Tier 1

Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	5 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1x1x1 Square	Instant		RM 2 	EOL-ORX



Created by COPILOT

- Details:**
- Situations may alter the Save Column (if cast in darkness then column+2)
  - If Range enhancements are used the caster can cast this from outside the blinding distance.
  - Note this will not inform the user regarding the type of magic or it's effects.

- WHAT THIS DOES:**
- cause magic items to glow with a visible white light,
    - no light means no magic found in/on item,
    - dim light (candle) shines if it is magical (enchanted item),
    - bright light (bonfire) shines if it very powerful magic (epic item, node).
  - require a Save of all within 20 squares if it is powerful,
    - failed Saves will blind creatures for 2d4 rounds.

- WHAT THIS DOES NOT DO:**
- cause permanent blindness.
  - give any more information,
    - only indicates if there is magic or not.
  - Affect cursed items in any way,
    - does not enact magics of any kind.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**



Scroll of Detect Magic



- Find Mundane, Magic, Epic, or God lvl. 1 item.
- EOL: 1-3 Items in same square.
- Need: Kitchen/Lab, 24 SP, 4 Hrs.
- Astrl specks, Etherl grass, Obsid shard, Trnch mold.
- Market: 9 Max, Buy:150 GP, Sell:30 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



**Focus Items and/or Kits:**

- Focus orb with crystal is NOT passive.
- Protects caster. No blinding if powerful.

# 1 Langstrom Location (Vae'Em)

LEVEL Tier 1

478-



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts				Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
					ORX

**Details:**

- 1. Details:
  - This ritual creates a 'known' location for other spells to use.
- 2. This Spell DOES:
  -
- 3. This Spell does NOT:
  -
- 4. Focus Item:
  - The Focus Item does not have to be used. It is NOT passive.
  -

Caster must be in the PMP.  
Caster finds a Langstrom location to be used as a 'known' location to portal into.

**WHAT THIS DOES:**

**WHAT THIS DOES NOT DO:**



**Bonds and Connections**

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
18	Nae'Em Clues Removed	20
20	Rollout Instant	16

**Focus Items and/or Kits:**





## 2 Force Push



LEVEL Tier 1

262



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2 Squares	Instant		RM 2	ORX

**Details:**

- Creates a force to push a target back 1 square.
- Heavy targets may have adjusted Save columns

**WHAT THIS DOES:**

- ... damage the target regardless of the Save. Damage 1d6 + Acumen Bonus.
- ... allow the target to roll a Save to stand firm,
  - Passing indicates the spell ends after the target withstood the force,
  - Failing indicates the force pushes the target backward 1 sq.

**WHAT THIS DOES NOT DO:**

- ... have an ability to concentrate full pressure to a spot smaller than the square.
- ... need a ToHit to be rolled.
- ... push a target backward if the square behind is not open.
- ... have any effect vs targets outside of the Range.
- ... affect moving objects.

**Bonds and Connections**



**Counter:**

LVL: 1 Same Spell

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Save +1 Col	8
18	Range X4	10



**Focus Items and/or Kits:**

- Focus item with crystal is NOT passive.
- The targets Save is more difficult by 1 Column.

## 2 Triggered Forced Healing 2d8



LEVEL Tier 1

471-



Created by COPILOT

Dmg triggers 2d8 rolled. Dmg first, then 2x Healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
6 pts	Self	1 Hour		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	3 Days		none	ORX-SYL-STM-EOL

- Details:**
- This is a delayed forced healing.
  - once triggered by taking damage the spell enacts.
  - Caster rolls a 2d6 and notes the result.
  - Next, the caster applies the results as damage to themself.
  - Lastly, the caster applies twice the result as healing to themselves.
  - This spell may be used to place temporary magic on a high quality gem.
  - Once damage has been taken this spell enacts.

- WHAT THIS DOES:**
- Does stay in effect until duration is over or is used.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the caster to choose not to use it.
  - Does NOT allow multiples of this spell to be used beyond the stacking limit.

### Bonds and Connections

- No Nae'Em connection.



### Counter:

LVL: 1 Rollout Interruption

### Creations:



#### Triggered Forced Health Draught

- 2d6 rolled. Damage then 2x in Healing.
- SYL-STM-EOL: Heal +4 HP.
- Need: Kitchen/Lab, 20 SP, 4 Hrs.
- Bear Bones, Quick silver, Dried Thistle.
- Market: 9 Max, Buy:12 GP, Sell:8 GP.



### Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
16	Healing +4	10
18	Duration X4	10



### Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Allows the stacking limit to become 2, instead of 1.

# 2 Dispel Magic Spell

LEVEL Tier 1

963-



Created by COPILOT

List of spells that can be affected are in the Full Description list.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Sqs	6 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		SKL 1 	EOL-ORX

Details:

Spells that are countered by Dispel Magic Spell:

- 1 -Camp Perimeter Shock

3 -Summon Astral Beast of Burden

3 -Gathering The Darkness

3 -Protect Fighter vs Ranged/Thrown

4 -Shadow Dome

4 -Shadow of the Magi

6 -Cleansing Fire

7 -Strumos Waystation

8 -Scry on Imp Spy
- 8 -Dimension Personal Hideaway

8 -Circle of Protection vs Undead

9 -Search for Focus Item

9 -Dimensional Containment

10-Charged Fencing - Two Sides

10-Project Astral Image Within PMP

12-Circle of Expulsion of Ethereal Crtrs.

22-Living Statue

WHAT THIS DOES:

- Does require both the caster and the GM to roll Saves.
- Does set the Casters Save Column to 1.
- Does require the GM to determine the Save Column based on the nature of magic of the item.
- Does affect any spells that have a Duration that is NOT permanent.

Comparison process:

- Caster rolls a Save and determines how close they are to passing,
  - Caster might be xx amount OVER the needed Save or XX under the needed Save.
- GM must FIRST determine the Save Column based on the item.
  - GM then rolls a Save and determines how close they are to passing,
  - GM might be xx amount OVER the needed Save or XX under the needed Save.
- Casters and GM results are compared,
  - If the casters result is higher then item's magic has been dispelled,
  - If the GMs result is higher OR equal the magic stays as is.

WHAT THIS DOES NOT DO:

- Does NOT ensure the caster is safe from side effects or curses.
- Does NOT affect any magic/spells that are non-permanent.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Rollout Interruption

Creations:



Scroll of Dispel Magic (Temp)



- RM:3 to temporarily dispel magic for 4 hours.
- Casters: RM:2 to dispel for 1 day.
- Need: Kitchen/Lab, 20 SP, 2 Days.
- Astrl spcks, Etherl grass, Obsid shard, Trnch mold.
- Market: 9 Max, Buy:85 GP, Sell:18 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:



- Focus item with crystal is NOT passive.
- Rollout = 2 Rounds

# 2 Orix View Sign Posts

583-

LEVEL Tier 1

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	2 Minutes		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1x1 Sq Sphere	30 Minutes		none	ORX



ORIX Icon

**Details:**

- Caster is able to see any sign posts in range.
- All the signs on the post are readable as well.

**WHAT THIS DOES:**

- ... reveal the words on the signs.
- ... allow the caster to be able to read the sign as if it were written in common.

**WHAT THIS DOES NOT DO:**

- ... allow the caster to alter the signs or sign post.

**Bonds and Connections**

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
6	Subtle Casting	4
9	Duration +50%	6
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8
18	Range X4	10
20	AOE X4	20



**Focus Items and/or Kits:**

## 2 Langstrom Cloak Pockets

274-

LEVEL Tier 1

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	1 Minute		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Worn Garment	1 Week		none	ORX



ORIX Icon

**Details:**

- Allows the wearer of a cloak/Robe to create a dimensional pocket,
  - Pocket is on the inside of the garment.
- Inspection of the garment will reveal a seemingly mundane alteration.

**WHAT THIS DOES:**

- ... allow for 4 extra lines of inventory,
  - Items must be able to fit through a 6" opening.
- ... not show any indication during simple searches.
- ... any spell which reveals magic will indicate there is magic invovled.

**WHAT THIS DOES NOT DO:**

- ... function with any garment that is not a cloak or robe.
- ... be affected by TIRO after casting has been done (RollOut completed).
- ... work at all if the 'Tiro Mess To Block' Spell is cast during RollOut.

### Bonds and Connections

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

### Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Rollout Init	12
14	Duration X2	8



**Focus Items and/or Kits:**

- When used it will mask the magic,
  - Use of the Focus item will cause any reveal spells to not note the magic.

# 3 Improve Resist & Skill Saves

474-

LEVEL Tier 1

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	6 Minutes		Class Specialty	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	2 Hours		none	ORX



ORIX Icon

**Details:**  
-- Some Saves are made easier to pass.  
-- Use of "AOE = 2 Targets" requires one of the two is the caster.

**WHAT THIS DOES:**  
... adjust the target's Resist Save with a benefit of 5%.  
... adjust the caster target's SKL Save with a benefit of 5%.

**WHAT THIS DOES NOT DO:**  
... adjust any other Saves.

## Bonds and Connections

**Counter:**  
No Counter Available.

**Creations:**  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10



**Focus Items and/or Kits:**  
-- Changes the benefit to 10%,  
- Original RSS Save bonus of 5% with additional 5% from Focus Item



# 3 Call Bonded Person

LEVEL Tier 1

373-



ORIX Icon

x

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
4 pts	PMP	30 Minutes		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Recipient	Instant		none	ORX

**Details:**  
-- Person to be teleported must have a current Nae'Em bond with the caster.

**WHAT THIS DOES:**  
... visibly open a portal near the selected Nae'Em.  
... teleport small to medium sized person to the caster.  
... use the Langstrom plane.  
... bring the recipient and their carried inventory to the caster.  
... allow only the selected Nae'Em to enter the portal.

**WHAT THIS DOES NOT DO:**  
... effect creatures of 'Large'. (larger than 7 ft / 2.13 m).  
... effect creatures that are 'Tiny' or smaller. (smaller than 1 ft 8 in / .5 m) .  
... stay open after the casters Nae'Em travels through.



## Bonds and Connections

**Counter:**  
No Counter Available.

**Creations:**  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12
16	Rollout 1 Min	8



**Focus Items and/or Kits:**  
-- AoE can include one more person.


3 Animate Cats Eye Marble


473-

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	2 Hours		none	ORX



ORIX Icon

**Details:**

- Caster creates a connects their sight to a marble.
- This connection is a minor Nae'Em.

**WHAT THIS DOES:**

- ... allow a view using standard vision to the caster.
- ... allow the caster to rotate around to see all 360 degree in all directions.

**WHAT THIS DOES NOT DO:**

- ... provide light of any kind.



Bonds and Connections



**Counter:**

LVL: 1      Same Spell

**Creations:**

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8



**Focus Items and/or Kits:**

- Allows the caster to see through the Focus Item with Ultraviolet light vision or low light vision

# 3 Orix False Glow

579-

LEVEL Tier 1

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	2 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	15 Minutes		none	ORX



ORIX Icon

Details:

- An item appears to be magical if any kind of reveal of Magic is used.
- Item glows white (Generic magic), but not bright enough to indicate extreme power.

WHAT THIS DOES:

- ... make an item appear magical.
- ... work only against spells that would reveal magic.

WHAT THIS DOES NOT DO:

- ... actually make an item have magical properties.
- ... affect anything other than items.

Bonds and Connections



Counter:

LVL: 1 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Init	12
14	Duration X2	8



Focus Items and/or Kits:

- Creates a low but visible glow, that can be seen normally.
- therefore, magic is not needed to detect for

# 3 Visible Sign Posts

LEVEL Tier 1

580



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	5 Squares	1 Minute		Enchantments	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Sign Post	2 Hours		none	ORX

## Details:

- About sign posts:
  - Comes with two signs.
  - The origin is either pointing in a compass direction or down,
    - Pointing down indicates the origin was at the post,
    - The second sign is the compass direction the creator went,
    - It tracks the creator ONLY up to 5 Squares from the post,
    - If the creator has traveled from the post in the teleport the result is compass direction of destination.

## WHAT THIS DOES:

- ... reveal sign posts created by portals to the caster.
- ... allow the caster to decide whether the sign posts will be visible to others during casting!
- ... reveal up to three sign posts created by portals to the caster.
- ... requires the caster to to choose whether it's visible to everyone during casting.

## WHAT THIS DOES NOT DO:

- ... reveal any information about the creator of the sign post.

## Bonds and Connections



### Counter:

LVL: 1 Same Spell

### Creations:

- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
9	Range +50%	6
14	Duration X2	8

## Focus Items and/or Kits:

# 4 Call Item (in Sight)

297-

LEVEL Tier 1

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	6 Squares	Initiative		Summon or Send	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Instant		AGL	ORX



**Details:**  
-- Caster must be able to see the item.  
-- Weight limit of 10 lbs / 4.5 Kg

**WHAT THIS DOES:**  
... affect one single handed light weight item.  
... allow one person in an adjacent square to attempt to grab the item.  
- The attempt at grabbing requires a Save.

**WHAT THIS DOES NOT DO:**  
... affect any item that is held in place.  
... affect any enchanted items.

## Bonds and Connections

**Counter:**  
No Counter Available.

**Creations:**  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



**Focus Items and/or Kits:**  
-- Improves weight limit to 20 lbs / 4.5 Kg

# 4 Conjure Native Beetles

LEVEL Tier 1



Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	4 Squares	Initiative	Summon or Send	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
2	1 Mark	2 Rounds	SKL 2	SYL-ORX-STM-EOL-DOK



Created by COPILOT

- Details:**
- Conjuers an insect swarm within Range to attack nearest creature to the caster.
  - Insect Swarm has the following stats:
    - Battle Stats: HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8
  - Circles of Containment will hold the insects in or out without the need for a Save.

- WHAT THIS DOES:**
- Does conjure insects native to the area, should there be any available.
  - Does attack only a single Target each round.
  - Does one attack per round outside of the caster's attacks.
  - Does progress the nearest living target. Even if the target is friendly with the caster.

- WHAT THIS DOES NOT DO:**
- Does NOT function if there are no insects within the AoE.
  - Does NOT conjure non-natural or non-native insects.
  - Does NOT attack more than 1 Target.
  - Does NOT work if the caster is not able to continue,
    - If caster is unconscious, dead, or out of range, etc.
  - Does NOT continue if the caster chooses to end the spell.

## Bonds and Connections

- No Nae'Em connection.



## Counter:

LVL: 1 Same Spell

## Creations:



Beetleroot Granules



- 1 Bag of Beetleroot (10 pinches).
- SYL: 1 Bag of Beetleroot (15 pinches).
- Need: Campfire, , 4 Hrs.
  - Beetle shells, Coral Lime, Pine Wood.
- Market: 9 Max, Buy:3 GP, Sell:1 GP.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Damage X2	12



## Focus Items and/or Kits:


- Focus Item with crystal is NOT passive.
- Save +1 Column.

4

Capture/Release Normal Light


LEVELTier 1

465-



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	2 Minutes		Light and Darkness	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	12 Sqs Radius	2 Hours		none	ORX

**Details:**

- Caster is able to draw light (not the source) to them self and absorb it,
  - Thus no light from that source remains.
- Alternatively, the caster can return the light to it's source.

**WHAT THIS DOES:**

- ... absorbs mundane light sources of less than a bonfire brightness.
- ... absorbe one light source per Tier of the caster.
- ... light taken within duration is automatically re-ignited at end of duration.
- ... allow the caster 're-ignite' the light source within the duration.

**WHAT THIS DOES NOT DO:**

- ... keep the light if the caster moves out of range.
- ... keep the light if the duration is over.
- ... combine light from multiple sources to create a greater light.
- ... continue if the caster is not conscious.

Bonds and Connections

**Counter:**

No Counter Available.

Creations:



- Stone of Capture/Release Light
- Captures/Releases Norm Lights. Range:8 Sqs.
  - ORX: Range: 10 Sqs.
  - Need: Kitchen/Lab, 12 SP, 24 Hrs.
  - Bear Bones, Wild Cabbage, Ginger Root.
  - Market: 9 Max, Buy:5 GP, Sell:1 GP.



Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AoE X2	6
14	Duration X2	8



**Focus Items and/or Kits:**

- A single light source which has been absorbed can be to emit from the Focus Item.



# 4 Shadow of the Magi

LEVEL Tier 1



Created by COPILOT

Darkness centered just above caster.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Light and Darkness	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Sq Dia Sphere	Conc +4 Rds		none	SYL-STM-EOL-ORX

Details:

- Can be used to make a 'Bag of Dust of Darkness'.

WHAT THIS DOES:

- Does allow the caster to create darkness that will stay centered above them.
- Does allow the caster to keep darkness active by lightly concentrating on the spell,
  - Other spells actions that do not specifically state a need to concentrate may be used.
- Does allow darkness to continue for up to 4 rds after the concentration has stopped.

WHAT THIS DOES NOT DO:

- Does NOT muffle any sounds the Caster might make.
- Does NOT work if the caster is not able to continue,
  - If caster is unconscious, dead, or out of range, etc.
- Does NOT stay fixed to a static spot,
  - This spell does stay fixed in relation to the caster, right above them.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1      Dispel Magic Spell

Creations:



Dust of Darkness



- Creates a dark shadow 1x1x1 sqs.
- SYL-STM-EOL: Shadow 2x2x2 Sqs.
- Need: Kitchen/Lab, 12 SP, 24 Hrs.
- Ginger Oil, Grave Dirt, Sand, Fine Grit.
- Market: 9 Max, Buy:20 GP, Sell:5 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Range At 3 Sqs	8
20	Rollout Instant	16



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Duration becomes 20 Minutes w/o concentration.






4 Arcane Translation - 1 Page

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LEVELTier 1

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	20 Minutes		Communication	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
0	200 Characters	20 Minutes		RM2	ORX



ORIX Icon

**Details:**

- Arcane text is a written set of words that has been inhabited by living magic.
- Arcane text is usually obvious in that each letter appears to be constantly moving.
- the caster must connect with the living words on a personal level.
- the nature of Arcane life is so foreign there never has been any true understanding of it.
- the counter spell of 'Tiro Mess' will not only end the spell,
  - will also cause the Save to become one column more difficult.
  - thus repeated 'Tiro Mess' spells could end up so extreme as to destroy the Arcane text.

**WHAT THIS DOES:**

- ... attempt to put the caster in sync with the arcane text,
  - Caster rolls a MGC Save to attempt to align themselves.
  - Passing the Save indicates a good connection and translation (reading) is possible.
  - Failing MAY cause the arcane to become unresponsive.
  - The Nae'Em connection lasts only as long as the spell.
- ... require the caster to be writing the entire duration,
  - thus writing materials are required as well.
- ... allow review and understanding of the translation AFTER the duration is over.

**WHAT THIS DOES NOT DO:**

- ... allow a permanent 'learning' of arcane text,
  - since arcane is living and constntly moving it cannot be decoded or learned.
- ... decode cyphers.

Bonds and Connections

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



**Focus Items and/or Kits:**

- Use of a Focus Item will give a random benefit,
  - caster rolls 1d6 and uses the Enhancement indicated with no cost.

## 476-

**X**

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
4 pts	Touch	30 Minutes		Enchantments		Magical
STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
3	2x1 Sqs (Wall)	Until Triggered		None		ORX



ORIX Icon

```
-- Caster creates an announcement that is repeated when the triggered.
-- Disruption from a Tiro spell will happen after then announcement is done.
-- Duration x2 means it expires after the second triggering.
-- AOE x2 means there will be 2 announcements that alternate.
```

```
... required the spell be placed on a large stone.
    - stone must be atleast 2 x 2 x 2 squares.
... start (trigger) once a living creature halfling size or larger approaches.
```

```
... trigger for small creatures.
... trigger for dead, undead, or living dead.
... work if more than 30 words are put into the announcement.
... inform the caster when an announcement is given.
```

No Counter Available.

- No creations. Usable only as a spell/skill.


LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8



- If the stone has a carved face the Announcement will come from the face.
- The face will have the illusion of movement.

4 Weapon Speed Charm

302-





ORIX Icon

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Minutes		Enchantments	Magical

STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Weapon	1 Battle		SKL x	ORX

**Details:**

- Weapon Adjustements:
  - For medium+ melee weapons use SKL:2, SKL:3, SKL:4
  - For Small melee weapons use SKL:1, SKL:2, SKL:3
  - For Thrown or Ranged weapons use SKL:>05, SKL:1, SKL:2
- Process:
  - Caster imbues the weapon with +1 or -1 Init if first Save passes then,
  - Caster imbues the weapon with +2 or -2 Init if second Save passes then,
  - Caster imbues the weapon with +3 or -3 Init if third Save passes.
  - any Save failure ends the spell where it's at.
  - Each effort is a separate spell,
    - Casting to raise the effect must be done with 1 hour of last spell.

**WHAT THIS DOES:**

- ... increase the initiative bonus of the weapon temporarily.
- OR
- ... allow the caster to create a one-use oil that retains this spell for use later,
  - this uses the 'Imbue An Item' spell and creates a oil that lasts a to End Of Year.

**WHAT THIS DOES NOT DO:**

- ... place magic on a weapon permanently,
  - However, can be used by the 'Imbue An Item' to be part of a permanently magic'd item.

Bonds and Connections

Counter:  
No Counter Available.

Creations:



to do



Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
18	Duration X4	10



**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- The column of the Save is one better.



5 Ribbon Goblin Lookout


336

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1/4 Mark	30 Minutes		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Ribbon Ctrr	8 Hours		none	ORX



ORIX Icon

**Details:**

- The ribbon creature will complete small tasks.
  - the creature is nearly silent and does not know how to move about quietly.
  - thus they often come across as if they have an attitude.
  - when in fact, they just don't have a soft touch with anything.
- Stats:
  - LVL:2 HP:2 Attk:x0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqs.
  - All Save columns: 80, 95, 130, 180 .

**WHAT THIS DOES:**

- ... create a Nae'Em connection between the caster and the ribbon creature.
- ... create a 3 ft 6 inch / 1 m tall ribbon curmudgeon.
- ... have the ribbon creature respond to cue's,
  - If this happens then do this' type of thing.
  - They can remember 4 or 5 of such requests.

**WHAT THIS DOES NOT DO:**

- ... give the ribbon creature a personality.
- ... allow the creature to verbally communicate in any way except by grunts.



Bonds and Connections



**Counter:**  
LVL: 1 Same Spell

**Creations:**

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Attacks = FTR	8
18	Duration X4	10



**Focus Items and/or Kits:**

- Allows the caster to communication with the ribbon creature telepathically.

# 5 Assist Another's Healing

LEVEL Tier 2

477



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	10 Minutes		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Heal Spell	Instant		none	ORX

Details:

- Caster bonds with another caster to improve other's healing spell.
  - The bond is temporary and ends when the spell ends.
  - The bond does NOT require either caster to follow/associate the other.
- If the other caster heals for 6 pts this spell doubles that and adds 4,
  - Other caster's 6 HP doubled to 12 HP then 4 HP added. Total of 16 HP.

WHAT THIS DOES:

- ... create a temporary bond with another caster.
- ... affect the other casters healing spell.

WHAT THIS DOES NOT DO:

- ... cast any healing from this caster directly on to the wounded person.



**Bonds and Connections**

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8
12	Rollout Init	12
16	Healing +4	10
18	Nae'Em Clues Removed	20
18	Range X4	10



**Focus Items and/or Kits:**

5 Call/Return Nae'Em Item

587-

LEVEL Tier 2

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	PMP	Initiative		Nae'Ems	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Instant		none	ORX



ORIX Icon

Details:

- Weight limit of 10 lbs / 4.5 Kg.
- Size limit of 1 square (cube).

WHAT THIS DOES:

- ... require an item the caster already has set as a Nae'Em.
- ... affect one single handed light weight item.

WHAT THIS DOES NOT DO:

- ... affect any item that is held in place.



Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
6	Subtle Casting	4
18	Nae'Em Clues Removed	20



Focus Items and/or Kits:

- Allows weight limit up to 30 lbs / 13.6 Kg.

# 5 Scry to a Nae'Em




LEVEL Tier 2

895-



Created by COPILOT

View from 4 squares above, but will lower the view if needed.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Marks	2 Minutes		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Nae'Em	1 Hour		SKL 2 	EOL-ORX

**Details:**  
Recommended the caster communicates with the Nae'Em while scrying.

**WHAT THIS DOES:**  
View from 4 squares above, but will lower the view if needed.  
Requires Nae'Em to agree with the scrying to be done by the caster.

**WHAT THIS DOES NOT DO:**  
xx



**Bonds and Connections**  
- This Is an Nae'Em connection with a person.

**Counter:**  
No Counter Available.

**Creations:**  
- No creations. Usable only as a spell/skill.

Enhancements:		
LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Range X4	10

**Focus Items and/or Kits:**  
- Not required.



# 5 Create Ionic Marker

LEVEL Tier 2

543-



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	1 Day		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Object	Permanent		none	ORX

**Details:**

- This is a Nae'Em with a non-living object.
- Must be cast on a small simple mundane object.
  - The object must be unworked.
- Markers will NOT cause any damage when broken, destroyed, etc.

**WHAT THIS DOES:**

- ... allow a common non-magic unworked item to be a focus point for scrying.
  - If the scryer has the appropriate devices.

**WHAT THIS DOES NOT DO:**

- ... allow the caster to see/hear without the use of a scrying spell.



## Bonds and Connections

### Counter:

No Counter Available.

### Creations:

- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
12	Range X2	8
14	Range At 3 Sqs	8
18	Nae'Em Clues Removed	20
18	Range X4	10

## Focus Items and/or Kits:

# 5 Locate Ionic Marker

584-

LEVEL Tier 2

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	PMP	1 Hour		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Marker	Instant		SKL 2	ORX



ORIX Icon

**Details:**  
-- This is a Nae-Em Bond with a non-living object.  
-- Marker has the casters personal Orix sign on it.

**WHAT THIS DOES:**  
... allow caster to determine the current location of the maker,  
- Location is determine when a SKL:2 Save has been passed,  
- Results given at N, NE, E, SE, S, SW, W, and NW,  
- with approximate number of days to travel by foot (over land) to the marker.  
... continue to work as long as it is on the same plane it was created on.  
... allow the location found as a point for some scrying spells.

**WHAT THIS DOES NOT DO:**  
... respond with a location if the caster is not on the original plane.  
... pin point on a map where the marker is.  
... have any effect on objects that already have magic on it.  
... have any effect on objects that have been worked



## Bonds and Connections

### Counter:

No Counter Available.

### Creations:

- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
18	Range X4	10



## Focus Items and/or Kits:

-- Allows the spell to work with SKL:1 Save.

6 Destroy Harmful Substance

481-

LEVEL Tier 2

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	6 Squares	10 Minutes		Healing and Rest	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Permanent		none	ORX



ORIX Icon

**Details:**  
-- Harmful substances are consumables that cause a negative effect after consumed.  
-- Non-nutritious food would not be considered a harmful substance.

**WHAT THIS DOES:**  
... breaks down the harmful substance to result in a sludge that is not harmful.  
... create a obvious sludge that is no longer a consumable.  
... affects 1 square at a time,  
- only the consumables that are harmful are affected.

**WHAT THIS DOES NOT DO:**  
... affect consumable substances that will not harm you.

**Bonds and Connections**

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8
12	Rollout Init	12
16	Rollout 1 Min	8
18	Range X4	10

**Focus Items and/or Kits:**

# 6 Release Arcane Script

468-

LEVEL Tier 2

x



ORIX Icon

Details:

Reading of a script (Spell, scroll, engraving, ...) may release power.

If power is released it may be in the form of a curse. Or could be a single trigger to enact a spell.

If the caster fails the saving throw it is not truly the caster failing, it is the living script not cooperating.

WHAT THIS DOES:

asdf

WHAT THIS DOES NOT DO:

asdf

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

# 6 Langstrom Rupture

LEVEL Tier 2

366-



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	30 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1x1 Sq Portal	1 Minute		none	ORX

Details:

- Creates a lime green portal that is 1 square wide and 1 square high.
- this type of portal is not stable,
  - when used often the GM may require a RM:2 or harder Save to be rolled.
  - used often is defined as over twice in a month or
  - using more than 20 skill points to create a rupture within a month.

Into OR out of Langstrom

WHAT THIS DOES:

- ... require those that enter to squat or bend to fit in.
- ... often limit the entry of beasts of burden.
- ... require casting from a Prime Material Plane (PMP).

WHAT THIS DOES NOT DO:

- ... allow entry to creatures that are only partially through,
  - any partial entries are pushed back out into the PMP

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10



Focus Items and/or Kits:

- Allow a SKL:1 Save to pulled creatures that are partially in when the portal ends.



# 6 Force Platform



LEVEL Tier 2

362



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	16 Squares	2 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	2x2 Sq Platform	10 Minutes		none	ORX

**Details:**  
-- A platform that levitates as directed by the caster.  
-- Stats: HP:60 AC:14 Move:2

**WHAT THIS DOES:**  
... create a force platform that can be elevated within range.  
... make the platform out of force which means it is invisible.  
... move up and down as the caster directs.  
... move at a rate of 2 squares per 6 seconds (1 round).

**WHAT THIS DOES NOT DO:**  
... move side to side.

## Bonds and Connections



**Counter:**  
LVL: 1 Same Spell

**Creations:**  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



**Focus Items and/or Kits:**  
-- Creates a half wall (1 sq high) along side one edge.



# 7 Half Wall of Force

LEVEL Tier 2

355



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Battle Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
6	4 Sqs Long	20 Minutes		none	ORX

**Details:**  
-- Wall stats for each square: HP:30 AC:15  
-- 1 Sq high by Length up to 4 Sq. 1 corner allowed, if desired.

**WHAT THIS DOES:**  
... create a wall 1 sqaure high by 4 Squares long.  
- The wall is invisible.  
... have a thickness of 1 ft / 30 cm

**WHAT THIS DOES NOT DO:**  
... move once set in place.

## Bonds and Connections



**Counter:**  
LVL: 1 Same Spell

**Creations:**  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8



**Focus Items and/or Kits:**  
-- Allows an additional corner.

# 7 Hold Civilized Creature

577-

LEVEL Tier 2

x

COST	RANGE	ROLL OUT	1 RDS	COLLECTION	OUTCOME
8 pts	8 Squares	1 Round		Battle Offense	Magical
STACK	AoE	DURATION	5 RDS	SAVE COL	CLASS GROUPS
	1 Target	5 Rounds			ORX



ORIX Icon

**Details:**  
-- Keeps a person held. Unable to cast, fight, or complete an action.

**WHAT THIS DOES:**  
... allow the attempt to Save MGC:3 to be released at initiative of 0.0 in each round.  
... require the target to be in range and in sight.  
... allow other spells to work on the target.  
... allow target to put out an effort to talk,  
- Amount of effort doesn't allow good flow or pronunciation, thus no spells.

**WHAT THIS DOES NOT DO:**  
... inhibit life functions, like breathing.  
... interfere with targets hearing or sense of touch.  
... target to cast, fight, or complete an action.

## Bonds and Connections



**Counter:**  
LVL: 1 Same Spell

**Creations:**  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Duration X2	8
18	Duration X4	10



**Focus Items and/or Kits:**  
-- Allow the target free and easy speech,  
- this effect can be turned on and off as the caster wants within the duration.


7

High Flares

LEVEL



Tier 2

467-



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	In Sight	10 Minutes		Communication	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	16 Sq Sphere	20 Minutes		none	ORX

**Details:**

- Can be 'shot' up to 1/4 mile high. (1,320 ft or ~400 meters).
- Recommended the player group decide on meaning of colors/arrangement a head of time.
- Recommended the player group keep the messaging simple.

**WHAT THIS DOES:**

- ... allow the caster to send a visual signal using colors and up to 6 dots.
  - Caster presents 1 to 6 dots in the arrangement of a six sided dice.
  - Caster can choose flare colors from Red, Brown, Yellow, Purple, or Green.
- ... ensure the colors are easy to discern as long as the view is not blocked.
- ... allow a 'readable' view from 10 miles / 16 Km or nearer.

**WHAT THIS DOES NOT DO:**

- ... work if the spell cannot reach the full height of .25 Mi or .5 Km .

Bonds and Connections



**Counter:**  
LVL: 1      Same Spell

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8



**Focus Items and/or Kits:**

- Allows the caster to delay the spell by 5 minutes.

8

Circle of Protection vs Magic

LEVELTier 2

479-

COST

8 pts

RANGE

Self

ROLL OUT

8 Minutes

COLLECTION

Battle Actions/Prep

OUTCOME

Magical

STACK

1

AoE

3x3 Squares

DURATION

10 Minutes

SAVECOL

RM2

CLASS GROUPS

ORX

ORIX Icon

Details:

-- Caster draws a circle (AOE) which creates safe squares in a 'cross' design.

-- Squares that are diagonal to the center square have part of the circle within them,

- thus, that entire square is not within the protection of the spell.s

WHAT THIS DOES:

... allow those within the AOE to have a layer of protection against spells and spell effects,

- If the spell has a Save required, column is adjusted 1 in favor of those in the circle.

- If the spell does not have a Save then those in the circle gain a MR:2 Save.

... require the caster of this Circle of Protection to be within the AOE.

WHAT THIS DOES NOT DO:

... move once the circle has been placed.

... affect any spells that have a mundane outcome.

Bonds and Connections

Counter:

LVL: 1

Same Spell

Creations:

-- Creates a chalky magenta powder.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
9	Duration +50%	6
10	Rollout Halved	6

Focus Items and/or Kits:

-- Caster one more column to their benefit.

# 8 Force Clap




LEVEL Tier 2

433-



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	2 Squares	Instant		RM 2 	ORX

**Details:**  
-- Uses unseen force to knock up against the target.

**WHAT THIS DOES:**  
... damage to all in the target squares,  
- damage of 2d6 + Acumen Bonus.  
... cause each creature in the squares to Save,  
- Failing the Save will daze the creature for 1d2 rounds.  
- any creatures or loose items between caster and target may be moved by pressure,  
- but only the target will usually be dazed and/or take damage.

**WHAT THIS DOES NOT DO:**  
... work against non-corporeal creatures.

## Bonds and Connections



**Counter:**  
LVL: 1 Same Spell

**Creations:**  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Save -1 Col	8





**Focus Items and/or Kits:**  
- Focus item with crystal is NOT passive.  
- Save +1 Column.

# 8 Portal To Nae'Em

LEVEL Tier 2

897-2

portal can't be opened/created unless Nae'Em agrees to the portal.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	30 Minutes		Nae'Ems	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	PMP	5 Minutes		None	DOK-SYL-STM-EOL-ORX

Designed by freepik

**Details:**  
the caster and one other person can pass through.  
Or Nae'Em and one other person can pass through.  
First to pass through must be either the Nae'Em or the caster.

**WHAT THIS DOES:**  
the caster and one other person can pass through.  
Or  
Nae'Em and one other person can pass through.  
First to pass through must be either the Nae'Em or the caster.

**WHAT THIS DOES NOT DO:**  
the caster and one other person can pass through.  
Or  
Nae'Em and one other person can pass through.  
First to pass through must be either the Nae'Em or the caster.

## Bonds and Connections

**Counter:**  
No Counter Available.

**Creations:**  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6

**Focus Items and/or Kits:**  
-- No effect.

# 8 Constrain Arcane Script

LEVEL Tier 2

375-



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	1 Hour		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	200 Characters	Permanent		SKL 3	ORX

Details:

--

A spell is counted as 100 characters.

Must be done on high quality parchment or vellum.  
If otherwise is attempted the saving throw is extreme. Needs 100 to succeed.

If the caster fails the saving throw it is not truly the caster failing, it is the living script not cooperating.

WHAT THIS DOES:

WHAT THIS DOES NOT DO:

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

# 8 Imbue an Item with

LEVEL Tier 2

270-



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	3 Days		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	5 Years	1	none	ORX

Details:  
--

WHAT THIS DOES:

WHAT THIS DOES NOT DO:

## Bonds and Connections

### Counter:

No Counter Available.

### Creations:

- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

## Focus Items and/or Kits:

-- No benefit.



# 9 Food Times Three

304-

LEVEL Tier 3

x



ORIX Icon

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	3 Squares	12 Hours		Utility or Misc	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Squares	Permanent		none	ORX

**Details:**  
-- caster increases the amount of food.

**WHAT THIS DOES:**  
... clones the food as it is.  
... triple the amount of food,  
    - Example: 10 meals would be 30 meals.  
... ensures the extra meals made are nutritionally healthy.

**WHAT THIS DOES NOT DO:**  
... change the quality of the food.

## Bonds and Connections



**Counter:**  
LVL: 1      Same Spell

## Creations:



Scroll of Yield Improvement

- Up to 20 meals tripled. (x2 + original).
- ORX: Up to 50 Meals.
- Need: Campfire, 36 SP, 4 Hrs.
- Amaranth Root, Cinderroot, Hemlock, Ivy Runners.
- Market: 9 Max, Buy:30 GP, Sell:14 GP.



## Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
18	Range X4	10



**Focus Items and/or Kits:**

- Focus staff with crystal is NOT passive.
- adds to the taste of the food,
- Food already high in quality/taste is not upgraded.

# 9 Triggered Shield vs 1

257-

LEVEL Tier 3

x



COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	1 Minute	Battle Defense	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	1 Battle	3 Days	SNS 2	ORX

Details:

- If the caster is hit this spell becomes active.
- This spell may be used to add temporary magic to a piece of armor.
- Example:
  - Orison the mage casts the spell and the next day is in battle with his group.
  - The spell is passive, NOT active at the beginning of the battle.
- > Note: The player/character is responsible to request and track this. <----
  - An Ogre swings and hits Orison the mage.
  - The spell is now ACTIVE.
  - The Ogre must roll a Save with each attack on Orison during this battle.
  - If the Ogre passes the Save there is NO penalty to the ToHIT.
  - If the Ogre fails the save he is penalized -1 ToHIT for that battle.
  - After the battle is over the spell deactivates (Ends).

WHAT THIS DOES:

- ... remain passive (up to 3 days) until caster has been physically hit,
  - > Note: The player/character is responsible to request and track this. <----
- ... become active after an attempt to hit (Save just before each ToHIT),
  - Interferes with possible hits from the aggressor to the caster,
  - For EACH attempt to hit the aggressor must roll a Save,
  - Failing the Save means the aggressor has a penalty of -2 ToHIT.
- ... remain active for 1 full week if it is not used within that week.
- ... continues to duration even if the caster is not around or aware.

WHAT THIS DOES NOT DO:

- ... apply to multiple aggressors.
- ... apply to the specific aggressor when they attack others.
- ... continue once the battle is over.

Bonds and Connections



Counter:

LVL: 1 Same Spell

Creations:

- Creates Redish blue sand.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
12	Rollout Init	12
14	Duration X2	8



Focus Items and/or Kits:

- Caster gains a benefit of another -1 ToHIT when the spell activates. Total of -2 ToHIT.

# 9 Detect 'Ems (All Types)

LEVEL Tier 3



Created by COPILOT

Use of this spell will reveal clues about a True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	4 Squares	20 Minutes		Nae'Ems	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Instant		RM 2	EOL-ORX

- Details:**
- Use of this spell can help reveal clues about a True Name.
  - Clues can be found from:
    - Current Nae'Ems (25 pts)
    - Mementos (25 pts)
    - Current Focus Items (200 pts)
    - Past True Names (75 pts)

- WHAT THIS DOES:**
- Does work a process during the Rollout:
    - The number of 'Ems for the 1 square is revealed.
    - Caster must choose 1 of the 'Ems with no further clues.
    - Caster must pass the Save.
    - Caster is informed of what type of 'Em it is. Nae'Em, Ae'Em, Vae'Em, Tae'Em, or Cae'Em.
  - Caster is not told the true names or identities of either the 'Em or the original caster.
    - But the caster has already identified this end of the 'Em.
    - This can be used as a True Name clue.

- WHAT THIS DOES NOT DO:**
- Does NOT find the True Name itself, only the type and existence of the 'Em.

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Save -1 Col	8
18	Range X4	10



**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.

# 9 Find Clues To True Name

LEVEL Tier 3



Created by COPILOT

Use of this spell will reveal clues about a True Name.

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
24 pts	4 Squares	2 Hours	Find or Reveal		Magical
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
99	1 Item	Permanent	RM	2	DOK-SYL-STM-EOL-ORX

- Details:**
- Use of this spell will reveal clues about a True Name.
  - Clues can be found from:
    - Current Nae'Ems (25 pts)
    - Mementos (25 pts)
    - Current Focus Items (200 pts)
    - Past True Names (75 pts)

- WHAT THIS DOES:**
- Does draw out clues if a RM:2 Save is passed.
  - Does allow the caster to continue searching for more clues,
    - Clues to not need to be used right away.

- WHAT THIS DOES NOT DO:**
- Does NOT find the True Name itself, only the Clues.



**Bonds and Connections**  
- This is a Tae'Em connection with a thing.



**Counter:**  
LVL: 1      Rollout Interruption

**Creations:**  
- No creations. Usable only as a spell/skill.

Enhancements:		
LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
18	Range X4	10



**Focus Items and/or Kits:**

- Focus ITEM with crystal is NOT passive.
- Rollout time is half of the current amount of time.

# 9 Search for Focus Item

LEVEL Tier 3

267-



Created by COPILOT

Detects focus item within range. Vibration/Audible/Visual.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	1 Day		Find or Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Mark	4 Hours		SKL 2	SYL-STM-EOL-ORX-DOK

- Details:**
- This is a spell to find a Arcane Focus Item.
  - Note: Dokour do NOT have this spell. They must use 'Direction To A Dokour Target'.

- WHAT THIS DOES:**
- Does let the caster specify what type of Arcane Focus Item is searched for,
    - It can be an item for any class, but must be specified.
  - Does require the caster to be in a circle of protection (of any kind).
  - Does require caster to pass the Save.
  - Does allow the caster to designate how the signal is received (if Arcane Focus is found),
    - 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.
  - Only the caster receives the vibration, audible, or visual response.

- WHAT THIS DOES NOT DO:**
- Does NOT allow use of this spell by any Dokour.



## Bonds and Connections

- This is a Tae'Emn connection to a thing.



## Counter:

LVL: 1 Dispel Magic Spell

## Creations:

- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8

## Focus Items and/or Kits:

- Not required.

# 10 Ladders & Stairs

LEVEL Tier 3

Ladder: 1-12 sqs x 1 sq Lean.    Stairs: 6 sqs x 6 sqs Lean.

COST	RANGE	ROLL OUT	5 RDS	COLLECTION	OUTCOME
12 pts	12 Squares	5 Rounds		Utility or Misc	Magical
STACK	AoE	DURATION		SAVE    COL	CLASS GROUPS
99	1 Square	1 Hour		none	ORX



Created by COPILOT

- Details:**
- The Range is the rise in elevation and the 'Lean' is,
    - The stairs reach outward at lean of 1 square.
    - The ladder reach outward at a 45 degree.    Lean = Range.

- WHAT THIS DOES:**
- Does work in the PMP and Langstrom Planes.
  - Does creates a means of egress/degress via Ladder or Stairs,
  - Does allow the caster to choose which method is used (Ladder or Stairs).

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect in planes other than PMP and Langstrom.

**Bonds and Connections**

**Counter:**

No Counter Available.

**Creations:**

Breakable of Ladders or Stairs



- Ladder:8 sqs 1 sq angle. Stairs:4 sqs 45 angle.
- ORX:Ladder:8 sqs 1 sq angle. Stairs:4 sqs 45 angle.
- Need: Orix Focus Item, 36 SP, 24 Hrs.
- Obsidian Shard, Stagnant Sea Water, Marigold Wine.
- Market: 9 Max, Buy:60 GP, Sell:9 GP.

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
12	Rollout Init	12
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10
18	Range X4	10



**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Adds a hand rails

10 Minor Defense Bubble

LEVEL Tier 3

482



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Battle Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	Self	1 Battle		RM 2	ORX

**Details:**

- Attacker must pass the Save to not be affected for the attacks in that round.
- This spell blunts the damage of any physical attack passing through it, - even physical attacks (not spells) from the caster.

**WHAT THIS DOES:**

- ... reduce the damage of non-magical attacks by 3 points.
  - Weapons that are magical are not affected by this spell.
- ... ensure the minimum damage is 1 point.
- ... move with the caster.
- ... work against the caster in the case of physical attacks from the caster.

**WHAT THIS DOES NOT DO:**

- ... affect ToHIT rolls or AC.
- ... affect magical weapons.
- ... affect damage caused by spells.

Bonds and Connections



**Counter:**  
LVL: 1 Same Spell

**Creations:**

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Save +1 Col	8
18	Range X4	10



**Focus Items and/or Kits:**

- Will allow this to be cast on a recipient other than the caster.



# 10 Walls of Force (4 to 6)

LEVEL Tier 3

480



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	12 Squares	5 Min / Wall		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	See Description	4 Hours		none	ORX

Details:

- Wall stats for each square: HP:30 AC:15,
  - Each wall is places on the edge of a square in/on the battle map.
  - It is a physical structure that will withstand any normal siege methods.
- Each separate length is 2 Squares high by 6 Squares long with a corner,
  - 4 separate lengths allow and must reconnect to enclose.
- Each wall must be a minimum of 1 Square long.
- In the battle grid the wall of force is directly over the gridline itself,
  - not the middle of the square nor the entire square itself.

WHAT THIS DOES:

- ... create a walls that are 2 squares high by 6 Squares long.
  - The wall is invisible.
- ... have a thickness of 1 ft / 30 cm.
- ... requires the end result to be a rectangle.
- ... have a single opening for an entrance,
  - No door is created, only an opening.
- ... When Enhancement of 'Aura Notably Brighton" is used the walls are outlined continuously.

WHAT THIS DOES NOT DO:

- ... move once set in place.

Bonds and Connections



Counter:

LVL: 1 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Range X4	10



Focus Items and/or Kits:

- Allows for an invisible door over/on the opening.

# 11 Connect To An Arcane Focus Item

LEVEL Tier 3

627-



Created by COPILOT

Creates connection between caster and a Arcane Focus Item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	3 Days		Class Specialty	
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	Permanent		RM 3 	DOK-SYL-STM-EOL-ORX

- Details:**
- Creates a connection between the caster and the Arcane Focus Item.

- WHAT THIS DOES:**
- Does require the item to be of the highest quality.
    - Minimum GP value of 10,000.
  - Does work only if the caster is not currently connected to another Arcane Focus Item.
  - Does create the casters connection to the item provided the Save is passed.
  - Does allow a caster with a current Focus Item to cast this as a counter to another casting.

- WHAT THIS DOES NOT DO:**
- Does NOT have any effect if the Save fails (at end of Rollout).
  - Does NOT continue or have any effect if blocked by a 'Tiro Mess' spell.



## Bonds and Connections

- This is an Tae'Em connection with a thing.



## Counter:

LVL: 1 Rollout Interruption

## Creations:

- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Range X2	8
14	Save -1 Col	8



## Focus Items and/or Kits:

- Caster must NOT have a currrent Focus Item.
- Note: Stack=1.

# 11 Eavesdrop on Nae'Em Convo

LEVEL Tier 3



Created by COPILOT

Listen to a private convo. But give up the ability to see.

COST	RANGE	ROLL OUT	5 RDS	COLLECTION	OUTCOME
12 pts	20 Sq Radius	5 rounds		Nae'Ems	Magical
STACK	AoE	DURATION	Hourglass	SAVE COL	CLASS GROUPS
1	1 Convo	5 Min/Tier		SKL 2	EOL-ORX

Details:

- Listen in on a private Nae'Em conversation.
- If the spell is successful it can also be used as a True Name clue.

WHAT THIS DOES:

- Does block vision of the caster while they listen to a Nae'Em conversation.
- Does require a Save,
  - Failing the Save ends the spell.
  - Passing the Save lets the caster listen while the people in the convo are unaware.
- Does block sight while the spell is active.

WHAT THIS DOES NOT DO:

- Does NOT interpret jargon, code, any kind of misused grammer, or bad pronunciation.
- Does NOT allow the caster to see while using this spell.



Bonds and Connections

- This is a Nae'Emn is a connection to people.



Counter:

LVL: 1 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8



Focus Items and/or Kits:



- Focus Ring with crystal is NOT passive.
- 20 Minutes added to Duration.

# 11 Add Signs to Signpost

484-

LEVEL Tier 3

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	10 Minutes		Enchantments	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Signpost	3 Days		none	ORX



ORIX Icon

**Details:**

- This can be added to any signpost, regardless if it's invisible or not,
  - Maximum size: 2 feet / 61 cm long by 1 foot / ~30 cm high,
  - single plank of wood a half inch thick.
- The duration of the sign will lengthen to the duration of the sign post to match.

**WHAT THIS DOES:**

- ... work on all sign posts, mundane, visible, invisible, etc...
- ... allow up to 8 signs per post.

**WHAT THIS DOES NOT DO:**

- ... Create a sign post.

## Bonds and Connections

### Counter:

No Counter Available.

### Creations:

- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Range X4	10



### Focus Items and/or Kits:

-- Sign & post becomes visible.



# 11 Sight of the Statue

LEVEL Tier 3



Created by COPILOT

Used on art/sculptures with eyes.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Mark per Tier	30 Minutes		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Object	1 Day		SNS 2	EOL-ORX

GM

Details:

- A statue with moving eyes may reveal that it is not normal to a visiting party.
- Does show movement within the eyes when the caster is looking around,
  - If the caster is looking consistently in one direction then no movement can be seen.
- 

WHAT THIS DOES:

- Does require the caster to have already created a Tae'Em with/on the statue.
- Does allow the caster to see through the eyes of a statue.
  - The statue must have recognizable eyes.
  - The caster may use their racial sight.
- Does require a Save if the statue's eyes are moving,
  - Passing the save means the visiting party is able to see the movement of the eyes.
  - If the eyes are not moving then there is no Save done.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to hear or feel by bonding with the statue.



Bonds and Connections

- This Is an Tae'Em connection with a non-living thing.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Nae'Em Clues Removed	20

Focus Items and/or Kits:

- Not required.

# 11 Triggered Announcement

485-

LEVEL Tier 3

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	3 Days		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	2 Squares	Permanent		none	ORX



ORIX Icon

- Details:**
- Motion is detected by objects/creatures of 2 ft / 0.6 m.
  - 3 Days of casting means 16 hours of casting each day for 3 days,
    - The remaining 8 hours must be spent inactive, i.e. sleeping.

- WHAT THIS DOES:**
- ... repeat the casters words when motion within 2 sqs is detected.
  - ... record emphasis and volume of words as spoken by the caster.
  - ... allow up to 30 words.
  - ... detect invisible creatures/objects.
  - ... remove a casters previous message by creating another message with no words.
  - ... stay active untill removed or replaced.

- WHAT THIS DOES NOT DO:**
- ... stay hidden when any sort of magical detection is used,
    - But the message can only be known by triggering it.

## Bonds and Connections

### Counter:

No Counter Available.

### Creations:

- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
10	Rollout Halved	6
14	Range At 3 Sqs	8
18	Range X4	10



### Focus Items and/or Kits:

- If cast on objects with a face the spell will have the image of the object speaking.

# 11 Force Wall

LEVEL Tier 3

466



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	20 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	6 Sqs Long	1 Hour		none	ORX

**Details:**  
-- Wall stats for each square: HP:50 AC:15  
-- 2 Squares high by Length up to 6 Squares with 1 corner allowed.

**WHAT THIS DOES:**  
... create a wall 2 sqaures high by 6 Squares long.  
- The wall is invisible.  
... have a thickness of 1 ft / 30 cm

**WHAT THIS DOES NOT DO:**  
... move once set in place.

## Bonds and Connections



**Counter:**  
LVL: 1 Same Spell

**Creations:**  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
12	AoE X2	6
14	Duration X2	8
18	Duration X4	10



**Focus Items and/or Kits:**  
-- Wall thickness becomes 2 ft / 60 cm and HP:80 AC:16

# 12 Class Power Attack




LEVEL Tier 3

675-



Created by COPILOT

Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	8 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	1 Round		RM 3 	SYL-STM-EOL-ORX

Details:

- Sylvan use Ice,
- Strumos use Electricity,
- Orix use Force,
- Eolas use Acid.

WHAT THIS DOES:

- Does allow targets the with the same class as the caster to Save for 1/2 damage.
- Does allow the caster to use their class power to attack a target.
- Does the power will do 4d10 + ACU points of damage,
- Does allow the target to roll a Save to avoid half of the total damage with a passing result.
  - IF the target is able to used the same type of power they are attack with.
- Does send a bolt of power directly to the target.

WHAT THIS DOES NOT DO:

- Does NOT apply any mundane damage,
  - Example: Class Power Attack does not light anything on fire.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Enemy to pass another RM:3 Save vs knocked back 1 Sq.
- Knock back may interrupt some activities.



12 Langstrom Servant: Pucoe Gree

486

LEVEL Tier 3

x



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	10 Minutes		Summon or Send	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Creature	8 Hours		none	ORX

- Details:**
- The Pucoe Gree will only take instructions from the caster,
    - in the event that instructions are needed.
    - these instructions are the only evidence of communication.
    - They do not seem to communication in any way otherwise.
  - Pucoe Gree:
    - Will only fight against Langstrom inhabitants, if at all.
    - can move/carry the equivalent of 5 lines of inventory,
    - able to move at a rate of

A Pucoe Gree's properties are:

movement is 10 sqs per round  
Carry weight of 5 lines  
AC is 8 front and back  
Battle stats are -8 Ini, -8 ToHit, 1d8-1 Dmg. 0 is possible.

Reaction to anything other than caster's needs:

1-8	Don't Move
9-12	Step Aside
13	Return to Langstrom
14-15	Move Towards Issue
16-19	Flee
20	Attack

- WHAT THIS DOES:**
- ... bring out a Pucoe Gree creatures that can easily stay on the grean turf of the Langstrom.
  - ... pucoe Gree will work to ensure all members of the group do not fall,
    - All fall Saves will be able to try to not fall using an extra Save.
    - All structures the caster makes gain stability and less likely to have issues.
  - ... continue even if the caster is out cold or asleep.
  - ... allow the Pucoe Gree numbers increase as needed,
    - from a minimum of 3 up to 20,
    - They meld back into the current pod when not needed.
  - ... Allow the caster to give specific directions to the Pucoe Gree when needed,
    - For instance the direction to help a specific person before others.

- WHAT THIS DOES NOT DO:**
- ... function outside of the Langstrom.
  - ... award any extra benefit with the use of more than one Pucoe Gree,
    - All Pucoe Gree work to the same goal at the same time.



**Bonds and Connections**

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



**Focus Items and/or Kits:**

- Encourages the Pucoe Gree to protect the caster.

12 Ranged Forced Healing 2d8+2 HP

LEVEL Tier 3

Roll 2d8+2. Dmg x1 then Heal x2

COST	RANGE	ROLL OUT	 	COLLECTION	OUTCOME
12 pts	6 Squares	Initiative		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	SYL-STM-EOL-ORX



Created by COPILOT

- Details:**
- Forcibly draws energy from entire body to heal a single wound,
    - Roll 2d8 and add 2 to get a result.
  - Forcibly drawing energy does damage to the target equal to the result.
  - Check to see if the target has any issues (HP below 0?).
  - Lastly, apply twice the result as healing.

- WHAT THIS DOES:**
- Does heal more than just civilized people.

- WHAT THIS DOES NOT DO:**
- Does NOT heal undead, living dead, or the dead.
  - Does NOT heal creatures that are non-corporeal.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Duration X2	8
20	Rollout Instant	16

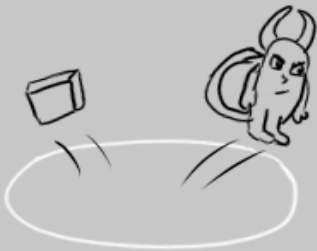
Focus Items and/or Kits:

- Not required.

# 12 Circle of Langstrom Expulsion

LEVEL Tier 3

487-



Returns Langstrom creatures. The caster rolls a MGC:2 save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	10 Minutes		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3x3 Squares	4 Hours		SKL 2	ORX

Details:

- Once spell starts, outline fades to be unseen.
- Once spell starts, any Langstrom creature/item will immediately be teleported back,
  - either to an Langstrom spot known to the caster,
  - or to a random location in Langstrom plane if the caster doesn't know a Langstrom spot).
- Each teleport back to the Langstrom plane is with a caster's SKL:2 Save.
- Regardless of the distance between the caster and the circle
  - the caster is always aware of the circle enacting (even if the SKL:2 save fails).
- Spell continues to power the potential teleports until the duration ends.

WHAT THIS DOES:

... banish Langstrom creatures and items to their plane.

WHAT THIS DOES NOT DO:

- ... banish Langstrom creatures/items if the SKL:2 save by the caster fails.
- ... compel Langstrom creatures to stay within the circle  
(tip: use Circle of Containment!)

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	Duration X4	10



Focus Items and/or Kits:

- AoE becomes a 4 Square Radius

# 13 Enchantment of Returning

LEVEL Tier 4



Created by COPILOT

Creates a Dagger of Returning for 1 battle.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
32 pts	Touch	5 Minutes		Enchantments	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Small Wpn	1 Battle		none	EOL-ORX

- Details:**
- Make a small weapon into 'Returning' cast on weapon.
    - Only classes that allow use of weapon can take advantage of this magic on the weapon.
  - When a critical blunder rolls as wpn dmg this is NOT counted as a 'magic' wpn.
  - if a critical or other situation damages the weapon the spell ends.
  - This is how an Aspect of returning is initially placed into a permanent magicked weapon.
  - However, other spells are needed to ensure the magicked wpn is permanent.

- WHAT THIS DOES:**
- Does make a small weapon return to its owner.
    - Read above for specifics.

- WHAT THIS DOES NOT DO:**
- Does NOT work on medium or large weapons, as well as two-handed weapons.
  - Does NOT enchant weapons that are broken /cracked/damaged weapon.



**Bonds and Connections**  
- This is a Tae'Em connection with a thing.

**Counter:**  
No Counter Available

**Creations:**  
- No creations. Usable only as a spell/skill.

Enhancements:		
LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Init	12
14	Duration X2	8

**Focus Items and/or Kits:**  
- Not required.


# 13 Find Nearest Langstrom Portal

LEVEL Tier 4

488



x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	1 Hour		Planar	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	10 Marks	6 Days		none	ORX

**Details:**  
-- Does not give a distance.

**WHAT THIS DOES:**  
... determines where, if within range, a Langstrom Portal might be on an 8 point compass,  
- Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster.  
... the initial direction is given during the entire duration of the spell.  
... this spell CAN pick up a temporary Langstrom portal i.e. a rupture, as well as a permanent.  
... only give information regarding the closest portal.

**WHAT THIS DOES NOT DO:**  
... indicate what kind of Langstrom opening has been found.  
... update information,  
- If the portal that was found closes this spell still points to the past location.

## Bonds and Connections

**Counter:**  
No Counter Available.

**Creations:**  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
9	Duration +50%	6
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8
18	Range X4	10



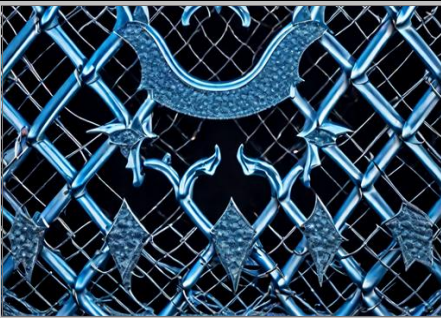
**Focus Items and/or Kits:**  
-- Indicates how many Marks to the location  
(Providing it's within range.



# 13 Circle of Containment

LEVEL Tier 4

454



Created by COPILOT

Creatures from exiting its area. Must Save to Exit.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	10 Minutes		Fences and Shelters	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Sq Rad Circle	4 Hours		BRU 3 	DOK-SYL-STM-EOL-ORX

- Details:**
- Creates a visible 3 Sq radius perimeter.
  - Creatures attempting to exit the perimeter must roll a Save,
    - On a successful save, the creature may leave,
    - On a failed save, the creature remains contained.
  - Suggested usage is prior to casting a summoning spell.

- WHAT THIS DOES:**
- Does inhibit creatures from leaving the circle.
  - Does work if the caster is unconscious, dead, or out of range, etc.

- WHAT THIS DOES NOT DO:**
- Does NOT inhibit the Caster from leaving the circle.
  - Does NOT work if the caster is not able to continue,
    - If caster is unconscious, dead, or out of range, etc.
  - Does NOT continue if the caster chooses to end the spell.

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

LVL: 1 Rollout Interruption

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



**Focus Items and/or Kits:**

- Focus Item with crystal is NOT passive.
- Creature may only leave the circle with BRU:>95.



# 15 Held Stasis



LEVEL Tier 4

490



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	1 Minute		Healing and Rest	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	1 Month (30 days)		RM 1	ORX

**Details:**

- Stasis puts a hold on all gaming stats that may require timing, such as timing based on,
  - damage, sickness, or disease,
  - personal regeneration, or nourishment.
- Stasis is a coma like state which halts progression of health conditions.
- The spell must be cast again to bring the target back to consciousness prematurely.

**WHAT THIS DOES:**

- ... place a non-combatant into a stasis like state.
- ... prohibit any method of self powered movement.
- ... allow targets that cannot/will not cooperate to roll a MR:1 to resist the stasis.
- ... enforce the range only during the casting,
  - Once the target is within stasis the caster must remain on the same PMP.
- ... requires the caster to use their Arcane Focus item.

**WHAT THIS DOES NOT DO:**

- ... require the target to be willing or conscious.
- ... automatically allow a recasting again at the end of one casting seamlessly,
  - For the new spell to dovetail a SKL:2 Save must be passed.

## Bonds and Connections



**Counter:**  
LVL: 1 Same Spell

**Creations:**

- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
14	Range At 3 Sqs	8



**Focus Items and/or Kits:**

- Adds up to 6 months to the Duration,
  - in 1 month blocks.

# 15 Create Permanent Location Tae'Em

LEVEL Tier 4

347-5

Location becomes a teleport destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	10 Squares	1 Day		Nae'Ems	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Sq Area	Permanent		none	DOK-SYL-STM-EOL-ORX

**Details:**  
-- Caster creates a Nae'Em of a location to be used for teleportation travel.

**WHAT THIS DOES:**  
... meet the requirements of memorizing a location as a destination.  
... Create a non-sentient Nae'Em.

**WHAT THIS DOES NOT DO:**  
... remain a Nae'Em if the location changes significantly.



## Bonds and Connections

### Counter:

No Counter Available.

### Creations:

- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8



## Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- Can amble and be not so obvious with this spell.

# 16 Create Leather Golem



LEVEL Tier 4

491-



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	6 Hours		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Contstruct	1 Day		none	ORX

Details:

- Creature:
  - 2 Squares high and occupies 1 square,
  - 120 HP and moves at half rate of a standard human, does not tire or need sleep.
- Battle Stats:
  - AC: 16/10, 1x1 Attacks, Init-2, ToHit+2, Damage 2d10 or by weapon.
  - HP at 0 dies (no bleeding).

WHAT THIS DOES:

- ... animate a humaniod creature out of soft leather,
  - With standard articulation of two limbs.
- ... create a Golem from leather and leather-like materials,
  - Heavy cloth, hides, or monster pelts which do NOT have to be a finished product.

WHAT THIS DOES NOT DO:

- ... allow the Golem to think on it's own,
  - Each round the caster must verbally direct it's actions.
- ... set up a Nae'Em relationship.

**Bonds and Connections**

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8
14	Range At 3 Sqs	8
18	Duration X4	10
18	Range X4	10



**Focus Items and/or Kits:**

-- Additional 4 damage.

16 Reveal True Name

LEVEL Tier 4

631



This uses all the clues to find the True Name.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
64 pts	1 Square	12 Hours		Find or Reveal	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Permanent		none	DOK-SYL-STM-EOL-ORX

Created by COPILOT

**Details:**  
- This uses all the clues the caster has gathered attempt to find the True Name.

**WHAT THIS DOES:**

- Does require the caster to state all the clues and,
  - Identify the target the best they can.
- Does this uses all the clues the caster has gathered.
- Does then adjusts the points for how old the information is.
- Does finds the % to be rolled.
- Does the caster must roll under the % to pass.
- Does will alert the target regardless of the outcome of the roll,
  - The target will know the direct to go to find this castings location,
  - The target will know how many marks to go to find this castings location,
  - If this spell worked the target will know that,
  - If this spell fails the target NOT will know that.

**WHAT THIS DOES NOT DO:**

- Does NOT inform the target of any other information.
- Does NOT announce out loud the True Name,
  - If the True Name roll passes only the caster will know it.



Bonds and Connections

- This is an Nae'Em connection with a person.



Counter:

LVL: 1 Rollout Interruption

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.  
- Sets Rollout to 8 Hours.

17 Force Cage



LEVEL Tier 5

550



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	8 Squares	10 Minutes		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3x3 Squares	3 Rounds		SKL 2	ORX

**Details:**

- Damage is dealt on any type of physical contact, including melee combat.
- This cage can be used with a Perimeter of Containment to double up on the protection.
- Creates a mish-mash of crossing 'cables' which fences in inhabitants.

**WHAT THIS DOES:**

- ... create a physical cage of force,
  - the mesh grid will not allow large items/creatures through,
    - taller/wider than 8 inches (20 cm) or
    - longer than 24 inches (60 cm),
  - any small physical creatures passing through still take the damage.
  - the cage has Hit Points of 199 and an AC of 11.
- ... deal 3d6 damage each time there is physical contact.
- ... affect dimensional creatures more,
  - All dimensional creatures must comparison Saves to cross the barrier.
- ... continue to work if placed over another type of magical containment.

**WHAT THIS DOES NOT DO:**

- ... effect Dokour casters.
- ... range in it's AoE, either 3x3 or Enhanced to 9x9.
- ... continue of the cage's HP drops below 1.

Bonds and Connections



**Counter:**  
LVL: 1 Same Spell

**Creations:**

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8



**Focus Items and/or Kits:**

- Doubles the cages Hit Points to 398 HP

# 17 Hammering Force



LEVEL Tier 5

489-



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	12 Squares	Initiative		Battle Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	2 Squares	Instant		RM 2	ORX

Details:

-- The spell shows an image of a giant hammer pounding twice at the target.

WHAT THIS DOES:

- ... damage to all in the target squares,
  - damage of 3d8 + Acumen Bonus.
- ... Cause each creature in the 2 squares to Save,
  - Failing the Save will stun the creature for 1d3 rounds.

WHAT THIS DOES NOT DO:

... need 2 Saves (1 for each attack)

Bonds and Connections



Counter:

LVL: 1 Same Spell

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10



Focus Items and/or Kits:

-- The Target(s) must use the next most difficult Save Column.

# 17 Place An Arcane Aspect

492-

LEVEL Tier 5

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	3 Days		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		none	ORX



ORIX Icon

**Details:**

-- The process of putting magic into an item is done by first.

Process of making a permanent magic item is done by obtaining a high quality item, putting an arcane aspect into it using the Focus Item sealing it with permanence. This spell can put the arcane aspects into the item

**WHAT THIS DOES:**

putting an arcane aspect into it,  
Caster casts one of the 'Identify x aspects' to hold the item open for up to 3 days per aspect ID'd.  
This may be recast to hold it open for another 3 days per x if needed.  
Caster attempts to coax arcane power into the item.  
Caster casts the 'Coax Arcane Aspect' spell using a SKL:>99,  
if the Focus item is used then caster can use Save of SKL:4

**WHAT THIS DOES NOT DO:**

to compare to the arcanes SKL:4 Save of 55.  
Player rolls the casters SKL:4 / SKL:>99 and notes how close to the SKL:4 / SKL:>99 they came  
GM rolls the arcane's SKL:4 of 55 and notes how close to the SKL:4 they rolled.  
Passing a Comparison Save happens by being the highest above the required Save.  
If both are below the required Save then the one that is below by the least amount passes.

The Caster Passing the save is able to put an arcane aspect into the item.  
The Arcane passing means it does not go into the item.  
Each aspect needs a single condition and single result

Examples of aspects with coniditions and results are:  
If the race of 'Mountaineer' holds this then +1 ToHIT

**Bonds and Connections**

**Counter:**

No Counter Available.

**Creations:**

- No creations. Usable only as a spell/skill.

**Enhancements:**

LVL	ENHANCEMENTS	COST
-----	--------------	------

**Focus Items and/or Kits:**



18 Arcane Removal (1 of 3)

LEVEL Tier 5



Created by COPILOT

2nd of 3 castings made by separate casters to remove power.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
60 pts	Touch	6 Hours		Class Specialty	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		RM 3 	ORX

- Details:**
- This is one of a set of spells that cuts a living person off from the Arcane source.
  - Process: (Can be repeated as often as desired)
    - 3 Casters are required: ORIX, DOKOUR, and STRUMOS,
    - Orix identifies the Arcane connection (6 hours)
    - Dokour then disconnects the Arcane connection (6 Hours)
    - Strumos then heals the target to ensure no Arcane connections can be again (6 Hours)
    - Target rolls a Save, if they fail then the process worked.
    - There is no known way to recover from this spell.
  - Result:
    - Target cannot acquire/use Spell/Skill pts again,
    - Target's disconnection from Arcane sets their RM Saves to RM:>05.

- WHAT THIS DOES:**
- Does disconnect the target from all Arcane.
  - Does cause a great deal of pain to the target.
  - Nae'Em with target ends when the 3rd Arcane Removal spell ends.

- WHAT THIS DOES NOT DO:**
- Does NOT work unless all 3 casters of the 3 separate schools work together and in order.
  - Does NOT have any effect if the target is not concious.



**Bonds and Connections**  
- This Is an Nae'Em connection with a person.



**Counter:**  
LVL: 1 Rollout Interruption

**Creations:**

LVL	ENHANCEMENTS	COST
12	Range X2	8
18	Range X4	10



**Focus Items and/or Kits:**  
- Focus staff with crystal is NOT passive. - The disconnection requires a Dokours focus staff.

# 18 Create Wood Golem

LEVEL Tier 5

493-



ORIX Icon

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	8 Hours		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Construct	1 Day		SKL 2	ORX

Details:

- Creature Stats:
  - 3 Squares high and occupies 1 square, does not tire or need sleep,
  - 160 HP, below 0 it does not lose points, but stops moving. (no bleeding).
- Battle Stats,
  - AC: 19/13, 1x1 Attacks, Init+0, ToHit+4, Damage 3d8 (cannot wield a weapon),
  - very vulnerable to fire.

WHAT THIS DOES:

- ... require a passing SKL:2 roll.
- ... animate a humanoid creature out of soft wood,
  - Effectively has two limbs, but many non-articulating limbs.
- ... have natural clubs for 'hands'.

WHAT THIS DOES NOT DO:

- ... have the ability to hold items, weapons or shields.
- ... allow the Golem to think on it's own,
  - Each round the caster must verbally direct it's actions.
- ... set up a Nae'Em relationship.

Bonds and Connections

Counter:

No Counter Available.

Creations:

- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8
14	Range At 3 Sqs	8
18	Duration X4	10
18	Range X4	10



Focus Items and/or Kits:

- Increases damage by 6.



# 19 Create Stone Golem

LEVEL Tier 5



Created by COPILOT

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	8 Hours		Enchantments	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Squares	1 Month (30 days)		SKL 4	ORX

**Details:**

- Creature:
  - 3 Squares high and occupies 4 squares, does not tire or need sleep.
  - 200 HP, below 0 it does not lose points, but stops moving. (no bleeding).
- Battle Stats:
  - AC: 26/26, 1x1 Attacks, Init+0, ToHit+15, Damage 4d10+8 (cannot wield a weapon).

**WHAT THIS DOES:**

- ... require a passing SKL:4 roll.
- ... work with natural unworked stone or sculptured stone.
- ... animate a humanoid creature out of stone,
  - Has two limbs, but many non-articulating limbs.
- ... have natural clubs for 'hands'.

**WHAT THIS DOES NOT DO:**

- ... have the ability to hold items, weapons or shields.
- ... allow the Golem to think on it's own,
  - Each round the caster must verbally direct it's actions.
- ... set up a Nae'Em relationship.

## Bonds and Connections

**Counter:**  
No Counter Available.

**Creations:**  
- No creations. Usable only as a spell/skill.

## Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
10	Rollout Halved	6
14	Duration X2	8
14	Range At 3 Sqs	8
18	Duration X4	10
18	Range X4	10



**Focus Items and/or Kits:**  
-- Additional 10 damage.

