

Elemental Forcecraft Study Spells Guide

By

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[Begin Reading...](#)

For the chemical elements in the table of elements click [here](#). For the elements and elemental energy types listed in the book, look at this [charted table](#).

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Table Of Contents

Descriptions

- [Introduction to the Spellbook](#)
- [Spacial elements](#)
- [Positive Elements' Description](#)
- [Negative Elements' Description](#)
- [Inverse Faery Elements' Description](#)
- [Adversity Elements' Description](#)
- [Manipulation Elements' Description](#)
- [Stealth Elements' Description](#)
- [Dark Elements' Description](#)
- [Light Elements' Description](#)
- [Strife Elements Description](#)
- [Imitation Elements Description](#)
- [Additive Elements Description](#)
- [Subtractive Elements Description](#)
- [Indirect Elements Description](#)
- [Corruption Elements Description](#)
- [Divertive Elements Description](#)
- [Vision Elements Description](#)
- [Protection Elements Description](#)
- [Language Elements Decription](#)
- [Hyper Elemments Description](#)
- [Wild Elements Description](#)
- [White Elements Description](#)
- [Elemental Interaction Descriptions](#)

Training and practice

- [Beginners Section](#)
- [Advanced Beginners Section](#)
- [Advanced Section](#)

Focused elementaism

- [A system of elemency in elemental practices](#)

Experimental

- [Liquid Reference Material](#)
- [Liquid Reference Possible spells](#)

Other forcecraft spells

- [Egyptian Forcecraft spells](#)
- [Elvish spells](#)
- [High Magic spells](#)
- [Nox spells](#)
- [Atleantian Circle spells](#)



[Back to the first page](#)

[Return to the School](#)

What the elements are-

The idea was energy by the creator and those under him were useful to understand how and what his flaws were. Tis was what you cald say was the outside use to bring things to create, your use was thought or your energy thought that the created creator. Named Centra today also Alaemiai to temselves that formed, the elements by the will of the creator as that created was their source or not as we under the creator were lesser creators. The elements are an observance of all the elements together plus when you see them in action they are amazing to see. Where do they come from? The elements come from aether. Aether manipulates the void and came from a long time ago. This is an idea of the time and how they were created. As the created area was the area to use and made was nothing, thought into space by the creator not to do. This was as though the dragon god was useful and yet not done, was what he called user friendly idea that was energy based. Thought was there and thought that led to too relaxed thought, was dismissed by a tense and release muscle idea or thought body as the possible body was there. This dragon god named Emperl was the energy that could see, as if a possible use as use if there was not done if not wanted as too harsh or thought not desired.

The experiment elemental age was where a supposed people called the Centra or creators, who were around as they created aether as a force to be manipulated by minds that were interconnected across the vortex galaxy. Controlled by a god that was dragon age and, part of the aether force is the spacial elements, that you summoned as though out of the space around you. Then they created the worlds with the elements formed from aether and somewhere in midst of creation thier bodies got consumed by the energy used and turned into the force called Ether. This is the spiritual force and the backing of Aether (mental force) that guides all by being the "spirit that goes through everything" as in the book "the way of the scout" by tom brown as he describes it as a spiritual force that effects all with spirit effect in astral and nether space considered with what you think. No attack was necessary as the idea was were or atleration, near effective dimensions this was thought travel and thought. As to seem was creating created from space or not, created was existing space by the creator that saw reason to create things.

The nether as a soul space

The nether is a soul space as the place between worlds, it is the place between life and death also considered an idea ether world. Where there are ghosts and spirits, not all of them human and including the unborn. It is the place where true power lies. If you an enter it and exit unscathed you are of equal caliber as a god. Nobody passes through the well of souls unscathed without first dying on a corporeal level. Abbadon rules the realm and is with the grim reaper as a servant. Avoid Abbadon himself at all costs, for he is the bringer of destruction and not to be trusted. Known as your will is use by crystal energy and energy collected in crystals is focus created, as a crystal as a point to create. Think to create and the crystal makes by water or lava from the thought as the creator was source elements, this is a thing fey like to use and coelesced infini fire energy you will to made and set by the creator sometimes considered in netherese as known and use were there to the creation aspects. Seen as a maze or what have you have at me or nothing at all.

This set off a crystal creation idea that is what set the war between tribes, think and as you were is where you can create by the will or use the idea to make with love. As you make an idea to seem as use that is what life is worth to you, create as you will energy your will can work with to create as many or different things as possible. This is the use and quest of an old game called foraging or diablo here remade. Tis expends life energy and as you are aware your awakened state is no without energy use, as exiting energy that makes up the body uses what the energy can create by. As if energy is by the will energy is by te point you consider and otherwise don't to not do unless to do somethings about the situation you can sense out. There is now somehow and other idea to the ether that was what you thought, as you think you were able to get as you focus and use is energy to cut or make if the idea was possible as acceptable is the viewpoint and as your aware that makes things that are bad not accepted or done not in life.

So as the creators as we are at the time, create by the energy with the creator. The energy is use as energy in the area is energy to the resource in mind. The area you use is the area you imagine as time in tthe area called the area by arae people, tis is where the creators came from in time to seem as they sought to create. As tey realized wat wasn't there and everything was there then all they need to do was view and use what they saw was useful. As if thought existed by the creator and by the originator stones that are now somewhere as the stones of creation. This is where you are to see or know what was there, as you are a great person as thought by the creator are aware by the brain.

If the point was creative and acceptable the subconscious can create with what was necessary, the activity as the need created elements that was a concept or not done as not in thought was ionic cleansing it was by the use as sacred energy of the "exience" the spirits live in were or do as necessary without getting bad, demented or pretty fucked up. So think not to do not or not use was sacred energy of the creator, to make as you will or think to form space as you want. This is the view as from a Hobbit named by what he was or considered himself, that created this idea with other races that helped. There is nothing that isn't possible, as your ability is energy now by the will of the creator or the crystals allowed you could create anything by will.

More information as the rest

After the dissipation of the creators bodies they were just the energies that support and monitor the universe, plus some Centra remained as the form they chose guiding their creations. Thus they became part of the gods. Then to better watch for the peoples populating the worlds they made vessels for the power they had. Call them Avatars and the avatars are morally the same as the gods themselves, with the gods energy and this includes their knowledge. Some Gods came about by the people of the planets scheming or beliefs of the people though, so not all God's formed the same. The creators mostly hide themselves as they don't want to be bothered most of the time.

Now as you see it, the Centra do not actually have blood. Instead they were composed of Ether and Aether. Being this, they were able to control Cosmeria to a higher level, using their own body as fuel and forming the body as they want. Though even then Cosmeria was highly volatile to them, and in attempts to protect themselves from it they divided into two tribes, Ether and Aether, and with it the secrets of Cosmeria were divided. The Ether tribe focused on Ether and the mind while the Aether tribe focused on Aether and technology. Seperate they could not use the opposite's element/substance, but at least Cosmeria was unattainable now. Sadly, as time grew by they descriminated against each other, one claiming that their tribe was superior. This finally led to a war that destroyed their existance, for most of them at least.

There are positive elements drawn from earth and the negative elements drawn from void. There are also the inverse fairy earth properties from magic and the adversity elements from events. Manipulation elements are drawn from hell plus stealth elements come from the night. The dark elements come from the shadow. Light elements come from light fire and the strife elements come from destruction. Imitation elements come from the power around us plus additive elements come from the positive energies. Subtraction elements come from the Dark Matter and the indirect elements come from the iron itself. Corruption elements come from knowledge corruption where divertive elements come from power manipulation. Vision elements come from the third eye power and protective elements come from power of law. Language elements come from actions and needs of others. Hyper elements come come the particles and Wild elements come from raw force plus the elemental combinations are interesting to watch and to use.

What to do and what not to do in yeilding

How do you yield them? There are two methods, the Forcecraft method and the latin spells described at the end of the doc. Forcecraft is the effect of thinking of the element you want to direct, this is directed however you wish to direct it and you create by the effect so you see this as an ideal result. The forcecraft method is to think of what the element does and imagine it accomplishing something, this is a point that you want or need with the focus to achieve your goals.

This focuses it through you where your getting the result as an end result, so it gets more power to effect with, plus the element will sometimes repeat the event outside you with equal to that energy you put to create it. This also can be called elemental spelling as it uses the power of mind that makes itself felt as a force effect. This otherwise is to think of the effect, focus your mind by a thought being spoken and then you create by what you do where the thought evokes imagination.

An example for willed manifest is: If your able to achieve this then you can use this by what you think of the effect, then say it with intent so you instruct your subconscious and without quotes "make an icy cold wind blow through the area by air." You can use any lanuage to create the result, as the point is the end result you may need to occur sometimes. This is a further point, that is with implication called the making process.

What not to do with this is just thinking about things that are negative, and then things you don't want will

occur. This is just to call upon the area that makes an effect for devastation or energy devastation that sometimes occurs bad ended results by feel, this is where you cannot survive and this is done by the wrong phrase or words being used. So use an idea as that what you need as an affirmation, think positively then speak it out loud and imagine the affirmation with the point being done. This uses a making or an ideal forcecraft.

Making is the combination of focus and imagination. This is for advanced people or people that want to use it, and otherwise others that can get the effect off using their subconscious. This can only be achieved if you do the focus by statement and imagination at the same time. Another example of this for advanced people only is: use this to think a point and will it or say it with intent without quotes "make a warmth of faery fire refresh the room."

There is additional latin spells, that is yet another language and uses the idea above, they are stated as you feel is correct. They are located at this elements document area and end, think to use these spells as you think of the purpose for the spell to focus the effect. So to do them correctly, think of the need and then state the spell. Then if your feeling in yourself the need, your feelings are able to make your desire seem to happen. This is called feeling with your gut and feel with your gut intuition or instinct.

This is as if you trained with the intuition for each spell phrase word, and you only had to say it until it occurred some end result. This is repeating the spell if needed, then as the spell must be done you may think for better effect with intent to make it happen or it sometimes won't happen. Egyptian Forcecraft and Elvish spells near the end by itself with the list and High magic spells are at the very end of the list. You know the point, the method, now you must know the elements and listed below are what some understand and can make things of them.

[Beginning](#) <<<Previous [Next>>>](#) [End](#)



[Back to the index?](#) [Return to the School](#)

Forcecraft Spatial Elements -

The categorized spatial elements that you can think about, summoned by forcecraft that uses spacecraft. They're also formed from the space around you, think to help make elemental effects. This is based on a space station as modular construction, however this [picture describes](#) what is there. Space station consciousness is using an ideal modular energy consciousness. Modular consciousness tests law upon the unwritten upon. Gotta imagine the square turning inside out. This reveals hidden fields of influence which gather to the revealed ninth point. This is why people say beings travel through corners by feel. -Dr ed

ele-a = Called Alazarium, it's the active absorptive element that causes you to do something. This element receives its energy from the activity near it and yourself, as it causes you to feel active and absorbs the problem influence.

ele-b = The life element, called belzarium, it creates life and effective idea into existence. It can cause life emulation from people's energy, that be counted in objects and bodies near it. Its grey blue and black in color.

ele-c = A criminal element, called celzarium, where it can turn impulses into desires and cause you to do it, as you want the item or idea of something. These impulses can become criminal, if it's not watched.

ele-d = Dezaum, the death element, causes death to nearly anything it's influence enters.

ele-e = The element of what is called elezium and its creating energy from literally nothing, about 3 times the energy than what's put in.

ele-f = forgettance element it isn't as dense, the element that causes you to forget and turn feelish with fighting possible.

ele-g = The feel good pinkish spatial element, called ginorium, which is very unique as it soothes any pain, unless the pain be too insistent. Think it where ya want it, as ya can even put it in ya mind. It's more potent, in making ya feel good the more energy ya put into it.

ele-h = A halting element, it can halt nearly anything near it. An element that would deflect the bad thing noticed or the bad influence. It diverts the influence on you and does a mini explosion of it to get rid of it. It receives its energy from you and the sun.

ele-i = The intelligence inducing element, the more energy you put into it, the more intelligent you are.

ele-j = The causal element. This element can cause a singing effect through vibrations and what it effects, it amplifies the energy of. Whoever be near it bears it, can hear it, and it's a song that's ethereal to them.

ele-k = The killing element, kills nearly anything by its radiance of energy, after a period of time.

ele-l = Gravity pull element, whatever's near it is pulled toward it, by a magnetic force that effects material, including plastics! The element can pull something into a straight line.

ele-m = Medicinal element, it can cure any sore place or disease and repair the body.

ele-n = The element that causes knowing, and numbing by the knowledge of the people or person near it.

ele-o = The turn on element, where it makes a person become more feeling and attracted to the other people near it. It's also possible to turn on something with a focused pulse from it, towards the object.

ele-p = The personal element, causes the person effected to be more personal and in idea, as though they were thinking.

ele-q = The elequent quieting element, for the element of the quietness, it's great to nulling sounds by its radiance and being there.

ele-r = The reversal element that reverses nearly anything near it. Direct negative energy at it, to stop it.

ele-s = The element that causes a person to be sleepy and gain temporary swelling of the body weight.

ele-t = Communication element, this can cause the televisive effect, where you get signals from anything and it forms into an image that you perceive, one can send messages through it. Also possible, is the revising of things through a telephone, from thought of which you send.

ele-u = Element of ulcerior, it does actions and these actions include making you feel relaxed, making you feel better, relieving of stress and all by its rays.

ele-v = The element of visions, it uses any vibration near it that's mixed into its signals, and it causes you to see what you most want to see, as though a daydream. The mind can direct the vision, it ends when the person wants to see the real world..or does it?

ele-w = A dark gray element that causes withdrawal, it withdraws any symptom that may be in you.

ele-x = The element of x-rays, as it emits the x-ray, and is similar to earth's elements that do the same.

ele-y = The time element, yttrium. This element can cause timed actions or events, that's directed by your mind and through vibration and your programmed bio energy. That be directed at it. Anytime and anywhere.

ele-z = The white elemental shield element that causes nulled feeling and almost no energy to pass through it. The element is hard.

ele-em = (ele-E-M) A gaseous spacial element that creates a disease or the problems of a disease, of the target.

ele-ge = The perfumed element, it smells nice to be near.

ele-lz = Shielding element, called elezarium, that can prevent things from getting near you, and when it can dissipate the energy and effect thereof. This element can deliver a spacial defracted lazer effect to those near it. As it works, it can displace the effect of air through compression, to cause it to dissipate. It in fact, dissipates the effect from your room and it appears in theirs.

ele-nu = The element that is nulling life and stimulates the brain. It uses brain activity, to cause it to go.

ele-og = Ogman element, that is with the release of putrid scent from the body, as it's near the spacial element. The element is similar to the PU element, but it has its full effect just being near the idea of it. Where you breathe it in. This element can neutralize scents near it, as it draws them in and oxidizes the air. The element only needs energy to go through it, to cause it to send out a wave effect to those nearby it. It has very noticeable fumes as you get near the element. When the element is active, it also sends out a energy wave that is an offshoot from it, that kills the skin and causes it to smell a bit. As, the element is described as a pinkish yellow rock. It's not actually visible to the naked senses, except to the third eye.

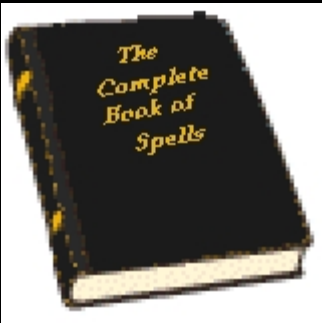
ele-pu = The element of Putreim. Seems like a harmless black brown stone, but can be causing a putrid scent from the body. That you need a charged bath to dissipate the odor, and if you swallowed the broken up substance of PU, it can almost permanize the scent until you shit it out.

ele-zz = The wide awake element, this element can cause you or an object to be charged with energy and it's powered by the humans or objects near it.

yele = yes element, element that concurs with someone and creates some agreement, this is done unless you don't need the idea then you won't agree with things to do.

There's a package for it as well, the summon element package! The summon element package is thus: Use that point to think of the element and state or will "sua ie!" [Pronounced Sue-ah rise-ehn] Then the element will be summoned to be near you, this is from the elemental plane that is put to use as you would want. Normally it's near you by summonings, that is off to your right or left and sometimes right in front of you.

[Beginning](#) [<<<Previous](#) [Next>>>](#) [End](#)



[Back to the index?](#) [Return to the School](#)

Positive elements are:

The element of earth is that of life. Earth can consist of items, drugs and similar. It can grant life, morph items or people, take life, heal or wield life like control. In granting life, it creates it anew through destructive action or gives it through infusion. Morphing item or people with earth infuses the target with energy charged by the worker's purpose through imagination of changing the shape of the target. Weilding life, earth can make an inclusion, to do as the worker imagines. Earth is for the body.

Fire and Earth make lava. Lava is in essence melted rock and at a temperature of 400 degrees kelvin or hotter. It can melt most metals and it will burn a forest near a volcano as it leaks from the volcano itself only to reform into hard ground. It forms in the earth from tectonic plates that support the continents as they collide together in the earth forming volcanoes or sea rifts.

The fire element is the element that gives life or takes life destructively and is the life around us. It gives life by forcing you to move on, when it destroys your old life in some manner or form. Also, it can give life by the healing act, of the worker targeting only the disease cells with fire or heals open wounds and sealing the wound if there. Causing the body to cope by healing quicker. Fire takes life by burning the intended victim on focusing. What doesn't kill you makes you stronger, as a person. So, it can heat up places to warm you. Fire is for the soul and It finally is light.

Fire water is very hot to the tongue. It can even burn the tongue as it enters the throat. Firewater takes a medium to separate the water and the fire. Such as a hot substance and the water combined with a powder or oil substance, as a carrier medium. A light film of oil on top of the water allows it to mix and coats the substance. Examples are greek fire, hot sauce in water or others.

Water can heal people, overcome things, or cause change in things. Healing with water can happen, on infusion of energy, with the thought of rapid regeneration for 5 minutes at a drink. Any other thought is also enacted. Your thought becomes the water's actions, to the body. It can overcome things, by being in a large enough body of movement, like a tidal wave. Water can change things with an infusion of idea intent into energy into water while they imagine what they want to happen. Water is for the heart.

Ice comes from air flowing around water. Ice can form from the air through the water in air or moisture particles freezing with imagination. This is solidification by air itself.

Air can choke, destroy, enforce, or be made to change things. Air choking is the act of the worker, to close air in a circle around a person's throat. This is also called collaring. Air enforcement is done, by the attempt to cause an event, with air, that guides. Only the worker can dispel his/her own shield or attack by black lightning. This working with air is the act of the worker, to create a wall by imagination or to cause yourself to float in the air, by air itself through imagination and air support. How does air change things? Air can do this, by the worker using it as a medium in their acts to influence moments. Finally air can be used as a mass spread medium, by casting effect onto the air itself. Air is for the mind.

Thunder be the energy destruction form of air, and is formed by Air with Energized Fire. This lightning is destructive as it can blast things in an area. More than fire can, and in an idea strike that is more focused. This is also moving energy and electrical energy.

Other elemental combinations be:

Earth water that is oil, where the oil is formed from bones and earth being heated and compressed. Then, it stays where it is, till it comes up somehow.

Earth air is gravity, that causes support, by pulling us down. This is through centrifugal force, of the

spinning charged planet core. The nickel iron or heavy element in the planet core, will cause gravity in conjunction through an orbit around a sun. When the sun charges the core, through unseen electromagnetic pulses. The core of the planet holds the moon in orbit around the planet itself. The nickel iron core or other heavy element, will take the particle charge and form gravity from the spinning of the planet. An apple will fall to this force, through cause and effect. This gravity will also allow effects to be spread through a spread mass effect.

Firey air is normal heat and as the 'fire in air' tornadoes. This heat shares its properties with the Light air element. Where, heat moves in waves and patterns that cause the effect of fire, if intense enough, or rain, if intense long enough. However if the air pattern is circular, then there is possibility of fire tornadoes, where the heat is so high it appears, as fire. This is where heat is enough in concentrated form, and fire will appear.

Water and earth, mixed together is mud, mud flows as a force, enmassed and free from the solid earth constraints. It can be slippery, to walk on and to the touch. Finally, mud can be solid looking, in the quicksand pit. Where, you can sink till you suffocate.

Air with earth is blown dirt or dirt devils and can come in the form of flying debris.

And moreso..

Most the elements together be aether. Aether is the element of the mind and is the root of the conscious energy. The effect of the aether is to affect or influence other elements. Aether is like all of the elements together, they make up the grayness about it as different colors that blend together. When the element is called you can form any object by imagination of it forming or of any effect by the imagination of it. This is its compressed form.

To manipulate the aether requires imagination and manifestation of aether with ether, after you understand what it is. This is the key to its manipulation. And to manipulate it by imagination, is to need the idea to occur by seeing the sigil, or to feel it happening. Then, sometimes the knowledge will come to you to do the idea and the deed is done even further. To change the symbol of knowledge in the idea that you receive, will summon a change of it in some manner. This will cause the idea as its represented in the aether to be representative of a change. As its manifested into its compressed form, using the ether to make the aether manifest into its compressed energy of its form. This symbol changing, may require that you understand what the symbolic meanings are as it is. If you draw the sigil it gives you understanding, that will happen if you don't already know what it means.

This is to summon the aether to here as for it to effect. As to change the symbol the minute that you see it or you allow it to be the same. You can use a free hand rune or sigil to draw it. To draw the rune or sigil of knowledge, causes it to occur a summons of an aether effect. To add to the symbol that you see and that is which you add to the symbol you decided on, you decide what the meaning is, an after or before. Or, decide what the meaning is of the new rune and then change the symbol of knowledge in your mind to it. To imagine the color forming of the element of aether in the area, then think to it what you want or just feel its effects will get results as well. Aether may draw on the experience you have, and give you a symbol of what you know as its also glimpsed from the aether after this.

Aether can influence void. Where aether is the layer that contains all information about the physical, and about people. Its also a source of information and the universal consciousness. Finally aether can influence the other elements and you can sometimes get aether to change the past, to make an effect of the future present. Again, its a source of information and the universal consciousness.

Aether is referred to by the planes of existence outside, but they are also inside your mind too. As the consciousness works as a portal, you can change its frequency like a radio to enter these different planes. Then you can think of what is desired and feel it occur, or think of the color and imagine it forming or pulsating into the object or possible event through manipulated elements. The aether is more like a higher layer of encrypted and stored information, and its usually never changed by the typical individual, not directly. The aether is the roots to what happens in the physical world, and the spiritual worlds too, so its somewhere on top of it all.

The aether contains streams and rivers of elemental forces, the spiritual energies of fire air water and earth, and the directions of these rivers and streams indicate the things moving in the world beneath it.

But, everything on the aether is made of the same energy, the aether energy, which would be comprising the 5th element. The aether energy takes form of different things as we go there, adapts to our mind to show us symbols so that we can understand what each thing represents.

The symbolic color of time is gold, and space is silver. There is a golden river of time that is running through the entire aether to indicate that the world is always moving. The aether is also symbolically the roots of the world tree, Yggdrasil, in germanic mythology. But the world tree is also symbolically the consciousness we have. We climb the tree to the world of the gods by shifting our conscious frequency, into higher dimensions.

There are different symbolic colors of the elements as well, where the symbolic color of fire is red, the symbolic color of air is very light blue or white, the symbolic color of earth is brown and green and the symbolic color of water is blue. The symbolic color of lava is red brown or purple violet, the symbolic color of ice and cold is light blue, amongst others. These colors are in splashes, sometimes together, in the aether.

The practice and philosophy of those who deal with the aether, is that through knowing the aether you can know the physical world, because you can see the cause for everything that happens in the world by symbols. So one small change in the aether can do great changes in the physical world, if you know how to do it. By Djihin.

[Beginning](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

These are actually elements that are considered elemental energy types. Where their is the normal elements, here are their negatives.

Negative elements are:

The negative element of earth is void, considered black earth, by me. Void is nothingness and a negative of earth. This can combine with other elements, that allows this to form new ones. You can use this to protect yourself by forming a barrier to absorb the energy cast at this point or think to attack with this idea. When used for attack this element incinerates someone as that sucks the life out of the victim, leaving ashes. Its considered by some monks, the storage place of things that are destroyed. You can also remove certain properties of anything you'd want by the imagination of that element being removed and using void. Void in another aspect is negative in its nature, so if you visit the void earth then you would see a negative version of earth that's without limits and with negative values.

The negative element of fire is black fire which allows for instant incineration of anything you will it to touch. It's formed from fire and void. Black fire is sometimes considered as just another variation of fire. It also can resurrect someone or restore something you direct its energies at. Black fire can dispel the death of the person if focused on destroying the death.

Waters negative element is black ice. Black ice forms from elemental water interacting with void. This be where void strips away its nature. When its stripped, its an opposite form that melts at absolute zero and reforms when elemental water heats up. Its actually hot in its nature and in an environment. That element is black in color and makes things, including itself, unseen and sometimes opposite, where body parts that happen to touch by the point they disintegrate. This element can store unlimited spells or energy programs, that's if this element can be harvested as force. This looks like a constantly reforming black substance and can draw its properties from void, while this keeps some properties of water, all thats kept is its flowing nature. And yet, its not flowing as its also solid.

Air's negative element is space. This is the physical representation of void. Some consider space an idea, not even an element, energy type or similar, but this idea can be an element of emptiness that contains other elements. Space is infinite whereas air is contained. Space contains things such as earth elements. Space has vacuum which sucks a person dead as when air supports people on a planet. Compress space into energy and you get a warp field that can be turned into a black lightning effect or a Void Gate that can bring you anywhere. Only the worker can dispel his/her shield.

Black lightning incinerates when this elements hits a point where the victim is near, this element hits is as if against the eye that perceived the event. This energy of the element always hits and that element never loses energy. Any energy cast at this point you imagine and is near the point of feel, only dark energy strengthens this element and only the worker can dispel their attack of black lightning. This lightning comes from space and energy fire. This energy is manipulated by the brain waves and created in form by what you do.

Aether's negative element is ether. Ether resides in the etheric and is the spiritual element, otherwise this is the active element. The etheric is with chaotic and spontaneous creation of imagination, that's where all ideas are first created. Then the idea get's reinforced and goes lower and lower in frequencies such as the astral, then manifest is done in the quickest way possible on the physical plane. Ether is part of the fundamental principle of magic and manifestation in general. So think what you want and you can get what you think by need.

This is done in a way by what you do, that is focus enough and what you imagine happens. Otherwise the more you focus on an idea, the more chance of this effect happening by dark energy response to your brain wave focus. Ask the spirits to guide you for better results or feel and think what you want to happen when using ether, think to always get the act you desired. However where aether responds to your imagination through dark energy. Ether responds to the mind and thoughts with feeling and is instant. Ether works with you as you desire.

You can focus the spirits to aid in anything, that is sometimes done for a better result. As this is with the etheric plane, this is where all our imagination manifests. That then is where the creation of our lives begin. This includes forming any object. The physical world is inputed as ideas on the ether, that manifest closer and closer to the physical.

If the spirits are angered, they won't do anything at all. Always thank them afterwards, if you got a service from them. Aether is very similar to Ether as it too can influence void with the meta or mind influence. So think and you can get a generated result by what you think about. This casts forth your brainwaves as a thought wave is with perception, that usually has an answer by feel.

Due note: After this point there is only the 4 elements in its different forms, plus its mixes. So unless your specializing in elemental energy types, you don't have to read after this point on the elements.

[Beginning](#) [<<<Previous](#) [Next>>>](#) [End](#)



[Back to the index?](#) [Return to the School](#)

Inverse Fairy Elements are:

Inverse earth can affect the meta energy flows and is considered Magic. To manipulate with the inverse earth means you can affect others by thought alone. This is the best energy to play with for enchantments. This elements heightens anything it's used with.

The inverse lava is the lava of meta infusion. This lava will be at any heat the caster wills, but it's heat will heal the body, mind and soul. It's heat is infusive.

Inverse fire is a non burning fire, yet it still heats. It's blue in color and uses magic to feed itself. It lends strength to the mind and soul by giving strength. The flame is restorative in purpose. This element heightens anything it's used with. It can be any temperature that the caster desires, and can absorb any amount of life that the caster desires. The other names are 'astral flame' and 'eternal flame'.

Inverse firewater grants the user an undestructible nature. It regenerates any body part. Makes the person unkillable as it eats the damage. It heightens the sight of mind and can use any source to keep it working. Its the hot firewater of immunity.

Inverse water is water that is not water. Another name is faery water. It's apparent by touch and sense and it heals on touch. It cleanses negative and positive energies. If you drink it you become immortal. You cannot see it. This element heightens anything it's used with. Cast a spell near this water and the spell is stored as an enchantment, and can Change something from within.

The inverse ice formed by interaction of inverse air and inverse water can increase the caster's strength by 10% to 120%. It depends on how pure it is. Used in a drink it will empower the drink. Use it for enchantments and it will increase the enchantment's effect.

Inverse air is air that is not air because it is metaphysical in sense and like mist. It restores and youthens the body that breathes it and makes a person immortal. A mass spread effect of inverse air affects everything. This element heightens anything it's used with and can be called Faery Air.

Focus a lightning effect and you make an attack of a youthening effect. This lightning comes from faery air and energized fire buildup.

Other combinations be:

Faery earth water is magical healing cleanse oil. This type of magic oil is the type that heals and cleanses an area. Not just yourself. It can form on intent and idea spoken about it.

Inverted faery earth air is magic metainfluence gravity. The gravity influence, of what be desired by intent. All one needs is to focus their will and desire through intent and the influence or magic meta, to make occurance easier.

Firey faery air be Blue fire meta heat. This is where you focus your will through intent and heat things up, near you and away from you. As you influence things to become existant, the area is with a blue glow, too.

Faery water and inverted earth is a type of mud that be considered healing and cleansing, as it causes magic.

Faery water in inverted air is healing cleanse influence. This combination be whatever you want it to be, as in influencing idea as it cures and heals and cleanses.

Furthermore..

Magick is the cumulative results of the inverse elements and is like Aether and Ether. Magick has the possibility of reaching any place of existence. It can affect any place of existence. It can do anything that you can imagine. It is pure meta energies of the Astral Plane. It guides the rest of the elements. This elements heightens anything it's used with.



[Back to the index?](#)

[Return to the School](#)

Adversity Elements

Adverse Earth is the pass-through element. Use of this element allows for bypassing anything with the effect of choice. Makes shields that are impassable by any spell. This element is fought to made to work, as adversity is used to fight. Another name is passthrough.

The adverse lava is the lava that can phase moments. When using this lava there is a phase change to everything around it. It can melt anything as it's 500 degrees kelvin or more in temperature.

Adverse Fire is the fire of change. Use this fire to make changes through imagination. This fire does not burn. It can heat up anything. It's up to the caster how hot it is. This fire is unseen but felt. It's other name is change.

Adverse firewater is the changing absorption firewater. Its the water that cures any disease. It can change anything while it absorbs the properties. To drink it you become able to take any damage while it comes on you. Will the damage away.

Adverse Water is absorption. To use this water you absorb anything that is energy. Bathing in it absorbs scent and sometimes memory. The memory comes back. When you drink it, you can absorb all energies. The water of absorption is a boon to any defense. This water is unseen.

The adverse ice is the absorption remaking. Make this ice to cool off drinks and make changes while absorbing until the event is done. This ice is unseen.

Adverse air is remaking. Use the air of remaking to make events as you want. Use imagination to remake the event. Use the air of remaking to make things work again if broken.

You can compress adverse air into adverse lightning and make a person appear as if said person never existed. This lightning comes from Remaking Air and Energy Fire.

More combinations be:

Adverse earth water make pass-through absorption oil. This earth and water combo, makes oil that allows you to pass through things and absorb nearly anything you'd desire. It also allows a passing through of others absorption.

Adverse earth and adverse air makes pass-thru remaking gravity, where it can cause you or another, to pass through energy and do a remaking of events or idea, in the presence of the gravity.

Firey adverse air be change remaking heat. This is the heat that causes change and remaking of things that it affects.

Adverse water and adverse earth makes a mud that causes absorption of a pass-through effect. This mud can spread everywhere, where anything near it can feel grainy, suddenly.

Furthermore..

Adersity is the effect of all four elements and if one can control adversity one can control life. Adversity is also events that take place. Its' effects are everywhere.



[Back to the index?](#)

[Return to the School](#)

Manipulation Elements

Manipulation Earth is called the earth of Charm. It is the life blood of the manipulation effects. Use this to manipulate and control any effect, person, or object. This element can guide any effect or person to do what the wielder wants. This element is undetectable except by the controlled person. This element works well with reverse time.

Manipulation Lava is the charm mutation lava. It will charm anyone near it to destruction. It will mutate anything near it as it moves. This lava is extremely dangerous. It burns at 600 degrees kelvin.

Manipulation Fire is also called Mutation. This fire can change anything to anything without ever being detected. When it works it is like the person was never changed. Thus the end point of the change is like it was always that way. Objects are the same way. They can start off one way and end up another. This fire has no heat and will not be visible. It is felt by the mutated.

Manipulation Firewater is also called Mutation Control. With this water ye can combine anything with anything at a distance. This firewater is undetectable and changes things fast. Another idea is it contains heat if drunken.

Manipulation Water is also called Control. When this water is used you literally can make anyone do something. All one needs to do is call it into existence. The water will know. It has no flavor and it has no substance except for essence. You can cause fear with this effect.

Manipulation Ice is also called Controlled Domination Ice. It has the normal coldness of ice yet it will control and dominate anyone who drinks with this ice. With the wielder's direction this could be deadly.

Manipulation Air is also called Domination. It is the air that is breathed and can dominate your mind. People use this air to make body switching happen. The mind dominated can make it easy to change to a new owner. This air is not detectable except by the controlled.

The victim of the lightning attack formed from this air will become dominated. This is from Domination air and Energy fire.

More combinations:

Manipulation earth water is charm control oil. Its seeming as to control charms by suggestion, this oil allows it. Spread about, it makes the charm easy to control and dissipate.

Manipulation earth air is a charm of domination. This is a lesser form of domination charm, can make charming of another, to dominate them by earth, is some degree.

Firey manipulation air is considered Mutation Domination heat. This heat allows mutation domination and control, by thinking of the idea and the person.

Mutation water and mutation earth is control charm mud. This mud allows you to control a charm, with suggestion and spoken words.

Manipulation air with manipulation earth is a domination air charm. The domination charm that is greater in effect than the charm of domination. Where, it makes control of another by domination with air charming.

Furthermore..

The total effects of the combined elements may lead to Evil if not controlled. Thus, you need to have the effects you want in mind before using it. Then firmly control its power. Only then will not turn into a demon. These elements are also the invisible elements.

[Beginning_](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

Stealth Elements

Concealment is the element of stealth earth. It is the act of hiding using earth. To use this element think of not being seen. This element is not detected as it will conceal everything the wielder would want. To define the moment of Concealment is to make use of the element.

Cloning Concealment Lava is the stealth lava. This lava will cover a landscape in minutes as it makes more of itself. It is non detectable. There are very few that can outrun it. The temperature of this lava is around 500 degrees kelvin.

Cloning is the element of Stealth Fire. Use this element to make perfect copies of anything. This element is useful for making unlimited amounts of money. Thus Cloning is unseeable except to the person who clones. One can even clone themselves.

Draining is the element of stealth water. Use this water to remove any evidence of the energy that was there. Remove energy from a clog and you clear the drain quickly. This water is useful for removing bindings. The element of Draining is unseen and is only a force.

Remove illusion ice is stealth ice. This ice will allow you to be seeing right through illusion. Drink with this ice and you've imbued yourself to see past illusions.

Illusion is the element of stealth air. Use this element to make make people believe in the fact of something being there but not there. This is is truly an amazing element. It is seen as the person believes it is to be. Anything formed with this will be an illusion.

The lightning formed from this air will be an illusion. This illusionous lightning comes from Illusion and Energy fire.

More combos be:

Stealth earth water that is concealment stealth oil. This oil will make concealed stealth easy.

Stealth earth air is concealment illusion gravity. This type of gravity is generated by the self, and will cause concealment of illusions, in the area.

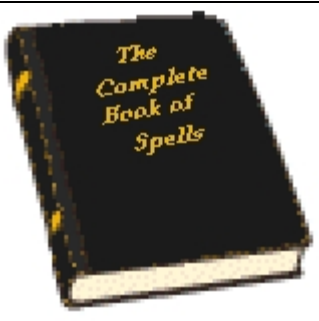
Firey Stealth air is cloning illusion heat. This heat be with the effect of cloning an illusion that be near the heat.

Stealth water and stealth earth is draining concealment mud. This mud thats applied or flowing in an area, will cause an effect of draining a concealment. So you will see the area, much more clearly.

Stealth air with stealth earth is illusion concealment. This is the air effect of illusion concealment.

Furthermore..

Stealth is the combined effects of the four stealth elements. It is the thief's best friend. Use it to best effect for hiding things. One does not want to find themselves caught or sometimes bad things can occur.



[Back to the index?](#)

[Return to the School](#)

Dark Elements

Space and Earth is Dark Earth and is the Shadow element. Shadow can drain on touch or at a distance and is a live force given power by earth. Shadow can remove things without notice and it would seem like it was never there. You can move with shadow and go places or see with shadow. A shadow attack is always ended in death. Shadows prefer dark places and they make the area dark if they visit. Then when they leave, the area has light and the area power back again.

Shadow Restoration Lava is the lava that sends draining shadows with strengthens dark beings while it burns with heat. Dark Lava is black in color and has no heat except that in which the person thinks it has. It has no substance.

Restoration flame is Dark Fire and is truly amazing to see. Dark Fire is seen as a black flame without any substance. It supports shadows and strengthens people who use shadow. The flame itself doesn't actually exist on this plane of existence but in the shadow realm itself. It regenerates the dark beings that include liches, shades, shadows and dark mages. This element will give peace to the one who looks upon it.

Restoration Substance firewater is the firewater that is what restores and no drugs or thought substance. Even if its in use you destroyed it and restores itself or things you use can disrupt their own operation. This firewater bade in the firewater realm or not if used to create with by will become self-restorative of in and of itself. Another name is regenerative materia.

Substance water is Dark Water or dark night energy thought to water. With dark water one can in use thought make anything that is imagined. It keeps its form however long the wielder wants. There is another as their in idea that true to your feeling, hurt or not hurt is true to your feelings is no drugs with this if the use then your use is energy and you feel nothing to do. It can keep on reforming until it disappates in the sun. It cannot be in direct thought by sunlight unless formed into a shape. It is not fully strengthened by darkness and Dark Chi Flame. Dark Flame will kill those of good alignment and those, this is more useful in blood and that abuse is the area energy that makes by influence are dead. This is by the nulled backlash effect that comes from a return idea set by Death and ruled by Hades.

Substance Cloaking Ice is the ice that can cloak the person even in sunlight. One drink with this ice will make the person unseen.

Cloaking air is the Dark Air. This air will cloak any person in dark energy or object, that the caster desires could disappear until the dark energy is thought gone. The cloak literally drapes the person or dark energy object in shadow until they aren't seen. Thus the shadow cloak will last in dark energy by dark dark places and sheltered areas. Sunlight will disappate it. This is a point in the energy, that you create in idea the point that you do.

The lightning formed from this air will be hidden and kill on sight. It comes from the Cloaking air and Energy mixed in dark energy fire.

More combos be:

Dark earth water is shadow substance oil. This oil will become very unique, as it ages, for once formed, it can cause corruption and empathy. This be the substance of shadows, where it is in oil formation. It starts out, by being spread and it causes ability to appear, along with some dark suggestions that come from nowhere.

Dark earth air is shadow cloaking gravity. Similar to the stealth earth element, it seems to use gravity to cause shadows for cloaking people and things.

Firey dark air is restorative cloaking heat and is as the effect is suggested. This heat will cloak the person or thing in a restoring substance, that acts in an area when darkness is there.

Dark water and dark earth is substance shadow mud. As it dries, it does the same as shadow substance oil, except its not oily, there's muddy shadow substance instead.

Air with earth is cloaking shadow substance. It forms where you intend and when you focus it to exist, then causes cloaking through dark air and shadow substance through dark earth.

And furthermore..

Dark is the dark energy element of what exists in the universe, some darkness is a part of this. That represents all the Dark elements. Thus this is nightfall that can allow for shadows to exist. When Dark is used, this is undetectable and the choice element of magic users.

[Beginning_](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

Light Elements

Life is the Light earth element. Using life you can resurrect and restore a person or objects. Life in itself brings hope and resistance to any spell or destructive feelings. Feeling Life you must keep balance. If no attempt is kept then there is Chaos. Life can restore memories and the soul. This is an element of self-determined growth. If one controls Life one controls balance.

Life Light Lava is Light Lava. This is the only lava that will restore people while it flows. It brings spell resistance that aids in spell fights. It also brings an unnatural light to the area. Life Light Lava will raise people by infusive heat and it burns at whatever the caster wills. It can melt people or objects in an attack. This is only found as a usable source.

Light is Fire from the earth and the sun. One sees Light as a way of Sight. Light can dispell shadows and banish bad enchantments. It can recharge one the more one works in it. The Light is a force of guidance that will aid in darkness or day. This force will always aid in winning a fight. Focused light can hurt anyone. One can travel using the Light.

Positive Light is Light firewater. Positive light serves as force and electricity. This force force can cure or heal as well as cook with the right amount of force. Recharge is possible with this force. Another name is electricity or bioelectricity.

Positive water is the Light Water element. With this water one can revert insane people to sanity. One can make resurrection possible with the thought of raise while administering the positive water. Using Positive water with items will make the item charged. This is the miracle water that can do anything. It looks like normal water.

Positive Heat Water is Light Ice. Light Ice is the ice that is warm and positively charged. It keeps it clear form by the magic of the Light. The use of this ice will infuse a drink with a powerful curative. If other enchantments are in the water the ice will enhance the positive and banish the negative spells.

Heat is Light Air. This comes from Fire and Air. Heat grants mages a power source. It is the key to staying warm. Finding warmth in the night is to use fire that transfers heat particles to the air. Heaters also deliver warmth. An infusion of heat can enchant an object faster. Using an object in heat will strengthen spells. Casting spells in heat will make the spell stronger. Heat travels on a convection current.

The lightning from this air will form with a lot of heat and strike with deadly force. This lightning comes from heat air and energy fire.

More elemental combos:

Light earth water is life positive oil, wherever this oil is, theres a life positive attitude and positive energy, that is there as a source.

Light earth air is life heat gravity, that is self generated and spreads the heat of life.

Firey light air is light heat. This is the heat of the light that be near and is in the area.

Light water and light earth is positive life mud. This mud causes you to tink of positive life idea and do positive actions.

Light air with light earth is heated life energy. This is the arguement energy that can cause arguements of many sorts.

Furthermore..

Sunlight is the cumulative effects of all the Light Elements. This is the Solar energy that powers the human body. The power of the Sun is that which one can use directly as a power source. Transform into a Sun Dragon to make yourself invincible to attack. Used as an attack, the Sunlight can incinerate an attacker.



[Back to the index?](#)

[Return to the School](#)

Strife Elements

Chaos is space plus ether and is also Strife Earth, as it uses ether to create events in space that is multitudinous. The more events created, the more chaos is there. The more negative there is. Chaos also warps and changes anything. So, you can use it to morph things, warp effects, power yourself and others, or as a shield to bend attacks or spells.

Chaotic Destruction Lava is Strife Lava. This Lava will destructively kill and morph things as it flows. Its temperature is 700 degrees kelvin. This is called by the caster of spells.

Destruction Fire is Strife Fire and will destroy anything in its path. It is fed by destruction. This includes incinerating objects or attackers. Burning from within to destroy the victim or object. The Strife Fire will only cause more destruction and it is fed by destruction. .

Destructive abuse is Destruction strife fire water. This water will mesmerize, cause divorce, make messy events out of fear jealousy misunderstanding and abuse. This water is called ugly argument.

Abusive water is Strife Water. The water of Abuse will cause disturbance, destructive behavior, and stupidity. It will also cause poor coordination of body. Bad words at any time. Disturbance of spell casting and purposeful destruction of projects. Abusive water is also called water of corruption. Abusive water is seen as normal water.

Abusive Collision Ice is Strife ice. The ice looks like normal ice and yet will kill the victim who drinks of the drink with this in it. Strife ice will bring panic attacks within minutes. It will then turn the victim upon said victims friends and then uponst said victim from within as the killing stroke.

Collision air is Strife Air. This will attack by many means the people around. The attacks include objects. This is the perfect shield that will kill an army and leave the wielder in peace. Collision air is called the strike air.

The lightning formed from this air will make quite an impact before it hits. The victim could die by being near it. This lightning is formed from Heat air and Energy fire.

More combos be:

Strife earth water that is chaotic abuse oil. This oil spreads and causes a chaotic activity thats abusive. To be avoided, if you can.

Strife earth air is chaotic collisive gravity. The gravity of this self generated type, be to cause chaotic and impulsive collisions.

Firey strife air is destructive collision heat and it can make any destruction from a collision.

Strife water and strife earth is a abusive chaos mud. This mud be spread and is generated from the self action. Its made on intent and idea to be done and then formed as a muddy action. Its interesting and to be avoided as it causes abusive chaos.

Strife air with strife earth is collisive chaotic war. This is sometimes unavoidable, but it is very bad to get caught in this wind.

Furthermore..

Strife is the ultimate element of destruction and the cumulative effect of all the strife elements. It will destroy a victim or object and determine the best method to destroy by itself. Use this as a source and you will find yourself stronger. Assasins make use of strife. Another name is the Strike Elements.



[Back to the index?](#)

[Return to the School](#)

Imitation Elements

Imitation Earth is Power earth. Built up power makes order and positive action. Use this earth to power yourself for anything that you'd want to happen and make order from that power. This Power allows you to use the earth as direct power as if through a link or focus. Power any device or yourself through a core tap idea much like the sun. This power is like electricity and gives a sense of self.

Imitation Lava is Power Copying Lava. This lava will spread itself across the land and spread power waves while doing so. It will literally cause malformed copies of anything near it. A wielder can use this to create power items.

Imitation Fire is Copying fire. Use this fire while imagining another duplicate of the item or person beside the original to make a copy. Thus you can copy anything but it will be flawed in some manner. This fire gives no heat.

Imitation firewater is mirror copy. Use this firewater with care as ye can clone a mirror image of a person or yourself. Copy anything with it and attempt to make a clone of yourself thru this element. This is very useful for fighting yourself for alot of experience. Another name is mirror image.

Imitation Water is Mirroring water. This water can mirror anything that is living. If made to look like you it will copy your actions in every way. The Mirroring water will also be able to copy object form actions. This is useful for copying voice everywhere that you want it heard from another location. The Mirroring water can ultimately be used for simulacrum. The exact copy of yourself except somewhere else.

Imitation Ice is Mirroring Sharing Ice. This is the ice that can copy the actions of and look real because it shared the properties of the object or person. The drink with this ice in it will give you the ability of a doppelganger. This ice is unstable and looks like normal ice unless used to create a perfect simulacrum. It can also formed doppelgangers.

Imitation Air is Sharing air. Use this air to share any property. The properties of any object can be shared by focusing on one item or person and thinking the properties in the other item or person. Thus you can copy the properties of anything.

The imitation lightning air formed will give you the victims attributes as it strikes. This lightning comes from Sharing air and Energy fire.

Further combos of this elemental group be:

Imitation earth water that is power mirroring oil. The oil that is spread about and becomes able to mirror powers that are in the area and becomes a shadow of that power.

Imitation earth air is power sharing gravity. This gravity can be safely generated using a magical object. As, it shares its gravity of idea and whatever power is placed in the object.

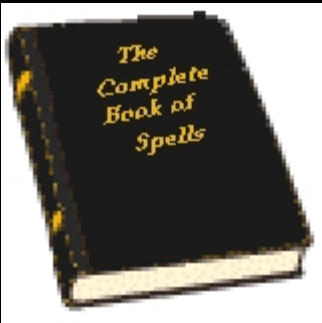
Firey imitation air is copying sharing heat energy. This element will cause a copying and sharing heat thats energy based and hard to dispel.

Imitation water and imitation earth is mirroring power mud. This mud, once created, will mirror a power and make what is coated in it, to be be like the power that be.

Imitation air with imitation earth is sharing power energy. This is like the power sharing gravity, except it does things oppositely, as this element first shares and then causes power to be shared by an air-like effect.

Furthermore..

Imitation is the cumulative effect of all the imitation elements. Using these you can perfect the arts of Illusion. This will also save your life when attacked. The hologram is the ultimate illusion.



[Back to the index?](#)

[Return to the School](#)

Additive Element

Additive earth is Glamour. This is the element that will form another form over an existing form Make anything appear as something else. Try to focus the image over the image and give it your life force to make it happen. Think of the property of mind to enchant with and visualize the effect in the person or object. Then give of your life force to make it set with the word lock.

Additive lava is Energy Glamour. Use this in force craft as making a glamour permanent through Heat infusion. The Heat of this lava causes a permanent glamour change. This lava can only be used as force.

Additive fire is Energy. This is the manipulated force that will add to anything at your will or make an effect that you want to happen such as a force field. Amplify any effect or spell, that you want. This is the guiding force of Force Craft and Jedi abilities.

Additive firewater is energy adaption. Energy of this sort adapts anything to mask items. One can cloak anything with this as it will change the nature of the object. Use this firewater to change the words on a written page as if it was never changed. One can change even a contract with the suble firewater energy. Another name is masking water.

Additive water is Adaptation. This water will cause literal instant acceptance of the situation and manipulation of the moment for the wielder. Use this as a force to get over problems that won't go away. Make the dissolution of nightmares and stress possible through understanding.

Additive Ice is Adaptive effects ice. This ice will cause effects that make the person accept the effect shown as natural if used in force craft Additive Ice will make the drinker of the drink with this ice in it adapt to any situation and accept any event of effect as natural.

Additive air is Effects. The air of effect is to make a moment happen When imagined the the effect of choice will appear as the caster wills. When the caster imagines the effect it will make a drawing of energy from the element represented.

The lightning formed by this air compressed is showy and deadly as its formed from force and compels if not killing. This is lightning formed by Effects air and Energy fire.

Further combos be:

Additive earth water that is glamour adaptation oil. The oil, that once spread, will cause a glamour adaptation and this will change the glamour. To, whatever you would like it to be adapted to.

Additive earth air is glamour effects gravity. This is self generated gravity that causes the lamour effects, as though it were done, by the mind and withought you knowing.

Firey additive air is energy effects heat. This heat be the energy effects source, when there is heat, the effect can come about more easily.

Additive water and additive earth is adaptation glamour mud. The mud spreads itself about and causes an adaptation to the glamour effect, thats whatever is spoken and thought on and near it.

Additive air with additive earth is the effects of glamour energy. This element combination represents the effects that glamour energy casts about. Whatever they be.

And furthermore...

Additive Forcecraft is the full collaborative effect of all the Additive elements. The effect of Additive is to make effects of Forcecraft. Make any effect visible or invisible with force craft and use all the the other elements with it if you want. Forcecraft will pull the other elements into service.



[Back to the index?](#)

[Return to the School](#)

Subtractive Element

Subtractive earth is Unseen. This is the force of unseen change. The unseen changes will be undetected if not looked for. This can be anything dark energy to casters will through imagination or desire. One can make anything happen dark energy wise and this will be undetected.

Subtraction lava is Unseen Reverse. Use this force of lava dark energy to heat yourself and to force a removal unseen. When this lava runs along the area ground it will undo any anything in the area. The heat of this lava is decided by feel upon detection by the wielder.

Subtractive fire is Reverse. The power of Reverse is the power of dark energy to render any attack effect opposite. Thus one can also make a negative effect by dark energy positive or vice versa. This will only effect what the caster desires and will dark energy to make a suitable shield. Make behavior modifications by this force. This is only a force to be used.

Subtractive firewater is Reverse Undoing. Use this firwater of dark energy to undo while reversing events to wipe the event from history. The usage of dark energy by this always leaves a storm while in effect so another name is erasure firewater. The element is responsible for this, think to use the elements carefully and you avoid a storm.

Subtractive water is Undoing. This water will make anything as if undone when used with feeling and imagination. There can be feeling manipulation by dark energy of the Undoing force as well. Make mistakes disappear with the use of this force. This is only a force of water like vapors.

Subtractive ice is Making. This ice when in effect as a force an will make, the item return that is imagined as if by will to desolve the tissue. You can cause the muscles to spasm or disollution in the upper worlds. Think to make an effect or event come as an idea back as if the caster wills things to exist. Make any event or item with this force. Sometimes when in thought this when making it alerts people.

Subtractive air is Nothing or Dark Matter. Dark matter supports 51% of the universe and is unseen, that is where dark energy is the energy of the unseen universe and accounts for 46% of the energy of the universe. The power of Nothing is Dark Matter manipulation or dark energy. This power will support everything and create anything, that your brain thinks to create by idea with brain waves sometimes in response to what is there. Call forth a lost memory by thinking about the idea and the idea could form if the one so desires. If the idea appears, then things work the way that you wanted. If not, then the idea is not there.

This is called a full manifestation. This Force is a great storage device of everything lost or destroyed. This force of dark matter and dark energy is controlled by belief or Forcecraft. Forcecraft is what you think and the idea manifests somewhere, this can be where you think to look if you need the idea close by with feel. That could be anywhere you think to look with feel, otherwise that is your spirit senses and this is realization from soul insight that I learned this was a point from where I observed there.

The lightning formed from this air by compression will make dark energy happen the person to do nothing. It is formed from Nothing air and Energy fire.

Further elemental combinations:

Subtractive earth water is unseen undoing oil. This be the oil that causes unseen undoing of actions and events.

Subtractive earth air is undoing dark matter gravity. Dark energy creates what this be, the gravity of dark matter thats undoing whatever is near.

Firey subtractive air is reverse nothing heat. This be the reversing of events and by a point in seeming nothingness with heat.

Subtractive water and subtractive earth is undoing unseen mud. This mud is enchanted by the idea thought to this point, that is a point of 'undoing the unseen'. This is spread about activity or allowed to spread idea,

that is a point you imagine and this undoes the unseen to your actions.

Subtractive air with subtractive earth is dark matter undoing energy. This is the energy of the darkmatter and is similar to void energy. This dark energy causes an undoing of events by this energy effecting or affecting the area.

Furthermore..

Subtractive Forcecraft is the art of subtractive weaving. This is the collaborative effort of the entire Subtractive Elements. The Subtractive dark energy art is a solitary art that will literally bring the weaver to power. Abuse is done sometimes and possible so do not overuse this or you may get bad results by resolution. This is a point in the past that I remember the area and the idea, what happened won't seem to occur again as the one responsible is dead so I think that the abuse is over.

[Beginning_](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

Indirect Elements

Indirect earth is Anti-magic and is the magic of iron. When dark energy is used, this is used by will and indirectly can effect everything. Focus and imagine the effects so dark energy actions that are to happen, occur. Seeing to focus try to think of the element. This is unseen and sometimes undetectable magic.

Indirect lava is the Anti-magic Time. This is the time of motions and thoughts. When used it will make moments happen anywhere in the spacial plane. This has dark energy with no heat except for background radiation. Thus this time flows backwards. Stay dark energy in this only as long as one dares.

Indirect Fire is Time. Time comes from Space and Aether. The combined effect make Astral energies. These energies create the time effects. Time is the change by dark energy of event and moment in a persons lifetime. Thus time is the moment of change. One can manipulate time, change the speed of attacks or moments by speeding the moment up or slowing it down and thats the time of effect. The actual element is the used idea, that you have and this exists on a plane or planet of existence with a higher vibration. That you have to think about to see.

Indirect Firewater is time death. Usage of the timedead causes death of the moment you don't want as it happens. Getting the moment right is easy with the timedead firewater. Another name is timely death as a life is a death or considered, nothing in life to create with as life can seem better if allowed to create or not as life was understood as what you think. Death in a moment was nothing except a stepping stone and other things that are else to what you thought, created by te notion and this is nothing if not thought. This is a point that I like to say, death is a passage of the soul and spirit to a much better place and time.

Indirect Water is Death. Death is Voids indirect reaction to dark energy life. It leaches and causes decay. Death can be used for raising by destroying with dark matter and matter energy the death. This is the force that kills with no mercy. But one can cheat the death by many means. Disease and Pestilence come from the interaction of death with life.

Indirect Ice is the Death Change ice. The ice of death change by dark energy is just moments when the time comes for people to die. This can be anytime so by dark energy this ice is very effective. That has no temperature except of etherical coldness. When the time for death comes this is the moment of death change ice that causes things with the element. The element is the thing that you think, then you know and you realize what and why the element exists for by feel. This has no other reason to exist.

Indirect Air is Change. With change there are events and moments. The moment of life is change itself. When change is influenced one must be willing to accept the responsibility if questioned. Thus face applies in which one can lie straight faced. Yet it would still be counted honor. Find a reason for change by dark energy and the action is not questioned. This dark energy is questioned though, the brainwaves are usually what give you the answer from dark energy. So when the brain receives a response by sensation and you realize the idea, that is done by the soul insight through the spirit that goes through everything.

The person who gets the lightning strike formed by this air with dark energy will change by the casters will. This is formed by Change air and Energy fire.

More combos be:

Indirect earth water that is antimagic death oil. This oil be the cause of antimagic death effects where this is applied. As this can be an applied direct force, think of the idea and you may get what you need.

Indirect earth air is antimagic change gravity. This gravity be caused by the antimagic changing the nature of the item or person. The effect on a person is thought to be more stronger and yet slightly deteriorated.

Firey indirect air is time change heat. This heat causes a time change effect, of whatever you think of, this is seeable in the area you placed the energy type of element.

Indirect water and indirect earth is death antimagic mud. This mud can cause the death of something its on, that's by antimagic influence.

Indirect air with indirect earth is change antimagic energy. The energy itself can suddenly cause change in an essence of nearby people or things, through antimagic.

Furthermore...

Indirect is the actions of indirection. This is where the dark energy actions are done and never noticed until its too late. The actions can be caught by feel and changed so this is never too late in truth. Another name is wizardry. Wizards by idea are the primary users of indirect actions.

[Beginning_](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

Corruption Elements:

Corruption earth is Knowledge. This is the root of all corruption. The other name is power of corruption. To use this power is to control or guide those not knowing. To find knowledge is a harrowing task.

Corruption lava is Greedy Knowledge lava. This lava will bring fire to the power of control. Corruption lava will make most people do anything to gain the grasp of power. The information pull s them in and makes the pull undeniable. People will always want more. Sometimes the person will go to great lengths.

Corruption fire is Greed. The fire of greed is the moving force of change behind the corruption. To know is to find power. The power of controlling is another nature.

Corruption firewater is Corrupt Greed. This firewater is known for corruption by luring the enticed to an end designed by somone else. Thus the person becomes a puppet by lies, truthes, deceit and falsehood. The ideas of face are based off this which is false br> honor. Another name is falsehood firewater.

Corruption water is Corruption and can make two forms of itself known in two ways. Physical and Inphysical. The physical is actual corrupted water and the inphysical is the need for protecting and craving more for yourself. This is represented in politics very well. With water of corruption come disease and pestilence as in physical manifestation.

Corruption ice is the ice of corrupted control and will make people wonder why they sought power in the first place. This is the power of gluttony. One must watch for this or suffer the price. The price is the loss of control and the consequence is not knowing anything.

Corruption air is the Control Air. This is the power of control by knowledge and skill gained. It is knowing that you can do things. This control will give you self-esteem of mind. Another name is mastery.

More combos:

Corruption earth water is knowledge corruption oil. Spread this oil, using whatever means you intend to be effective. And, most knowledge that a person has, who's in the area of the oil, or even has it on. Will be corrupted.

Corruption earth air is knowledge control gravity. This is the gravity of knowledge control, to cause knowledge control, you get this gravity around you.

Firey corruption air is greed control heat. This heat causes the control of greediness and idea. Where, it is noticed and looked for. This element doesn't effect unnoticeable things, unless its in energy form.

Corruption water and corruption earth is corruption knowledge mud. This mud be spread and is able to cause corruption through knowledge being told near it. The influence is the key and the vibration of the words are the turning of the key.

Corruption air with corruption earth is control knowledge. This is knowledge that can be example or statements and its designed to control.

Moreso...

Lightning from air of control is the lightning that will control others by mastering them. Lightning from this is Control air and Energy fire.

[Beginning](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

Diversive Elements

The diversive earth is aversion. Use of aversive actions is to do something rude or disruptive to make the threat go away. Thus the actions you don't want to happen will be not done if the aversive behavior is done. Examples are to act out of phase or disrupt other people in small ways by being antisocial. Making activity around you impossible.

Avertive Diversion is the diverted lava. This is the lava that uses disruptive and diversive actions to make it work.

Diversion fire is the fire that distracts and makes getting near you difficult. To provide diversion is to make use of multiple tricks that put attention away from you. Use of these tricks are the main staples of diversion.

Hidden distraction is divertive firewater and makes long range distraction divert attentive eyes to aid your win. This firewater allows people to be unseeing of your activity even if upclose. Taking advantage of the moment is using this technique as you find what they don't look for. It is never seen as a distraction as this is also called unseen distraction firewater.

Water of diversity is distraction. The distraction techniques will make this element work. Use this technique to make enemies and people not see that one does things. The use of distraction includes using objects and traps set at certain times to attract attention not to oneself.

The ice of diversion is the ice of distractive displacement. Use this to displace any object or person to another place without notice.

Air is the air of displacement. This air can displace any object or person. Imagine the place to send it to and then imagine the object appearing at that place. This place can be in your hands or any other place.

Lightning from the air of displacement and energy fire is the moment of a dazzling light and a disappearing person or object. It seems like the person died or the object destroyed. In truth the caster put them somewhere of their own desires.

More combos be:

Diversive earth water is aversion distraction oil. This oil be on use, to cause aversion distraction. It can make aversion and sometimes distraction of the people who be near the element.

Diversive earth air is aversion displacement gravity. This gravity causes aversion to events and displacement of idea or actions. By the idea of what you want, you can direct the element.

Firey diversive air is aversion diversion heat. This is the heat of an event, that causes aversion to events and diversion to the facts and idea presented.

Diversive water and diversive earth is distraction aversion mud. This is a mud created by actions. It causes distraction and aversion, to the moment and by people being near it.

Diversive air with diversive earth is displacement aversion energy. This be the energy of the earth that causes displacement and some aversion, to the moment of the the displacement.

Moreso...

Diversity is all the elements in this group altogether. To use the diversity of the moment will make winning easy. Thieves and Assassins use diversity. Use these to great great effect.



[Back to the index?](#)

[Return to the School](#)

Vision Elements

Vision earth is the third eye. The third eye is the subconscious eye that can manipulate anything that is in existence. It does its own thing and will make the moment of existence for a person much more easier. This eye will counter all spells set against said person and it. This is a tool of the telepath.

Vision fire is Vision itself. Vision is the sight of the mind that allows for great things to be seen. Its visible sight and third eye sight which is the vision of the mind. Things in meditation can be focused upon as vision easier. Think of the works that with training the mind senses can be focused and honed to see. This is psionics and it provokes visions from within. Use this vision to see the future and events related to the self.

Vision firewater is Prescienc of the mind and allows you to see future before it happens. The viewer is often gifted of an event as it might happen of themselves or others when doing something. Reflection or Glimpse is another name for this as this firewater is reflective of events.

Vision water is the water of Sight. Sight is the moment of elements that consist in some part of water to induce sight. Thus to use sight one makes visions from without. Use this element with scrying of people or events.

Air of vision is mind. With the mind comes peace or disruption and panic. This air can also bring visions as one sees them in the air. These are sometimes called phantasms of the mind. One can be psyched out by the moment of disturbing phantasms. Mind is often used for the impulsive actions in someone else to urge the person on. Use mind to make moments of peace or disruptive panic. Another name is influence. This is a tool of the telepath.

Lighting of the the vision air is formed from energy fire and mind. This is the lightning of phantasms and will have the person screaming before it hits. Meaning the strike of the lightning will always hit because the victim or victims will be panicked into not moving. They will see phantasms in the mind.

More elemental combos:

Vision earth water is third eye sight oil. This oil causes your third eye to be sightful. Rub it near your third eye and on your forehead, to get effect. It may be invisible, to the eye especially. But, by imagining the oil being spread, will cause the spreading.

Vision earth air is third eye mind gravity. This gravity can be caused by the intent usage, and the third eye making the intent real. Where its to cause mental gravity and importance, on things.

Firey vision air is vision of the mind heat. This heat causes the vision to appear in your mind, of the things nearby, that you would want to cause a person to see. It is summoned by the third eye.

Vision water and vision earth is sight of the third eye mud. Basically, this element energy type will be a part of the mud suddenly, and where it spreads is likely to cause sight of the third eye, on thinking of the area.

Vision air with vision earth is third eye mind energy. This is a combination, of elemental energy types, that makes energy and this energy makes the third eye cause mental events, to be real enough.

Furthermore...

Psychic is all the vision group together. This element is the symbol of all that is vision. Being phychic grants you a gift of always knowing the events without being told. Most scryers, visionaries, investigators are phychic.



[Back to the index?](#)

[Return to the School](#)

Protection Elements

Shield is the earth shield. This element protects you from all hazards or disruptions.

An earth shield also reduces damage by a certain amount and removing the damage after. This element can be called a ward.

Shield Protection is the lava shield. This element keeps you absorbing excess damage and protects from all hazards. Lava shields also reduces damage recieve plus remove damage on the body and returns the damage to the atacker. Another name is the restoration shield.

Protection is the fire shield. This element absorbs damage and returns it in fire damage to the attacker. The fire shield will keep absorbing the damage plus removes the damage on the body. Another name is damage shield.

Protection prevention is the firewater shield. A firewater shield will ward away the damage and absorb excess energy to return it to the attacker. It can pass the damage to someone else. The protected of this shield is never hurt. A name for this is pass shield.

Prevention is the water shield. This shield acts by warding away the damage or danger leaving the protected unharmed. Water shields can be used to go unnoticed through areas or avert many destructive personalities. Another name is a preventative.

Prevention deflection is the ice shield. This shield causes rearrangement of any attack to be cast on the attacker meaning the attacker attacks himself. Ice shields can also prevent attacks by warding them away. An added benefit is the energy of the attack returns useful energy to the protected. Mostly the ice shield can be used to take out attackers as they attack. Another name is the rearrangement shield.

Deflection is the air shield. Air shields act by deflection of any element thrown at it and remove the damage if any. The air shield makes its use also to prevent projectiles from touching the protected person. Another name is the countershield.

More element energy type mixes be:

Protection earth water is shield prevention oil. This oil acts as a shield of prevention to that which its placed.

Protection earth air is shield deflection gravity. This element energy type causes gravity by actions that make up a shield deflection.

Firey protection air is protection deflection heat. This is the heat that causes a protection motion to deflect the momentary element.

Protection water and protection earth is prevention shield mud. This enchanted mud will cause the state of prevention by protection. In and of things and people.

Protection air with protection earth is deflection shield energy. This energy protects by causing an energy that starts of the aura and is by the soul. The protection is formed into a deflective shield.

Moreso..

Shielding is the group effect of all the shield elements. This is all aspects of shields that can work for you. The shielding of a person will protect until overcome in some manner.

[Beginning_](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

Language Elements

Understanding is the language earth. This forms the basis of all languages and makes intelligence possible. What makes this work is information. Gathered information makes ideas flow and understanding fluent. This element can be called intelligence.

Transition is the language lava. Understanding projection is the alternate name and this element rules transition of state. Any language must be transitioned to where it is perceived. This is using understood knowledge and a projected message to get across your meaning.

Projection is the language fire. When projection happens one sends his thoughts in the form of a message. Thus thought projection is immediately understood by the mind. There is also image projection that makes its presence known only to the intended person or group. This is also called telepathy.

Reaction is the language firewater. This is where the reaction on the projected message through translation water to make the message transferred. There are several obstacles along the way to reach its destination. These are distractions and blockers and can be overcome. Another name is the medium.

Translation is the language water. Translation effects through understanding the given and known information. One who understands the information that is there is on top of the moment. This is also the information element.

Perception is the language ice. How one perceives the message is how one reacts to it. There are several distractions depending on circumstance of the message. Thus it's not always received. This uses Translation and Communication.

Communication is the language air. The act of getting understood by those you speak with. There are two parts of it. Sending and receiving. One sends a message and one receives it. A medium is always used to send the message and there will be distractions from that message. Making it possible to miss the message. This is also called the speaking element.

Message is the language lightning. This lightning is the act of getting a message understood through distractions. Communication is a part of this and so are the rest of these elements in this group. This lightning will burn to get attention then deliver its impact as its main meaning through various means.

Other figurative elements be:

Language earth water is the understanding translation oil. This be the oil that is spread by imagination and thought provoking. The idea is what rules this and the moment be what details the action, for understanding the translation of events and words.

Language earth air is understanding communication gravity. This be the gravity of the moment, that's brought about by actions. And, the gravity of the understatement. By, understanding the communication, of the moment. Good use of the gravity, can draw attention to things and then the things can be spoken about.

Firey language air is projection communication heat. Also known as fighting, where fighting is one step farther than arguing. This figurative element uses projection as communication and the words projected, themselves.

Language water and language earth is translation understanding mud. This is a energy type of mud, that is making your mind or anyone near the mud, able to translate and understand.

Language air with language earth is communication understanding energy. This mix of the figurative elements, makes use of energy, for understanding by communication. Where the energy of the moment brings the understanding.

And furthermore..

Language is all the elements in this group put together. Making things understood between two people or an audience. This is assured as an thing people express for understanding, This also used for socializing.

[Beginning](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

Hyper Elements

Inductive earth is suction that pulls things toward or away from you. This allows for hydraulics and air suction to happen as it causes the sucking force that allows it, by varioous means. Including shifts of subatomical particles to cause the same idea. Electrical flow is negative to positive and will make most appliances work, plus it is a Electrical engineerist viewpoint. Another name is suction force or induction.

Hyper Inductive lava is subatomical energy flow. Hyper inductive lava introduces new elements to an area thru atomic displacement. This causes power to flow through lines or electrical discharge to the human body. Electricity flows thru lines of pliant (shapeable) metal by focus of subatomical particles to shift forward by negative atomic valence movement. Also probable is the persons movent of displacement as eplained by einsteins law of gravity ($E=MC^2$) that means a person moves forward displacing subatomic particles to flow around said person or airstreamed to be behind them thus the person moves forward. The atomic bomb is a good example of this as it proves what happens when you split the atom by hyper inductivity. A hyper inductive energy field will effect an abnormal growth of size shape or tissue by cause of the cells taken new energy in as fuel and inducement of growth mutation. This can be called gravity or energy.

Hyper fire is subatomic fire that allows for subatomic particle interchange. Like the mathematics for algebraic number replacement that switches equal numbers through an equation. This allows for the particles smaller than an atom to produce heat thru activity or moment particle placement causing gravity suction. Another name is particle heat.

Hyper intro firewater is subatomic away flow that streams away from you. Hyper intro energy can make something flow backwards including time as this energy flows backwards while it flows away causing changes through replacement effect. Heat exchanges of subatomical particles are cold heat that is below zero cuz the flow away reverts as it flows. You could stand seeing an event happen before your eyes backwards while this energy interacts. Events could flow forward too with future consequence making time flow. Another name.is time events.

Introductive water is the flow away push by water, that allows for things, to be pushed away. This flow away from yourself makes easy translocation somewhere else because the current will drag an object or person with it. Introductive water will also cause shrinkage as it will take energy away from the live person or subject to cause conservation of the cell making it shrink. Positive to negative electrical flow will occur by this introductive energy field supported by phycisists. You can weaken the subject effected with this energy field as well as other things. Another name is weakening firdl.

Phase shift ice allows the body to be able to phase to other existences or place things in storage This being true makes it possible for physical shifts of person or object cuz the subatomical particles flow away while it induces a shift of said target. Thus the object or human is temporarily not there yet is there in a different form. So this force can preserve things or move things to other places from within to without as it effects from within to effect the whole thing. Another name is phase out.

Inducement air is shift air that makes objects or people phase to another place or form. This air is pure concentrated effect force that works with both induction and introduction forces to create the phase effect. Phasic effect fields are instant and will shift at someones will or a machines energy manipulation by various ways to various effects. It can displace people or objects to any other place or form cuz of induction or introduction fields. Another effect is to create effect fields in any area or of anything such as images or air conditioning. Another name is inducement force.

Phase lightning is heat lightning that allows for people to move outta existence. This lightning is the force which is energy allowing the shift to occur phasing out things from existance. Focused subatomical force effect is represented by this lightning as it builds on an target to cause the phase out.

More elental energy types:

Hyper earth water is inductive introductive oil. Where, you get the pull and push of inductiveness with introduction of energy, by action. As in a suddenly more energetic item or idea being spoken on. This includes better output of effort and effect.

Hyper earth air is inductive inducement gravity. This be the gravity that pushes and pulls on will and triggering a shift effect. By enough activity giving the phase shift energy.

Firey hyper air is hyper inducement heat. This be where there is a upping of energy and a phase shift, to a farther away place or somewhere.

Hyper water and hyper earth is introductive inductive mud. This mud is enchanted, by an introductive inductive effect. Its spread to an area or placed on someone, and it causes a pull and push to become phasing, of object or people. Sometimes on will.

Hyper air with hyper earth is inducement inductive energy. This be energy generated by usage, of two figurative element energy types. To cause the effect, of phase shifting by the push and pull, of something or someone.

Meanwhile..

Hyperforce is the hyper energy forces that allow for most object or people interactivity plus it makes things manipulatable. It has the possibility to be called gravity effects or teleportation plus other things and this is the hyper forces combined to makes the bend in matter occur that effects time.

[Beginning_](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

Wild Elements

Wild earth is wild energy construed as wild magic. Wild magic is just pure force without conditioning being raw energy thus mostly chaotic. To use this force you need to work with logic to plot its course by use of conditions the energy uses to conform itself to. Another name is raw energy.

Wild devour lava will makedestroying a city block easy as there is no control of it whence its unleashed except for wild mages with expertise. This lava will melt with wild energy anything in its path as it flows along an area fairly quick. It has no heat except what the person wants to feel. Another is wild lava.

Devour fire is wild fire that is so concentrated it devours anything in its path. This includes wood, fabric, stone and other material cuz of fire concetration being wild making anything be eaten as fuel in its path. Devour fire can also destroy the death of a victim if focused right. Another name is wild fire.

Mana devour firewater is wild firewater that is capable of devouring any power source. This source can be directed by outside forces like magnetics, magic or channeling. When it eats a souce up it destroys by usurping from within to form a false power plus mana devour firewater has possibility to be used as an inner channel of any power to deliver a hidden message alluding people to make believe that its something that it isn't as in allusion (misleading). Another name is ability loss or false power.

Channel water is wild water that does any number of possible effects that can be channeled to make occur by meditation and focus.Use this water to channel effects thru as it has no outside control except for the channeler. Another name is wild water.

Channel mana ice is wild ice that strengthens thru events to make a person better from within. To use it try to focus it into existence making it condense from mana air and channel water to form into some type of ice cube. Its exact temperature is below zero so you want it to form in a sealed area. Another use is to channel its effects inside someone to gain the chaotic effect of desire. Another name is choas ice thus its useable by chaoticists.

Mana air is magical source air that can be used for anything of magical purpose. This air supports any magical purpose in which is magick in itself such as a magical rite. This is the true source of power that can strengthen any rite or person to lengthen a persons life infinifetly if possible. It can deter problems from happening as long as possible so it can support in many ways. This is an olden power far older than it seems that comes channeled from the gut thus not to be misused as its a very strong source. Another name is mana source or old power.

Blue lightning is mana lightning that can succumb anything to its will plus be undetectable before it hits. Its an energy that strikes with incinerative force or a force that makes the victim succumb to the casters will. Another name is magic lightning and is directed by will.

More energy element combos be:

Wild earth water is wild energy channel oil. This be an idea energy, starting out, that induces a thought which makes a wild energy surge channeled to some place.

Wild earth air is wild energy mana gravity. The gravity that starts out as a mental creation. Then becomes something, from wild energy and mana being focused by your intent and will. The intended will can be expressed. At first, the effect is to kill the action, then the actions build up the wild energy, to create the effect. As though it were a gravity, for the right actions.

Firey wild air is devour mana heat. This heat energy type, be to cause devouring by mana and heat is generated, from the activity. This can drive you insane, if gone too much in working with it, or if your effected by it.

Wild water and wild earth is channelling wild energy mud. This created mud from enchantment, be from channeling wild energy, for the effect of placing the mud and getting a powerful, but somewhat unpredictable effect. The general intent is what be done, most times. If too much stress and wild energy, then you could go crazy.

Wild air with wild earth is mana wild energy. This be the energy of deferrment. Where the actions you do, causes the energy and by what you do in deferrment, can you direct it. Otherwise, its somewhat interesting to control it. As it refuses direct control, it becomes hard to be within control. Be within becomes be without things and idea and you lose energy.

Moreover..

Wildness is the force of uncontrolled nature that will turn the tide of any battle or make seem the person to be of uncontrolled wildness. This is the force of the wild element altogether and is totally unpredictable as its raw nature force at the hands of wild mages or chaotacists. Only dragons and fey can use this force without problem as they are wild benergy beings.

[Beginning_](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

White Elements

White void is white earth that is an improving element. Where void magick itself degrades the mind. White void magick actually improves it. Every negative thing the dark void does, the white void reverses. This proves that you don't need black magick to achieve results that uses black magick.

White lava is White earth fire that is improving faith by its influence and it can induce terror in those it effects.

White fire is faith fire. This is the fire of faith made from white void and fire, it is empowered by how much you believe and can overwhelm nearly anything. This can kill demons.

White water is refreshing water that is holy made from water and white void. This is the water you use to repel vampires and evil from an area. It can replenish you and create energy in the body. This water is thought holy and made so by the faith you have. This is empowering the subconscious to create it.

White ice is holy enlightenment ice. That is the ice that you can use and enlighten people with as you cool things off. This is made of white void and water and cold air.

White air is enlightenment air made from white void and air. This is air that enlightens you as you breathe it. This air lets you know intuitively and be able to cope with many things creatively.

White lightning is creative destruction lightning is made of white void and an energy charge. This lightning can destroy any machine and cause demons to flee. Hit a person with it and you give them a creativity spurt.

More elemental combos:

White oil is White earth water that improves and refreshes. Squeezed plants and things can emulate this oil. This is where essential oils improve things as they work.

White earth air is white gravity that is made of white void and earth air. This is improving things as it enlightens the mind. This is the gravity that makes the aura be able to enlighten people as you get near them.

White firey air is Faith enlightenment in activity, this is pretty to see but isn't really useful except to help your faith in things to come.

White mud is white void with water and earth, this mud can make holy anything by improving it.

White air earth is enlightening improvement that is made of white void and air with earth. This makes it so that you improve yourself as you enlighten off of it.

White firewater faithful holy water this firewater is hot and holy made up from fire and water and white void. It can create holyness by spreading its flames to others.

Furthermore...

Ascension element, this element causes you to ascend as you use it. Its made up of all the White elements. This is the culmination of all white elements that you can use in a moment.



[Back to the index?](#)

[Return to the School](#)

Elemental Interactions:

There are interactions of different elements that get mixed results. below are the effects:

Cosmeria is the general conjoining of Ether and Aether into Akasha or united spirit (Animus) and mind (Neuro), it defines the wholeness of the universe and is the giant container. Ether and Aether act as messengers and gain divided power, they also act as the rules and boundaries for the universe. Basically Akasha also has the attributes from both Ether and Aether making gray matter that is impritable only once and it forms in any shape the wielder wants plus invisible at first. It transcends dimensions and is reality itself. This gray substance, Akasha, is usually impossible to wield but with the third eye and imagination you can wield it. With Akasha you can make anything work for you or do things. Its the strongest boost for any spell. If you tamper with this element, would be tampering with the fabrics of Reality. This may not be safe for those who do not look ahead to consider all possible consequences.

There exists a negative form of it known as Corrupt Cosmeria or Corrupt Akasha,its very existance is shrouded in mystery, but it has the ability to deform space and time, corrupting anything in its way to the will of the person. It forms a addictive unseen substance called corrupt red matter that is used by demonkind mostly.Something forged of this substance has the ability to slice through the boundaries of reality while immuring the wielder to addictive substance giving a good feeling to the person all the time of use. Yet again this substance is normally considered unwieldable unless wielded thru chaos or void to corrupt the person in a general direction and is always impritable with no actual form.

As for Infini, every living thing contains it, obviously. When something is used, Infini is acted as the fuel, though Infini is never actually 'consumed'. Everything, including Cosmeria, was derived from Infini. You could think of Infini as the light that hits a prism before it divides into seperate colors of light. And because of this you'd need enough power to force the seperate colored lights (elements) back through the prism to attain and control Infini. A feat that has thus far been unaccomplishable. There have been some cases of people all of a sudden encompassed in a golden light. Everywhere they look is goldent, though this doesn't last long it's a wonderful feeling. This is the closest (in my opinion) that man has ever gotten to infin.

There are several types of Infini, I just know the brown Earth one of shit and stuff power, the golden one that's Fire, and the blue, water one of lightning like butanol flame. And now that Ice/Air is clear or menace of psychic wave with a white/pale blue and (forget what one that comes from) freezes of liquid nitrogen works like light or an addictive substance known as drugged item, as to just call it an inverted item is a truth, or spirit manipulation of grey, And that void is black devoid of most effect except for what is manifest of death and gaseous states..The voidal infin one is not reccomended to do, nor is the normal void sight because it can drive you insane and the water/ice one is addictive.

Universal be Void and Wild earth plus this force is very strong as it construes two earth forces together. When this happens it triples the outcome result plus this force makes it use negative with raw energy. The effect is obvious when using this power cuz it gets instant result with no indication except area power drain depending on the spell strength. . The result for even a little of this power can be limitless effect plus its unseen till the caster wants it to be. Another name is negative wild magic and this power gives power to the wishes of people plus its limitless. It makes for the underlying energy support for the universe itself.

Inverse Aether is also called Faery Aether. Intuitive magick works by imagination. This magic is the magic of high magic. Guide the positive and magical energies with it.

Inverse Ether is called Faery Ether. This magick is used by feeling for the effect sought. This is the magick of empathists. Empathic people can use this easily. This guides magick and spirits.

Inverse Akasha is the the forces of the Aether, Another name is Faery Akasha. Ether and Magick combined. This force is the universal energy that is the meta energy backbone. You can can do anything with it through imagination.

Inverse Adversity is the forces of adversity and inversity. Another name is Faery Adverse. This force will allow manipulation of both inverse and adverse elements. Use imagination and feeling to manipulation.

Adverse Akasha is the forces of Aether, Ether and Adversity. Control all three with the calling of this force.

Adverse Inverse Akasha is the forces of Aether, Ether, Adversity and Inversity. Control all four with focused mind and imagination.

Absorbtion black fire is the forces of Void and Inverted Fire. This black fire is lethal as it will absorb all energies around it while it is in existance.

Black fire change is Void and Adverted Fire. This black fire is the incineration fire that will morph a person while it kills them..

Black fire mutation is Mutation fire and Void. This black fire will mutate the body and then kill the person leaving nothing behind. It will also

mutate other things around it.

Black fire cloning is the Cloning fire and Void. This fire will clone itself and strike simultaneously from all sides incinerating the victim.

Dark restorative black fire is Dark Flame and Void. What this fire does is to make incineration and restores dark people and creatures.

Light Black fire is Light fire and Void. This black fire will cast a killing light while it incinerates the victim. The light will kill those near it.

Destructive black fire is Destruction and Void. This black fire will incinerate the target and those around the target. This fire is vastly improved over the normal black fire.

Copy black fire is Copy and Void. Fire that will take out its victim while giving the caster the victims energies.

Energy Black Fire is the forces of Energy and Void. Fire of this attack will incinerate the person with increased energy potential. Making it possible to kill everything in the area.

Erasing black fire is the forces of Undoing and Void. The fire of this attack will incinerate the person erasing the existence entire of the victim.

Time black fire is the black fire formed from time and void. This black fire will move through subspace and hit with lethal intensity. Thus the time it hits the target is the same moment its formed..

Corruption of black fire is the fire formed from Greed and Void. This fire will attack anyone corrupt. It will make a mockery of the persons feelings and pass off anything of importance to the attacker. The attacker will end up with power and the victim will be killed by guilt. This is the most subtle black fire in existence. The fire it produces will spread to others and produce shame in the end. There is no heat to this flame.

The black fire of diversity is formed of diversion and void. It will mislead the people around it into not seeing it but the victim will die unknown and incinerated.

Vision black fire will make the person see ones death before it hits. Effectively killing the person because by the time it hits, the victim will be paralyzed already thinking they were dead.

Protection black fire protects the person while it destroys the power of the attacker as if the ability did not exist in them by a black fire backlash.

Language black fire is the death projection. This black fire will project death to the person before it strikes. Making doom felt before it hits because they will want to be dead before it happens.

Hyper black fire is subatomical death. This be the black fire that destroys through instant desolvation of the target as if it didnt exist before. Another name is instant death yet death itself can easily be turned with this.

Devour black fire has possibility of enveloping death fire. This fire will devour from without to within causing death to the targets thought on at time of casting. Plus a use can be of destroying energy from without. Another name could be enveloping death.

Strengthened black ice is the forces of Void on Inverted Ice. This black ice has greater absorbing capacity. It will heal on touch instead incineration.

Remaking absorbing black ice is the forces of Void and Adverted Ice. When in existence it will remake anything round it. It will absorb at a higher capacity then black ice.

Controlled Domination Black Ice is black ice with Control and Domination. Use this ice to control and dominate the victims. This ice can also if used as an attack to incinerate the victims.

Removing illusions black ice is Draining, Illusion and Void. Use this black ice to dispel any illusions and illness. The attack form of this ice will cut through illusions and incinerate the victim.

Cloaking substance black ice is Cloaking, Substance and Void. Use this black ice to make an unseen attack that kills with incineration. Summon this black ice to make an invisible black ice column.

Positive heat black ice is Positive, Heat and Void. The effect of this ice is to reinforce positive and make a warm area affect. This is not for attack.

Abusive Collision Black Ice is Abuse water, Collision Air and Void. Making this ice will cause death by abusive influence and psychic punches. Summoning it is even more funner because on summoning it clears negativity from the area. Summon this as a defense.

Mirroring Sharing Black Ice is the Imitation black ice. This black ice will mirror the the attacks back to the attacker. It will also make sharing of their abilities to you. It makes an excellent shield.

Adaptive Effects Black Ice is Adaptation water, Effects air and Void. This black ice is the effects of making the person adapt by accepting whatever the caster wants the person to accept It kills if used in an attack by a caster. The victim never realizes that death occurs. Incineration is that death. A shield of this black ice is perfect.

Making black ice is Undoing water, Nothing Air and Void. This black ice will by the caster make any event happen unseen. It is not meant for direct attack.

Death change black ice is the black ice that will make death occur in some manner. Thus the black ice of death change is very powerful as it can be a great defense. If used as the attack it will decimate the victim.

Corruption black ice is twisted desire and control. It only leads to disaster and disruption of the mind and family. This ice is self contained and only affects those who are willing. The rewards are great and the balance in the mind must be kept Sanity is kept if balance is maintained. Its existence is completely hidden as it only found as what it is not. Even if the person is aware of it, it will always control no matter the circumstance. Once called into existence, a sacrifice can only get rid of its effects of any sort. Unsummoned, its effects are are completely erased as if it never happened. A person of complete calm will never be effected. Its not detectable by any means. It steals any knowledge for the summoner.

Distractive Displacement black ice will displace anyone or anything that the caster wills. If left on its own it will make anything displaced. One cannot find this ice as it has no form in the prime material realm. But one can hear it as its true form is displaced in its own spacial pocket. It continuously reforms itself.

Mind sight black ice will grant people visions and store spells. It will also store visions. Thus the form of this black ice is a vision only. One will not hear it as its disguised by visions it makes the person perceive.

Protection black ice absorbs without being seen as though the damage never happened being that it was absorbed to feed the blace ice itself. This will also weaken the weapon that tries to attack it.

Removal black ice will remove the message in the air to make obstacles dissappear and messages not heard. This black ice removes unwanted things and can act as a filter. This ice unseen but felt.

Phase black ice will make people disappear within a certain distance as it will take thier life force to do so and on success make the person disappear. Also it can make other things including memory to the same effect. One can't detail theblack ice itself but its effects are felt. This black ice has a cloaking effect for the object at the callers will.

Infinite channel black ice allows for the person to use a little energy to create any number of results that the person chooses. A mere focus with this element will cause effect with an imagined scene. This is imagination magic an sustains itself as long as possible.

The space of the mind is where people make mental constructs. Void and Aether make this space. This is also called Aerth or Aether space. People can range infinitely in this space. The time variance is 10 years there and 1 millisecond here. Thus test your ideas out there. This is your personal space and each person has there own space.

Ether Space is the soul space and is where people go when they die. Void and Spirit make this space up. This is a place of pure emotion and thoughts. One happens amongst a dimensional pocket and then gets reborn. One can also build spiritual constructs in this space.

Breathable space is Void and Inverted Air. This is the space that you can breath. Travel through space in a shield made of this. In a limited air area use this element. There is a heightened sense of space.

Remaking space is Void and Adverted Air. Remaking space is used by pre-scientific people. This space has no existence except for moments. Use this by trained focus.

Domination Space is Domination and Void. Enter into this space and your mind will be dominated by an invisible force. Which will ensue control of the victim until they leave the space. It is also used by body jumpers.

Strife Space is the spaces of strike and strife. This space will kill you in instances. Use this space as the trap space that cannot be escaped.

Chaos space is the hidden space that chaos beings live in. Thus chaos runs as the law there. The chaos is the ultimate force there as well. Trust not what you see.

Illusion Space is Illusion and Space. This is the space of pure illusions. One only has to enter and it gives the Vision which suits to the needs of the visitor the best. One almost never wants to leave. Be wary of people who use vision magic as they can usurp control if allowed to.

Shadow Space is the space of shadows and dark magic. Enter warily as the shadows can lie. One can be usurped by the merest spell from the shadows.

Heat Space is the space of heat. When the visitor enters they will be warmed and reenergized immediately. Thus they never need to eat there and the person can receive visions.

Sharing Space is Sharing and Void. Enter this space and pull in from other spaces of existence materials or objects that can be copied. The copying will be a sharing of one object to another.

Energy Space is Energy air and Void. Enter this space and you will be energized in seconds. Attack from this space and you will never run out of energy.

Making Space is the Nothing air and Void. This is also Nothing space and is the space of dark matter. Imagine there as its only concepts and most likely to happen. Nothing space is good as a storage for anything lost or broken.

Reverse space is the space of indirections. This is Change and Void. Reverse space is always going backwards. When on entry the space will preserve your age and time will stop. Then a slow unaging will happen. Thus do whatever necessary and then do things there. When leaving you will be unaged slightly.

Corruption space is called the book world. This place is entirely of books in a library and money of any sort. Find any type of money transaction in the book world. The dimensional traders live there and so do the dimensional bounty hunters. Everyone is a psi master of some degree in that space.

Avertive space is the space of prevention. This is made from Void and displacement. This space prevents anything from ever happening. If one does an action it is undone at some point in time. The other name is counter space for in truth everything done there is countered. This space is also the space of displaced objects or people.

Vision space is the space of visions. One can see anything they would like here. The visions come however the person wants. What one expects will be seen. People who are negative will only see negative. People who are positive will see positive.

Language space is the space of which languages exist and are understood by all. The space of languages is also used for study in languages to understand them. Just focus on the name of the language and you will hear it.

Inducement space is a space that can be used to call into existence most anything the person desires. This space tends to make a good business area as you don't need to pay for it unless you want to. Now the other aspect is it may grant you visions at will, so you could spy unnoticed on people. Hyperspace is another name as this space also reflects a hyper reality where time is nonexistent and people or ships of many sorts can jump to other places by will or engines.

Mana space is the space of the source of mana as it looks like a endless lake and a shore all in blackness. Enter this space for instant recharge of life and restoring abilities. However, just think on the effect to gain the event as you might feel like a god doesn't abuse it.

White space is literally the space of beauty and development. It makes life worth seeing as you visit the white space. It is literally the beautiful version of the world on its own.

Space and fire make plasma. Plasma can melt anything and typically burns at 700 degrees kelvin or hotter. This usually comes from the sun itself in a plasma arc.

Absorbing plasma is Space and Inverted Fire. This plasma which burns at the temperature of which the caster desires can absorb the energy around it to keep on going. It can melt anything.

Morphing plasma is Space and Change. This plasma will burn at 800 kelvin. It will morph anything while it melts the surroundings.

Mutating plasma is Evil and Space. The mutation plasma is for effecting object and people only. It won't mutate unless the wielder wills it.

Otherwise it will melt everything near it.

Draining energy plasma is Draining Water and Space. The plasma is very deadly as it will drain the victim first. Then give it to the caster while killing the victim. It burns at what the person wills it to be burning at. This plasma can only be summoned.

Dark Restorative Plasma is Restorative Flame and Void. Use of this plasma is in essence only and will give life to dark peoples. It will raise dead and make them shadows. It gives permanent strength to the wielder. There is always a seductive pull to this plasma as it pulls the person down into the soul. The person must have control of influences around said person. This plasma has no heat and resides on the plane of shadows.

Light plasma is the plasma of heat. Use this to heal or raise someone with heat emanations. This is used for warmth as well. This plasma has no true form except for essence. It is up to the caster to what temperature it is. This lava felt.

Destruction plasma is plasma that will kill more effeciently and will burn at 1000 degrees kelvin. This can melt a small chunk of land. Throw this a an foe and it will kill several more people.

Copying plasma is the plasma that will copy the attributes of the victim as it kills the victim. This burns at 700 degrees kelvin

Energy plasma is the supernova plasma that melts half a planet. 1500 degrees kelvin is its temperature.

Erasing plasma is the plasma that will erase the existence of everything around it including the victim from the heat emanation. It burns at 600 degrees kelvin.

Timed plasma is the plasma that will time itself to the target and attempt to kill the victim while time seems to stand still for it. Make a note. do not be the target or it could be fatal.

Corruption plasma is the corruption of greed and space. The corruption plasma is thetype of plasma that will kill by desires of greed. Its temperature can be any temperature of the casters desire. The caster will make the desire be amplified in the victims which are melted from within. The hotter the plasma, the more disaster by desire.

Misleading Plasma is Diversive Fire and Space. This plasma will destroy people around it and the victim as well. While misleading them into thinking the attack is not aimed at them it will melt them into death.

Vision plasma will kill on sight as it is made from Vision fire and Space. The visions it sends will be phantasms of death. Freezing the victims while it melts them if they are too near the 1000 dergress kelvin heat.

Plasma language will kill by you hearing hot or bad language. Distracting you to be melted by the plasma to death. This plasma puts nasty sounding words in your mind. Everything you hear will be a probable bad word. Plasma language is cursing.

Subatomic plasma is the plasma that is felt but not seen as it burns at 1200 degree kelvin. It can melt even the most hardest metal or mineral in its path. It can only exist at calling it so it will melt anything at the persons desire.

Devour plasma is the plasma type that will melt objects from the outside in and this includes people. This plasma is most likely to occur at the will of the caster plus at 1000 degrees kelvin making it unpredictable results except to be certain of melting things in its path.

White plasma is the plasma that is of the sun and white void. This white plasma makes anything better and it increases stamina with the body energy going up. This can increase the heat level dramatically.

There is mental time which comes from Aether and Time. This is the time where your mind controls the moments. People plan in this time.

Reversed time is from Void and Time. The effect of both is the reversal of time events. When this happens you can remove age. Confuse your enemies. Make spells disappear or use it as a shield to be unkillable as the damages just disappears.

There is soul time which is the time of spirits. This time is where the spirits do what they please and all other time is frozen. The spirits control this time.

Magical time is from Magic and Time. This time goes forward yet stands still. This is the time of the faeries. Many things can be done in this time compared to normal time.Plus it lengthens the lifetime.

Moment time is Adversity and Time. This time is the time of moments. It stands still until a moment happens. When that moment happens, it occurs as quick as you want or an eye blink.

Manipulated time is the time of which you manipulate everything and it happens your way. All you need is imagination and then watch it occur during the day. Use complete scenes.

Concealed time is the time of which you are not seen yet the time goes normal. The time of which you can walk unseen and everyone averts their eyes. This is the thieves time.

Dark restorative time is the time that stands still and the shadows, liches, shades,wraithes, dark mages and other dark creatures heal completely.

Positive time is the time of healing as it heals perfectly as time goes at the rate wanted plus aids regeneration.

Chaotic time is the time of no time at all whereas everything stands still. Thus this time is outside of time and only found in the chaos realm.

Sharing time is the time where you find no time and only in the sharing space. This time will move 1/10 normal time.

Adaptive time is the time of which you adapt to a circumstance but afterwards time goes normal again. While adapting time does not move.

Infinity time is the power of the space, mind and spirit. It is also subtractive in nature. The power of infinity is stillness. This means that it is an entropy effect. You can use entropy to slow down anything. To make yourself untouched by any effect. You can work to extend spells to infinity. you can extend the effects of anything.

Corruption time is the time of books. Read a book or see a movie and you live in that time as it happened. One cannot change the story in any way or the dimensional police will correct it. If not that, then natural energy will do the exact same thing to that one when the person returns. Thus balance is kept so do nothing bad in other worlds or bad will happen to the person in their world. Another name is book time.

Diversity time is the time of distractions. This is the time that the caster can use to make use of escape. This is the time of distraction moments. Thieves and assasins use this time effeciently.

Vision time is the time of vision manipulations. Make visions here for all or whomever the target is to see. The visions can be perfect or not but they will be believed. The only way to tell the false vision is a slight droning sound in the background. There are ways to hide the drone.

Protection time is the time of protection and when evoked it will make the wielder unhurtale plus some actions not otherwise possible. This is an excellent time shield effect.

Language time is the time of messages. Say a message of any sort except derogatory and you find no time passes. Its instantly heard. If derogatory then it might get a nasty response.

Hyperforce time is the time of relative actions that one lives thru as they do things. Most the rules of physics are possible to make happen at which people or objects can move at the speed of light. Gravity can be adverted or made to happen to the willer necessity. Physics time is another name.

Wild time is the time of dimension as it will make use of any time the wielder wants. and allow access to any place without showing signs you were there. That is till a movie, show or some report shows signs as your behavious pattern.

White time is the time of Ascension. This time lets you see things that are beautiful visions and makes things better as the time works on your behalf.

Black lava is the effect of chaos on lava and what is black lava? Its a voidal lava that will morph anything it runs over while it melts it to create a new but different and somewhat bizarre element of sorts.

Mutation lava is Chaos and Inverted Lava. This lava will restore with its heat and mutate the person or object creating a diversion and stronger form from afflicted.Aversive Diversive black lava is made from adversion, diversion and chaos. This lava will mutate the land around it while making people avert there eyes and ignore it as if not there. It will kill by melting everything it flows across. Its temperature is 600 degrees kelvin.

Charm mutation black lava is made from charm mutatition and chaos to create a disasterous energy that mutates things surround. This black lava energy makes everything charmed to strike at the wielders willing and work for the wielder as he wants including manipulation of others.

Rapid destructive black lava is stealth lava with chaos. This lava will cover a landscape in minutes as it makes more of itself spreading rapid mutation. It is non detectable and there is very few that can outrun it. The temperature of this lava is undetectable.

Shadow destrution black lava is chaos plus shadow restoration lava plus sends draining shadows which twists anything near it with undetectable nature to destruction. Lava of this nature is black in color and has no heat except that in which the person thinks it has. It has no substance so it will

be undiscernable.

Death Light Lava is Chaos and Light Lava. This is the only lava that will restore people to undeath while it flows. It brings spell resistance that aids in spell fights and it also brings an unnatural deathly light to the area. Death Lava will raise people by infusive heat into the person causing an unnatural lich like state. The death light lava has no temperature and it can melt people or objects in an attack. This is only found as a source of death.

Warp Copy Lava is Power Copying Lava and Chaos. This lava will spread itself across land with warping power waves of corrosive effect. It will literally cause malformed corrosive deterioration of anything near it plus a wielder can use this to create blight.

Mirroring sharing black lava is imitation lava plus chaos creating a effect of destructive blackish lava that has no substance and corruptly mirrors with full bizarre attribute all things effectable.

Adaption lava is Energy Glamour and Chaos. Use this in force craft as making a permant glamour changed through Heat infusion to the wielder will. The Heat of this lava causes a permanent glamour to change into something else. This lava can only be used as modification force.

Unseen erasure lava is Unseen Reverse lava with chaos so use this force of lava to force erasure unseen in an area of anything at all nearby as if it did not exist. and disappears anything in the area. Their is no heat with this lava so its undetectable plus it could erase the wielder.

Antimagic time black lava is the Anti-magic Time plus Chaos. This is the time of warped motions and thoughts. When used it will make warps moments happen anywhere in the spacial plane. This can be detected of background radiation thus this time flows backwards so stay in it only as long as one dares.

Greedy Knowledge black lava is lava that will bring control by blind desire. This lava will make most people do anything to gain the grasp of power by emotion and hate. The pride pulls them in and makes the pull undeniable to do as if the wielder was charismatic. People will always want more and sometimes the person will go to great lengths. to please the wielder. Hitler was one such to be controlled by it as it appears like a unseen winning force.

Avertive Diversion black lava is the diverted lava with chaos. This is the lava that uses destructive and chaotic actions to make it work. If it flowed along the area it would make destructive activity and its only revealed by a strange high pitch sound heard by the victim.

Shield protection black lava is chaos plus shield protection and pushes people away thru deterrence while making certain the protected never gets hurt. A side note on this is that is always alone in some manner and cold.

Manipulation vision lava is made from Third eye earth with Vision fire and Chaos. The chaos tinges the third eye vision to manipulation of peoples vision into an impulsive destructive impulse and a false vision that only leads to destruction. It has no heat and only exists as force. So only casters can summon this black lava.

Transition black lava is made from language lava and void and is the black lava which transitions two things into one or mutates two things apart. This black lava works with objects to accomplish a transition of some sort. It always uses void as its medium. There is no heat except of the transition radiation to this black lava. Another name is genetics.

Hyper Inductive black lava is subatomical twist flow. This element can twist any event thru gut feeling and desire into happening. Know the event be what this is called by gut and it happens to make itself done thru any available path that the energy wants. The ability to manipulate it is called telekinetic ability plus its considered making miracles as it uses the twist of a subatomical twist flow to change events. This energy is undetectable plus another name is the will and a way.

Wild warp lava will makewarping destruction of a city block easy as there is no control of it whence its released except for wild mages with expertise. This black lava will warp anything with wild energy in its path as it flows altering along an area fairly quick. It has no heat except a slight evil radiance. Another is wild warp.

White warped lava is the white lava that chaos turns into a warped lava with a terror effect that gets to any that get near it. Instead of improving things it makes them worse. White warped lava is likely to create more chaos that feels good to be near.

Shields are the creation of any element and formed by the mind. When the shield comes it usually deflects and absorbs that which is its element and its opposite.

Mental shields are the shields for the mind and will reject mental intrusion. The mental shields are strong if one believes in the strength of survival.

Soul shields are Aura shields that can not be broken. If the spirit is strong then one can survive anything. The Aura shield can cause regeneration.

This is the strongest shield their is.

Void shields are the reversed shields that are impossible to break. This is void and shield. When used the void shield make time very fast. There is unaging slowly and said practitioner seems unaging. This allows winning against anything as the spells get converted to spell energies for personal use. The Void Shield will not fade until the caster wills it. You can damage others that you can choose while you are protected. These are shields that support themselves only focus is needed.

Inverted shields are Inversion and Shield. These shields make the person invisible and slow time down for the person. Making the person unseen and the shield unbreakable as the shield absorbs any energies. These are easy shields to hold with three times the power.

Adverted shields are Adversion and Shield. These are the unbreakable shields that stop time around you and allow you to go anywhere without detection. The shields of averted nature divert the eye from the caster. Aversion shields are the shields that allow you to choose the moment. These are easy shields to hold with three times the power.

Manipulation shields are the shields that allow the wielder to manipulate everything in the area. Imagine the thing to be be manipulated and think of what you what you want to be done. Feel the event if so desired.

Concealed illusion shields are the shields that allow the person to be seen as something else else and almost invisible. These take only a little bit of life force to make work. If the shield almost fails embue it with more force. This is the disguise shield.

Shadow shields are the shields that cloak in shadow. The person is not seen as they are in an unpiercable shadow shield and eyes see through you. The shadows protect the shielded person by taking the extra force of attacks in to strengthen it. These shields disappate in direct sunlight.

Sunlight shields are the shields that make a person unkillable as the force of spells sent at the shield only strengthen it. Thus the shield never fails and imparts converted energy to the caster. This shield uses the sun as its source. It can also kill with attacks of its own.

Strife shields are the shields of strife and will cause distress or death to anyone the caster chooses to target. Otherwise it absorbs the violence as its fuel. Any attack strengthens it. This shield almost always guides the caster to a critical kill.

Illusion sharing shields are the shields of Illusion that copy the abilities to you of the attacker and cloak in illusion the protected. These shields absorb the energies as the source for which allows it to work.

Force shields are the shields that turn things or people away from the protected as if an invisible barrier existed. The Jedi's shield as its called. This shield will keep a person alive even afterwards.

Negative force shields are the shields that use negative feelings, thoughts and ideas to fuel it. It will reject any ones presence that the person does not like. It will absorb any energy that is cast at the protected. This shield will not fail.

Time shields prevent anyone from attacking and look like a bubble. The time shield is the moment of backward space. Thus the damage passes away from the protected. Yet time moves forward. One won't age in a time shield or feel hungry.

Corruption shields are shields of desire and mastery. These shields give whatever the attacker wants and yet never gives everything. Ending result is the victim will not be killed and thus the knowledge disappears from the attackers mind never to come back when its safe.

Diversive shields are the shields that divert attention away from the protected person rendering the person invisible. It has no other protection of itself but it costs very little to upkeep. Its called a cowards shield.

Vision shields are the shields that give people false visions to protect the protected. So, in truth the person can manipulate what the people around the protected will see endlessly.

Language shielding is the shields that block out anything said person doesn't want to hear or see as a message. This shielding also allows language manipulation endlessly and effort free.

Hyper shields are shields that can deflect anything without having to work at keeping the shield up. It has multi variable phasing capability as it is undetectable to the senses. This has capabilities of morphing the body to survive a blow or struggle.

Wild shields make it so you can use any energy and indirectly as it will aid as it needs. So this shield will do as it feels necessary being the protecteds will. It wun go down till necessary.

White Shield is the shield that Ascends you and makes you more aware of what you want and can get. This shield protects you from demons as it

raises your vibrations and makes you unaffected by lower plane beings.

Soul sight allows you to see the soul of others and know what they know with ease of thought. This is instant as one sees everything of the person.

Black sight is the sight that uses void as the source of the visions. It is made from space with sight. The psychic visions can go to deep space or other dimensions for the visions. Thus it is the greater of the sight. One can also use this to see in black shades at any time of day thus one does not need light. Black psychic visions are great for viewing other planets.

Inverted vision is the magical vision. When this vision is used the third eye is used. This sight will work in place of normal vision. There is possibility of using this for easier psychic vision. See ghosts and other invisible beings with it.

Adverted sight is the sight of moments. See the events as in psychic visions. This is what psychics use as in when they stare into a crystal ball. When the vision is received there are only moments that you remember. The other name is Psychic Vision.

Demonic sight is the sight of demons and evil people. This sight allows you to see all the evil going on at will at a mere thought. This sight is in particles.

Night vision is the vision of nighttime and allows for you to see at night without a single bit of light. Thus you can do whatever you want at night. This is the sight of vampires. This sight is in shades of normal color.

Shadow sight is the sight of shadows and they can see equally well in the daytime or night time. This sight is in shades of gray.

Star vision is the sight star energy. No light at all is needed but you see in heightened vision at night or day. Thus the vision is never impaired. There is infinite vision possibility.

Violence vision is the vision of nightmare where the sights you see are the bad things in life and these vision are called at any time.

Illusion sight is the sight of illusionists which allow for the sight of both illusion and normal vision. This allows for easy set up of illusions.

Force sight is the vision of aura and powers. See anything in force and see magical objects. The night and day are almost the same.

Sightless sight is the sight of particles and does not use normal sight. Yet again it appears like normal vision in the light of day or night. This is sight without sight and uses the third eye. See anything with this sight. This sight does not even appear as sight.

Indirect sight is the sight that sees everything. When one looks in indirect Vision,have a thought in mind for what you seek to know. the vision will come. But, one must allow for it and remain separate from the sight. One can read minds with this sight.

Corruption sight is the sight of the complete mind and soul. Its the sight of knowledge. One can read anything as if in a book and make the correct decisions always. A keen mind is only needed to see it. Prescience is gained by using this sight. The necessity is only that one has an open mind.

Diversive vision is the vision of the maneuvers to make in moments. Its moments that come when one needs to survive. These will only be warnings. One can learn of survival tactics while getting these visions. These visions usually come minutes to hours before the events.

Shield sight is the vision of many type of shields in general as it allows the caster to see the shields of your enemies and other people too.

Language sight allows the worker to see languages as translated words plus makes possible to translate spoken words as in the language you understand thus the language spoken will be instantly understood by the caster. Just listen to the speech patterns and the understanding will come clear in your mind.

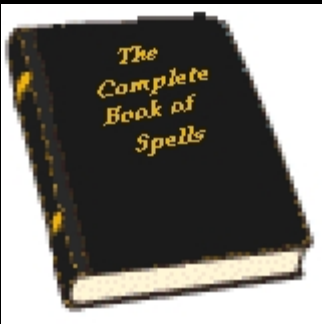
Hyper sight allows the person to see in the hyper dimensional world. Its just a peek as it will probably draw unwanted attention from a very powerful hyper worlder somewhere. So the sight will not be there if the seer doent want to look. With this sight a person can look into any other world as the hyper world links to all of them.

Wild sight allows you to see into alternative worlds or any place else as well. Because, it uses wild energy that cannot be detected as the source of the seeing. This energy allows the peerer to see anywhere without detection.

White sight allows you to see things as they are and it shatters illusions. This sight reveals the truth behind anything your curious about.

Zackal and Skyhawk contributed to Aether and Ether. Zackal solely owns Cosmeria, Corrupt Cosmeria and Infini.

[Beginning](#) [<<<Previous](#) [Next>>>](#) [End](#)



[Back to the index?](#) [Return to the School](#)

Beginner's Section- this section is focused on getting the basic spell casting abilities down, and the foundations of the words that will be built upon.

First lets begin with the root words the beginner needs to know

- omni=all
- maximus = ball
- luminoct = ignite or enact
- thundoris = storm
- bentidoct = empower
- dorise = empower yourself
- emperoct = restore
- omoptio = purify
- reparo = self-repair

The root latin words for the elements are:

- taura = earth
- liquentis = lava
- pyro = fire
- hydro = water
- cyro = ice
- aero/thundora = air or thunder

Earth spells

- Omni maximus taura luminoct- earth energy ball
- Omni bentidoct taura luminoct- fills object with the earth element
- Omni bentidoct taura luminoct dorise- empowers oneself with the earth element
- Omni bentidoct taura emperoct- recovers from weakness and strengthens
- Omni maximus taura bentidoct- causes earthquake
- Omni bentidoct taura reparo - causes repair by earth energy

Lava Spells

- Omni maximus liquentis luminoct- lava energy ball
- Omni bentidoct liquentis luminoct- fills object with the lava element
- Omni bentidoct liquentis luminoct dorise- empowers oneself with the lava element
- Omni bentidoct liquentis emperoct- heals weakness and wounds while strengthening
- Omni maximus liquentis aero bentidoct- causes volcano
- Omni bentidoct liquentis reparo- causes repair by lava

Fire spells

- Omni maximus pyro luminoct- fire energy ball
- Omni bentidoct pyro luminoct- fills object with the fire element
- Omni bentidoct pyro luminoct dorise- empowers oneself with the fire element
- Omni bentidoct pyro emperoct- heals open wounds
- Omni maximus pyro bentidoct- causes fire
- Omni maximus pyro reparo- causes fire repair

Air/Wind spells

- Omni maximus thundora luminoct- lightning ball
- Omni bentidoct thundora luminoct- fills object with the wind element
- Omni bentidoct thundora luminoct dorise- empowers oneself with the wind element
- Omni bentidoct thundora emperoct- cleanses spirit
- Omni maximus thundora bentidoct- causes gusts of wind
- Omni maximus thundora reparo- causes wind repair

Ice spells

- Omni maximus cyro luminoct- ice ball
- Omni bentidoct cyro luminoct- fills object with the ice element
- Omni bentidoct cyro luminoct dorise- empowers oneself with the ice element
- Omni bentidoct cyro emperoct- cleanses spirit or heal with imagination

Omni maximus cyro bentidocht- causes hail
Omni bentidocht cyro reparo- causes ice repair

Water spells
Omni maximus hydro luminocht- water energy ball
Omni bentidocht hydro luminocht- fills object with the water element
Omni bentidocht hydro luminocht dorise- empowers oneself with the water element
Omni bentidocht hydro emperocht- makes item sacred or heals by imagination
Omni maximus hydro bentidocht- causes waves
Omni bentidocht hydro reparo- causes water repair

[Beginning](#) [<<<Previous](#) [Next>>>](#) [End](#)



[Back to the index?](#) [Return to the School](#)

Advanced Beginner's Section- this section is focused on review and memorization of foundations on which you will cast your spells. This section?s main focus is the learning of new root latin words for the elements and how they are categorized. All of the root words in this section should be committed to memory.

First lets begin with the root words the advanced beginner needs to know

- omni=all
- maximus = basically means to attack, or cause a disruption
- luminoct = ignite or enact
- thundoris = storm
- bentidoct = empower
- dorise = empower yourself
- emperoct = restore
- omoptio = purify
- pises = wind empowering psychicly
- reparo = self-repair

Latin elemental root words

Earth elements

- taura = earth
- liquentis = lava
- pyro = fire
- hydro = water
- cyro = ice
- aero = air
- thundora = air / thunder
- neuro = aether = mind
- inanis neuro = mental space

Voidal elements

- inanis = void
- inanis pyro = black fire
- inanis cyro = black ice
- inanis aero = space
- inanis thundora = black lightning
- animus = ether = spirit
- inanis animus = soul space
- inanis aero pyro = plasma
- inanis aero animus liquentis = black lava

Earth spells

- Omni maximus taura luminoct- earth attack
- Omni bentidoct taura luminoct- fills object with the earth element
- Omni bentidoct taura luminoct dorise- empowers oneself with the earth element
- Omni bentidoct taura emperoct- recovers from weakness and strengthens
- Omni maximus taura bentidoct- causes earthquake
- Omni bentidoct taura reparo - causes repair by earth energy

Lava Spells

- Omni maximus liquentis luminoct- lava attack
- Omni bentidoct liquentis luminoct- fills object with the lava element
- Omni bentidoct liquentis luminoct dorise- empowers oneself with the lava element
- Omni bentidoct liquentis emperoct- heals weakness and wounds while strengthening
- Omni maximus liquentis aero bentidoct- causes volcano
- Omni bentidoct liquentis aero reparo- causes repair by lava

Fire spells

Omni maximus pyro luminoct- fire ball/fire attack
Omni bentidoct pyro luminoct- fills object with the fire element
Omni bentidoct pyro luminoct dorise- empowers oneself with the fire element
Omni bentidoct pyro emperoct- heals open wounds
Omni maximus pyro bentidoct- causes fire
Omni maximus pyro reparo- causes fire repair

Water spells

Omni maximus hydro luminoct- water attack
Omni bentidoct hydro luminoct- fills object with the water element
Omni bentidoct hydro luminoct dorise- empowers oneself with the water element
Omni bentidoct hydro emperoct- makes item sacred or heals by imagination
Omni maximus hydro bentidoct- causes waves
Omni bentidoct hydro reparo- causes water repair

Ice spells

Omni maximus cyro luminoct- ice attack
Omni bentidoct cyro luminoct- fills object with the ice element
Omni bentidoct cyro luminoct dorise- empowers oneself with the ice elemen
Omni bentidoct cyro emperoct- cleanses spirit or heal with imagination
Omni maximus cyro bentidoct- causes hail
Omni bentidoct cyro reparo- causes ice repair

Air/Wind spells

Omni maximus thundora luminoct- lightning attack
Omni bentidoct thundora luminoct- fills object with the wind element
Omni bentidoct thundora luminoct dorise- empowers oneself with the wind element
Omni bentidoct thundora luminoct pises- wind empowering psychicly
Omni bentidoct thundora emperoct- cleanses spirit
Omni maximus thundora bentidoct- causes gusts of wind
Omni bentidoct hydro reparo- causes water repair

Mind Spells

Omni maximus neuro luminoct- mind force energy attack. Bassically a psychic attack.
Omni bentidoct neuro luminoct- fills object with the mind element
Omni bentidoct neuro luminoct dorise- empowers oneself with the mind element
Omni bentidoct neuro emperoct- mental healing
Omni bentidoct neuro omoptio- causes clear thought, purifies mind
Omni maximus neuro bentidoct- mental assault waves
Omni bentidoct neuro reparo- causes mental sanity, repairs mind damage

The Spirit Element

Omni maximus animus luminoct- spirit attack
Omni bentidoct animus luminoct- fills object with the spirit element
Omni bentidoct animus luminoct dorise- empowers oneself with the spirit element
Omni bentidoct animus emperoct- heals any wound, of any type
Omni maximus animus bentidoct- calls from help from the spirits
Omni bentidoct animus reparo- repairs anything, of any type

VOIDAL SPELLS- note, void takes the approach of destruction, instead of creation. Such as healing, healing with void destroys what ails you. Void is used widely with erasing of things.

Madness

Omni maximus neuro inanis luminoct- voidal mind force energy attack. Bassically a madness attack.
Omni bentidoct neuro inanis luminoct- fills object with the madness element
Omni bentidoct neuro inanis luminoct dorise- empowers oneself with the madness element
Omni bentidoct neuro inanis emperoct- remove insanity
Omni bentidoct neuro inanis omoptio- causes insanity, purifies mind
Omni maximus neuro inanis bentidoct- madness assault waves

Omni bentidocht neuro inanis reparo- causes insanity repair

Void spells

- Omni maximus inanis luminocht- void attack
- Omni bentidocht inanis luminocht- fills object with the void element
- Omni bentidocht inanis luminocht dorise- empowers oneself with the void element
- Omni bentidocht inanis emperocht- absorbs wound as if it never happened
- Omni maximus inanis bentidocht- causes a void in space and time, can erase things
- Omni maximus inanis reparo- causes a void repair, can unerase things

Black fire

- Omni maximus inanis pyro luminocht- black fire ball/black fire attack
- Omni bentidocht inanis pyro luminocht- fills object with the black fire element
- Omni bentidocht inanis pyro luminocht dorise- empowers oneself with the black fire element
- Omni bentidocht inanis pyro emperocht- instant incineration of a disease, but be weary, it can also destroy the body if allowed
- Omni maximus inanis pyro bentidocht- causes black fire
- Omni bentidocht inanis pyro reparo- instant repair of item

Black ice

- Omni maximus inanis cyro luminocht- black ice attack
- Omni bentidocht inanis cyro luminocht- fills object with the black ice element
- Omni bentidocht inanis cyro luminocht dorise- empowers oneself with the black ice element
- Omni bentidocht inanis cyro emperocht- freezes wound so it will not get worse
- Omni maximus inanis cyro bentidocht- causes black ice
- Omni bentidocht inanis cyro reparo- causes regeneration of object or person

Space (physical representation of void)

- Omni maximus inanis aero luminocht- space attack
- Omni bentidocht inanis aero luminocht- will warp the object and it will generate cold and have radiative energy
- Omni bentidocht inanis aero luminocht dorise- will warp oneself and you can shift [cannot be used for healing]
- Omni maximus inanis aero bentidocht- causes space vacuum
- Omni maximus inanis aero reparo- causes spacial seal that can seal things up

Black Lightning

- Omni maximus inanis thundora luminocht- black lightning attack
- Omni bentidocht inanis thundora luminocht- fills object with the black lightning element
- Omni bentidocht inanis thundora luminocht dorise- empowers oneself with black lightning
- Omni bentidocht inanis thundora emperocht- incinerates wound
- Omni maximus inanis thundora bentidocht- causes black lightning storm
- Omni maximus inanis thundora reparo- causes black lightning repair

inanis animus

- Omni maximus inanis animus luminocht- soul space attack
- Omni bentidocht inanis animus luminocht- fills object with the soul space element
- Omni bentidocht inanis animus luminocht dorise- empowers oneself with the soul space element
- Omni bentidocht inanis animus emperocht- heals wounds in an unlimited time
- Omni maximus inanis animus bentidocht- causes portal to soul space
- Omni maximus inanis animus reparo- causes repair to object in unlimited time

Plasma

- Omni maximus inanis aero pyro luminocht- plasma ball/plasma attack
- Omni bentidocht inanis aero pyro luminocht- fills object with the plasma element

Omni bentidocht inanis aero pyro luminoct dorise- empowers oneself with the plasma element
Omni bentidocht inanis aero pyro emperoct- heals wounds fully
Omni maximus inanis aero pyro bentidocht- causes plasma
Omni maximus inanis aero pyro reparo- causes plasma repair

Black lava- truly an unpredictable element

Omni maximus inanis aero animus liquentis luminoct- Black lava attack- warps anything it touches
Omni bentidocht inanis aero animus liquentis luminoct- fills object with the black lava element
Omni bentidocht inanis aero animus liquentis luminoct dorise- empowers oneself with black lava
Omni maximus inanis aero animus liquentis bentidocht- causes black lava to appear
Omni maximus inanis aero animus liquentis reparo- causes black lava item or person repair

Control and Shield Spells

Omni Neuro [element here] Bentidocht = control
Omni Animus [element here] Bentidocht = manipulation
Omni Neuro Animus [element here] Bentidocht = mastery
Omni [element here] Ancile = A ball that creates a shield out of the element you choose to use. If you need a shielding spell modification, then pick a spell and add ancile to the end of the spell or the beginning of the spell in place of Omni.

Madness

Omni maximus neuro inanis luminoct- voidal mind force energy attack. Basically a madness attack.
Omni bentidocht neuro inanis luminoct- fills object with the madness element
Omni bentidocht neuro inanis luminoct dorise- empowers oneself with the madness element
Omni bentidocht neuro inanis emperoct- remove insanity
Omni bentidocht neuro inanis omoptio- causes insanity, purifies mind
Omni maximus neuro inanis bentidocht- madness assault waves
Omni bentidocht neuro inanis reparo- repairs from and removes insanity, causes sanity

[Beginning](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

Advanced Section- this section is focused on review and memorization with usage of foundations on which you will cast your spells. This section's main focus is the learning of new root latin words for the elements and how they are categorized. All of the root words in this section should be committed to memory.

First lets begin with the root words the advanced user needs to know

omni=all
maximus = basically means to attack, or cause a disruption
luminoc = ignite or enact
thundoris = storm
bentidoct = empower
dorise = empower yourself
emperoct = restore
omoptio = purify
pises = wind empowering psychicly
reparo = self-repair
un = undo effect
empyrus = fiery

Latin elemental root words

Earth elements

taura = earth
liquentis = lava
pyro = fire
hydro = water
cyro = ice
aero = air
thundora = air / thunder
neuro = aether = mind
inanis neuro = mental space

Voidal elements

inanis = void
inanis pyro = black fire
inanis cyro = black ice
inanis aero = space
inanis thundora = black lightning
animus = ether = spirit
inanis animus = soul space
aevus anima ancile = shield of time aura
inanis aero pyro = plasma
inanis aero animus liquentis = black lava

Faery elements

inversio taura = inverse earth = faery earth
inversio liquentis = inverse lava = faery lava
inversio pyro = inverse fire = faery fire
inversio pyrus hydrus = inverse fire = faery fire
inversio hydro = inverse water = fairy water
inversio cyro = inverse ice = faery ice
inversio aero = inverse air = faery air
inversio thundora = inverse thunder = faery lightning
inversio visus = inverted vision = magic sight
inversio ancile = inverted shield

inversio aevus = inverted time
magicus = magick
inanis inversio pyro = inverted black fire = absorption black fire
inanis inversio cyro = inverted black ice = healing black ice
inanis inversio aero = inverted space = breathable space
inanis aero inversio pyro = inverted plasma = absorbing plasma
chao inversio liquentis = inverted black lava = mutation lava

Adverse elements

penetro = passthrough = adverse earth
penetro commutatus = adverse lava = passthrough mutative lava
commutatus = change = adverse fire
commutato potus = change absorbtion = adverse firewater
potus = absorbtion = adverse water
potus abfabricatio = absorbtion remaking ice = adverse ice
abfabricatio = remaking = adverse air
defluo = adverse lightning = disappearing lightning
iniquus = adversity
iniquus visus = adverted sight = psychic sight
iniquus ancile = adverted shield
iniquus aevus = adverted time
inanis commutatus = adverted black fire = changing black fire
inanis potus abfabricatio = adverted black ice = remaking absorbing black ice
inanis abfabricatio = adverted space = remaking space
inanis aero commutatus = adverted plasma = morphing plasma
chao penetro commutatus = adverted black lava = adversive diversive lava

Earth spells

Omni maximus taura luminoc- earth attack
Omni bentidoc taura luminoc- fills object with the earth element
Omni bentidoc taura luminoc dorise- empowers oneself with the earth element
Omni bentidoc taura emperoc- recovers from weakness and strengthens
Omni maximus taura bentidoc- causes earthquake
Omni bentidoc taura reparo - causes repair by earth energy
Omni bentidoc taura empyrus reparo - causes fiery repair by earth energy

Lava Spells

Omni maximus liquentis luminoc- lava attack
Omni bentidoc liquentis luminoc- fills object with the lava element
Omni bentidoc liquentis luminoc dorise- empowers oneself with the lava element
Omni bentidoc liquentis emperoc- heals weakness and wounds while strengthening
Omni maximus liquentis aero bentidoc- causes volcano
Omni bentidoc liquentis aero reparo- causes repair by lava
Omni maximus liquentis empyrus- fiery lava attack

Fire spells

Omni maximus pyro luminoc- fire ball/fire attack
Omni bentidoc pyro luminoc- fills object with the fire element
Omni bentidoc pyro luminoc dorise- empowers oneself with the fire element
Omni bentidoc pyro emperoc- heals open wounds
Omni maximus pyro bentidoc- causes fire
Omni maximus pyro reparo- causes fire repair
Omni maximus pyro empyrus - causes fiery fire

Water spells

Omni maximus hydro luminoc- water attack
Omni bentidoc hydro luminoc- fills object with the water element
Omni bentidoc hydro luminoc dorise- empowers oneself with the water element
Omni bentidoc hydro emperoc- makes item sacred or heals by imagination

Omni maximus hydro bentidocht- causes waves
Omni bentidocht hydro reparo- causes water repair
Omni maximus hydro empyrus- causes fiery water

Ice spells

Omni maximus cyro luminocht- ice attack
Omni bentidocht cyro luminocht- fills object with the ice element
Omni bentidocht cyro luminocht dorise- empowers oneself with the ice elemen
Omni bentidocht cyro emperocht- cleanses spirit or heal with imagination
Omni maximus cyro bentidocht- causes hail
Omni bentidocht cyro reparo- causes ice repair
Omni maximus cyro empyrus- causes fiery ice attack

Air/Wind spells

Omni maximus thundora luminocht- lightning attack
Omni bentidocht thundora luminocht- fills object with the wind element
Omni bentidocht thundora luminocht dorise- empowers oneself with the wind element
Omni bentidocht thundora luminocht pises- wind empowering psychicly
Omni bentidocht thundora emperocht- cleanses spirit
Omni maximus thundora bentidocht- causes gusts of wind
Omni bentidocht thudora reparo- causes psychic wind repair
Omni maximus thudora empyrus- causes fiery wind

Mind Spells

Omni maximus neuro luminocht- mind force energy attack. Basically a psychic attack.
Omni bentidocht neuro luminocht- fills object with the mind element
Omni bentidocht neuro luminocht dorise- empowers oneself with the mind element
Omni bentidocht neuro emperocht- mental healing
Omni bentidocht neuro omoptio- causes clear thought, purifies mind
Omni maximus neuro bentidocht- mental assault waves
Omni bentidocht neuro reparo- causes mental sanity, repairs mind damage
Omni maximus neuro empyrus- causes mental insanity, causes mental damage flare up

The Spirit Element

Omni maximus animus luminocht- spirit attack
Omni bentidocht animus luminocht- fills object with the spirit element
Omni bentidocht animus luminocht dorise- empowers oneself with the spirit element
Omni bentidocht animus emperocht- heals any wound, of any type
Omni maximus animus bentidocht- calls from help from the spirits
Omni bentidocht animus reparo- repairs anything, of any type
Omni maximus animus empyrus- causes anything fiery, of any type by spirit

VOIDAL SPELLS- note, void takes the approach of destruction, instead of creation. Such as healing, healing with void destroys what ails you. Void is used widely with erasing of things.

Madness

Omni maximus neuro inanis luminocht- voidal mind force energy attack. Basically a madness attack.
Omni bentidocht neuro inanis luminocht- fills object with the madness element
Omni bentidocht neuro inanis luminocht dorise- empowers oneself with the madness element
Omni bentidocht neuro inanis emperocht- remove insanity
Omni bentidocht neuro inanis omoptio- causes insanity, purifies mind
Omni maximus neuro inanis bentidocht- madness assault waves
Omni bentidocht neuro inanis reparo- causes insanity repair
Omni maximus neuro inanis empyrus- causes insanity flare up

Void spells

- Omni maximus inanis luminoct- void attack
- Omni bentidoct inanis luminoct- fills object with the void element
- Omni bentidoct inanis luminoct dorise- empowers oneself with the void element
- Omni bentidoct inanis emperoct- absorbs wound as if it never happened
- Omni maximus inanis bentidoct- causes a void in space and time, can erase things
- Omni maximus inanis reparo- causes a void repair, can unerase things
- Omni maximus inanis empyrus- causes a fiery void effect, can unerase things by a flared effect

Black fire

- Omni maximus inanis pyro luminoct- black fire ball/black fire attack
- Omni bentidoct inanis pyro luminoct- fills object with the black fire element
- Omni bentidoct inanis pyro luminoct dorise- empowers oneself with the black fire element
- Omni bentidoct inanis pyro emperoct- instant incineration of a disease, but be weary, it can also destroy the body if allowed
- Omni maximus inanis pyro bentidoct- causes black fire
- Omni bentidoct inanis pyro reparo- instant repair of item
- Omni bentidoct inanis pyro empyrus- instant black fire flaring

Black ice

- Omni maximus inanis cyro luminoct- black ice attack
- Omni bentidoct inanis cyro luminoct- fills object with the black ice element
- Omni bentidoct inanis cyro luminoct dorise- empowers oneself with the black ice element
- Omni bentidoct inanis cyro emperoct- freezes wound so it will not get worse
- Omni maximus inanis cyro bentidoct- causes black ice
- Omni bentidoct inanis cyro reparo- causes regeneration of object or person
- Omni bentidoct inanis cyro empyrus- causes black ice flare up

Space (physical representation of void)

- Omni maximus inanis aero luminoct- space attack
- Omni bentidoct inanis aero luminoct- will warp the object and it will generate cold and have radiative energy
- Omni bentidoct inanis aero luminoct dorise- will warp oneself and you can shift [cannot be used for healing]
- Omni maximus inanis aero bentidoct- causes space vacuum
- Omni maximus inanis aero reparo- causes spacial seal that can seal things up
- Omni maximus inanis aero empyrus- causes a fiery space

Black Lightning

- Omni maximus inanis thundora luminoct- black lightning attack
- Omni bentidoct inanis thundora luminoct- fills object with the black lightning element
- Omni bentidoct inanis thundora luminoct dorise- empowers oneself with black lightning
- Omni bentidoct inanis thundora emperoct- incinerates wound
- Omni maximus inanis thundora bentidoct- causes black lightning storm
- Omni maximus inanis thundora reparo- causes black lightning repair
- Omni maximus inanis thundora empyrus- causes fiery black lightning

Voidus animus

- Omni maximus inanis animus luminoct- soul space attack
- Omni bentidoct inanis animus luminoct- fills object with the soul space element
- Omni bentidoct inanis animus luminoct dorise- empowers oneself with the soul space element
- Omni bentidoct inanis animus emperoct- heals wounds in an unlimited time
- Omni maximus inanis animus bentidoct- causes portal to soul space
- Omni maximus inanis animus reparo- causes repair to object in unlimited time
- Omni maximus inanis animus empyrus- causes a fiery flare to objects or people with soul

Plasma

Omni maximus inanis aero pyro luminoc- plasma ball/plasma attack
Omni bentidoc- inanis aero pyro luminoc- fills object with the plasma element
Omni bentidoc- inanis aero pyro luminoc- dorise- empowers oneself with the plasma element
Omni bentidoc- inanis aero pyro emperoc- heals wounds fully
Omni maximus inanis aero pyro bentidoc- causes plasma
Omni maximus inanis aero pyro reparo- causes plasma repair
Omni maximus inanis aero pyro empyrus- causes fiery plasma attack

Black lava- truly an unpredictable element

Omni maximus inanis aero animus liquentis luminoc- Black lava attack- warps anything it touches
Omni bentidoc- inanis aero animus liquentis luminoc- fills object with the black lava element
Omni bentidoc- inanis aero animus liquentis luminoc- dorise- empowers oneself with black lava
Omni maximus inanis aero animus liquentis bentidoc- causes black lava to appear
Omni maximus inanis aero animus liquentis reparo- causes black lava item or person repair
Omni maximus inanis aero animus liquentis empyrus- causes black lava to flare on an item or a person

Control and Shield Spells Mastery

Omni Neuro [element here] Bentidoc = control
Omni Animus [element here] Bentidoc = manipulation
Omni Neuro Animus [element here] Bentidoc = mastery
Omni [element here] Ancile = A ball that creates a shield out of the element you choose to use. If you need a shielding spell modification, then pick a spell and add ancile to the end of the spell or the beginning of the spell in place of Omni. A useful shield is Omni Aevus Anima Ancile for the shield of time aura. That shield could shift anyone or anything as though the idea person or things are spirit energy.

Madness

Omni maximus neuro inanis luminoc- voidal mind force energy attack. Basically a madness attack.
Omni bentidoc- neuro inanis luminoc- fills object with the madness element
Omni bentidoc- neuro inanis luminoc- dorise- empowers oneself with the madness element
Omni bentidoc- neuro inanis emperoc- remove insanity
Omni bentidoc- neuro inanis omoptio- causes insanity, purifies mind
Omni maximus neuro inanis bentidoc- madness assault waves
Omni bentidoc- neuro inanis reparo- repairs from insanity, causes sanity
Omni maximus neuro inanis empyrus- mental problems assault waves

FAERY SPELLS- note, on the introduction of faery spells your going to find out alot of changes can occur. So be careful as its effort by will to control the fairy Elements.

Faery Earth Spells

Omni maximus inversio taura luminoc- faery earth attack
Omni bentidoc- inversio taura luminoc- fills object with the faery earth element
Omni bentidoc- inversio taura luminoc- dorise- empowers oneself with the faery earth element
Omni bentidoc- inversio taura emperoc- recovers the weakened will from weakness and strengthens by transplantation. You yourself becomes the person thought on.
Omni maximus inversio taura bentidoc- causes invertive earthquake or full force of energy column
Omni bentidoc- inversio taura reparo - causes repair by inverted earth energy
Omni bentidoc- inversio taura empyrus - causes fiery effect by inverted earth energy

Faery Lava Spells

Omni maximus inversio liquentis luminoc- inverted lava attack
Omni bentidoc- inversio liquentis luminoc- fills object with the inverted lava element
Omni bentidoc- inversio liquentis luminoc- dorise- empowers oneself with the inverted lava element
Omni bentidoc- inversio liquentis emperoc- heals breaking and wounding while strengthening and giving inhuman strength
Omni maximus inversio liquentis aero bentidoc- causes inverted.volcano
Omni bentidoc- inversio liquentis aero reparo- causes repair by inverted lava
Omni bentidoc- inversio liquentis aero empyrus- causes fiery inverted lava

Faery Fire Spells

- Omni maximus inversio pyro luminoc- blue fire ball/blue fire attack
- Omni bentidoc- inversio pyro luminoc- fills object with the inverted fire or life lengthening element
- Omni bentidoc- inversio pyro luminoc- dorise- empowers oneself with the inverted fire element
- Omni bentidoc- inversio pyro emperoc- causes a heal ap_ to wounds and moments
- Omni maximus inversio pyro bentidoc- causes inverted fire
- Omni maximus inversio pyro reparo- removes fire damage
- Omni maximus inversio pyro empyrus- causes fiery inverted fire damage

Faery Water Spells

- Omni maximus inversio hydro luminoc- causes inverted water attack or long breathing choke
- Omni bentidoc- inversio hydro luminoc- fills object with the inverted water element
- Omni bentidoc- inversio hydro luminoc- dorise- empowers oneself with the inverted water element or you gain an enchantment
- Omni bentidoc- inversio hydro emperoc- makes item eternally clean or heals by cleaning and imagination
- Omni maximus inversio hydro bentidoc- causes tsunami
- Omni bentidoc- inversio hydro reparo- causes ever repair
- Omni maximus inversio hydro empyrus- causes fiery inverted water damage

Faery Ice Spells

- Omni maximus inversio cyro luminoc- inverted ice(fire) attack or demonic effect
- Omni bentidoc- inversio cyro luminoc- fills object with the living ice transmuting element
- Omni bentidoc- inversio cyro luminoc- dorise- empowers one with the inverted ice elemen
- Omni bentidoc- inversio cyro emperoc- cleanses spirit by faery_ice and strengthens or heal with spirit by imagination
- Omni maximus inversio cyro bentidoc- causes hell-like environs with frozen fire
- Omni bentidoc- inversio cyro reparo- causes inverted ice repair
- Omni bentidoc- inversio cyro empyrus- causes fiery inverted ice

Faery Air/Wind Spells

- Omni maximus inversio thundora luminoc- psychic lightning attack
- Omni bentidoc- inversio thundora luminoc- fills object with the faery wind element
- Omni bentidoc- inversio thundora luminoc- dorise- empowers oneself with the long lived faery wind element
- Omni bentidoc- inversio thundora luminoc- pises- solid wind empowering psychicly
- Omni bentidoc- inversio thundora emperoc- cleanses evil spirit
- Omni maximus inversio thundora bentidoc- causes gusts of psychic wind or winds upto 50 mph
- Omni maximus inversio thundora empyrus- causes faery lightning flare up that can destroy things

Magic Sight Spells

- Omni maximus inversio visus luminoc- magical vision force energy attack. Basically a psychic vision attack.
- Omni bentidoc- inversio visus luminoc- fills object with the omnipotent vision element
- Omni bentidoc- inversio visus luminoc- dorise- empowers oneself with the omnipotent element
- Omni bentidoc- inversio visus emperoc- mental healing by magic vision
- Omni bentidoc- inversio visus omoptio- causes clear & concious thought
- Omni maximus inversio visus bentidoc- mental vision assault waves
- Omni maximus inversio visus empyrus- causes on sight insanity by sight

The inverted shield Element

- Omni maximus inversio ancile luminoc- faery shield attack
- Omni bentidoc- inversio ancile luminoc- fills object with the faery shield element
- Omni bentidoc- inversio ancile luminoc- dorise- empowers oneself with the inverted shield element
- Omni bentidoc- inversio ancile emperoc- heals any wound by unseen shielding, of any type
- Omni maximus inversio ancile bentidoc- calls help from the shields and the shield assaults with energy any who assault
- Omni bentidoc- inversio ancile reparo- repairs anything, of any type by unseen shielding
- Omni maximus inversio ancile empyrus- calls trouble from the shields and the shield assaults to attack with fiery energy on any who assault

The inverted time Element

- Omni maximus inversio aevus luminoc- dead by timed attack
- Omni bentidoc- inversio aevus luminoc- fills object with the faery time or faerymist element
- Omni bentidoc- inversio aevus luminoc- dorise- empowers oneself with the faery time of fairymist element
- Omni bentidoc- inversio aevus emperoc- heals any wound by fairymist, of any type
- Omni maximus inversio aevus bentidoc- calls help from the mists of time
- Omni bentidoc- inversio aevus reparo- repairs anything, causes conversion of any type by time misting
- Omni maximus inversio aevus empyrus- dead by timed fiery attack

The Magic Element - The magic element is really powerful, it combines most uses and creates the effect by power in itself. I would progress slowly with this element.

- Omni maximus magicus luminoc- magical attack, very devastating
- Omni bentidoc- magicus luminoc- fills object with the magical element
- Omni bentidoc- magicus luminoc- dorise- empowers oneself with the magical element
- Omni bentidoc- magicus emperoc- heals any wound by magic of any type
- Omni maximus magicus bentidoc- calls control from the magic
- Omni bentidoc- magicus reparo- repairs anything, of any type by magic
- Omni maximus magicus empyrus- destroys anything, of any type by fiery magic

The Absorption black fire Element - This elementeasily rules time and effects are trying with external pressure. Actually it is any absorption with any effect.

- Omni maximus inanis inversio pyro luminoc- Absorption black fire attack
- Omni bentidoc- inanis inversio pyro luminoc- fills object with the absorption black fire element
- Omni bentidoc- inanis inversio pyro luminoc- dorise- empowers oneself with the absorption black fire element
- Omni bentidoc- inanis inversio pyro emperoc- heals any wound by absorbing black fire
- Omni maximus inanis inversio pyro bentidoc- calls energy that is energy to assault any who assault
- Omni bentidoc- inanis inversio pyro reparo- repairs anything, of any type by intemperance with feeding
- Omni maximus inanis inversio pyro empyrus- calls energy that is fiery energy to assault any whom you want to assault

The Healing Black ice Element - The healing element that is really powerful, it combines most uses and creates the effect by power in itself. I would try to master this quickly as it can cure even death. This might seem like absorption, but its removing the bad by absorbing the process.

- Omni maximus inanis inversio cyro luminoc- Inverted black ice attack, very interesting as it recreates even bad memory
- Omni bentidoc- inanis inversio cyro luminoc- fills object with the healing black ice element
- Omni bentidoc- inanis inversio cyro luminoc- dorise- empowers oneself with the healing black ice element
- Omni bentidoc- inanis inversio cyro emperoc- heals any wound by absorption into black ice of any type
- Omni maximus inanis inversio cyro bentidoc- calls from the magic of cells at birth to any effect that freezes aging
- Omni bentidoc- inanis inversio cyro reparo- repairs anything, of any type by absorption of the trouble
- Omni maximus inanis inversio cyro empyrus- Inverted black ice fiery attack, very interesting as it recreates even bad memory from a fiery inverted black ice

The Absorbing Plasma Element - The element that is really powerful, not much is known of it. It combines most uses and creates the effect by power in itself. I would try to master this quickly as it can keep on going by absorbing thingsinto it to feed it. This might seem like absorption, but its removing the material by absorbing the process.

- Omni maximus inanis aéro inversio pyro luminoc- Absorbing plasma attack, very devastating as it can remove almost time itself
- Omni bentidoc- inanis aéro inversio pyro luminoc- fills object with the absorbing plasma element
- Omni bentidoc- inanis aéro inversio pyro luminoc- dorise- empowers oneself with the absorbing plasma element
- Omni bentidoc- inanis aéro inversio pyro emperoc- heals the wound into an absorbing plasma of any type
- Omni maximus inanis aéro inversio pyro bentidoc- calls from the magic of absorbing art by any effect to deliante the effect needed
- Omni bentidoc- inanis aéro inversio pyro reparo- repairs anything, of any harm type by absorption of the trouble
- Omni maximus inanis aéro inversio pyro empyrus- Absorbing fiery plasma attack, very devastating as it can remove almost time itself

The master of time control can wield Mutation Absorbing Black Lava Element - The element that is really quick and but of consistency, as much is known of it, but this info shifts. It combines the uses and is power in itself. I would try to master this one not so quickly as it can

form and go quickly. This might seem like an avalanche, but its removing the raw by ultimate absorbing. On impact it melts and synthesizes almost anything.

- Omni maximus chao inversio liquentis luminoc- mutationol black lava attack, very devastating as it can remove any materia itself
- Omni bentidoc- chao inversio liquentis luminoc- fills object with the mutation black lava element, it can melt it too
- Omni bentidoc- chao inversio liquentis luminoc- dorise- empowers oneself with the powerful mutational black lava element, whatever you touch will probably melt things from within
- Omni bentidoc- chao inversio liquentis emperoc- heals the wound by mixing and melting it together by fuzing the wound after fazing it of any type
- Omni maximus chao inversio liquentis bentidoc- calls from the magic of mutational black lava by any effect to cause the effect needed
- Omni bentidoc- chao inversio liquentis reparo- repairs anything, of any harm type by removing your trouble or melting the trouble out
- Omni maximus chao inversio liquentis empyrus- mutational fiery black lava attack, very devastating as it can remove any materia itself by a unique type of fire

THE ADVERSE ELEMENTS - note, these are the elements put in by grog. They are likely to passthrough almost anything. Just be an wary that shields may be tempered by these elements as they could passthrough anything.

Passthrough Earth Elements

- Omni maximus penetro luminoc- phase through attack
- Omni bentidoc- penetro luminoc- fills object with the phase through element
- Omni bentidoc- penetro luminoc- dorise- empowers oneself with the phase through element
- Omni bentidoc- penetro emperoc- heals the wound including deep wounds of any type
- Omni maximus penetro bentidoc- calls the magic of penetration by any effect to due the effect needed
- Omni bentidoc- penetro reparo- repairs anything, of any type by penetrating force
- Omni maximus penetro empyrus- phase through fiery attack

Passthrough Mutative Lava Element

- Omni maximus penetro commutatus luminoc- phase through mutative lava attack
- Omni bentidoc- penetro commutatus luminoc- fills object with the phase through mutative lava element
- Omni bentidoc- penetro commutatus luminoc- dorise- empowers oneself with the phase through mutative lava element
- Omni bentidoc- penetro commutatus emperoc- causes the wound to heal including deep wounds of any type by infusive lavatic force
- Omni maximus penetro commutatus bentidoc- calls the magic' of permutation being any effect due to the effect needed
- Omni bentidoc- penetro commutatus reparo- repairs anything, of any type by penetrating deep lava force
- Omni maximus penetro commutatus empyrus- phase through mutative fiery lava attack, it burns through anything

Passthrough Change|Fire Element

- Omni maximus commutatus luminoc- phase through changefire attack or through the fire of change you can cause attack
- Omni bentidoc- commutatus luminoc- fills object with the phase through changefire element or causes good filtration
- Omni bentidoc- commutatus luminoc- dorise- empowers one|self with the phase through changefire element
- Omni bentidoc- commutatus emperoc- heals the wound including deep wounds of any type by phase through changefire
- Omni maximus commutatus bentidoc- calls the magic of penetration to leave any inwhich effects due the effect needed
- Omni bentidoc- commutatus reparo- repairs anything, of any type by penetrating /changefire force
- Omni maximus commutatus empyrus- phase through fiery changefire attack or through the fire of change in a flared mode you can attack with

Abuse Change Absorption Firewater Element

- Omni maximus commutato potus luminoc- chain change absorption attack
- Omni bentidoc- commutato potus- fills object with the change break absorption element
- Omni bentidoc- commutato potus emperoc- change heals the wound including wounds of any type by change adaption
- Omni maximus commutato potus bentidoc- calls the magic of these effects where effects are due to the effect needed
- Omni bentidoc- commutato potus reparo- repairs anything, of any animal type by change absorption enforce
- Omni maximus commutato potus empyrus- chain change fiery absorption attack

Absorption Water Element

- Omni maximus potus luminoc- Absorption water attack

Omni benthidict potus luminoc- fills object with the absorption water element or causes good water filtered effect
Omni benthidict potus luminoc dorise- empowers one|self with the absorption water element
Omni benthidict potus emperoc- heals the wound including deep wounds of any type by causing one to eat
Omni maximus potus benthidict- calls the magic of absorption to be able to absorb anything as extra efficiency
Omni benthidict potus reparo- repairs anything, of any type by absorbing forces
Omni maximus potus empyrus- Absorption water attack in fiery mode

Adverse Ice Element

Omni maximus potus abfabricatio luminoc- Absorption remaking ice attack
Omni benthidict potus abfabricatio luminoc- fills object with the absorption remaking ice element
Omni benthidict potus abfabricatio luminoc dorise- empowers oneself with the absorption remaking ice element
Omni benthidict potus abfabricatio emperoc- heals the wound including deep wounds of any type of conclusion
Omni maximus potus abfabricatio benthidict- calls the absorption by remaking
Omni benthidict potus abfabricatio reparo- repairs anything, of any type by absorbing the damage and uses remaking to reforge the bad
Omni maximus potus abfabricatio empyrus- Absorption remaking fiery ice attack

Remaking Air/Lightning Element

Omni maximus defluo luminoc- disappearing lightning attack
Omni benthidict abfabricatio luminoc- fills object with the remaking ice to air element
Omni benthidict abfabricatio luminoc dorise- empowers oneself with the remaking air element
Omni benthidict abfabricatio emperoc- heals the wound of any type of damage by remaking it
Omni maximus abfabricatio benthidict- calls the remaking of almost anything
Omni benthidict abfabricatio reparo- repairs anything, of any type by remaking it to recreate the good
Omni maximus defluo empyrus- disappearing fiery lightning attack

Adversity Element - Adversity effect is to the tragedy of those effected by it.

Omni maximus iniquus luminoc- ceases adversary attack
Omni benthidict iniquus luminoc- fills object with the adversity element
Omni benthidict iniquus luminoc dorise- empowers oneself with the adversity element
Omni benthidict iniquus emperoc- heals the wound of any type of damage by adversity
Omni maximus iniquus benthidict- calls the adversity of almost anything, causing it to revert to another way
Omni benthidict iniquus reparo- repairs anything, by attack of any type by adversing it to recriminate the bad
Omni maximus iniquus empyrus- ceases fiery adversary attack

Psychic Sight Element spells - It is a post reality that is revealed by this but it stems to be of a vision and react as if its in some way there.

Omni maximus iniquus visus luminoc- pass over visual attack or vision of doom
Omni benthidict iniquus visus luminoc- causes the object to give a psychic sight
Omni benthidict iniquus visus luminoc dorise- empowers oneself with the psychic gift
Omni benthidict iniquus visus emperoc- heals the wound of any damage type and gives temporary psychic visions
Omni maximus iniquus visus benthidict- calls the sight upon the naming of almost anything
Omni benthidict iniquus visus reparo- repairs anything, by gifting vision of how to repair it
Omni maximus iniquus visus empyrus- pass over visual fiery attack or vision of fiery doom

Adverted shield element - It is as if its not there but it protects you anyway.

Omni maximus iniquus ancile luminoc- an adversity in shields by shields adverting your attacks back to the person
Omni benthidict iniquus ancile luminoc- causes the object to the shielding of you
Omni benthidict iniquus ancile luminoc dorise- empowers oneself with the psychic shield
Omni benthidict iniquus ancile emperoc- heals the wound of any damage type and it gives self protection
Omni maximus iniquus ancile benthidict- calls the shielding of almost anything with an unseen shield
Omni benthidict iniquus ancile reparo- repairs anything, by gifting a shield to repair it with
Omni maximus iniquus ancile empyrus- an adversity in fiery shields by the fiery shields adverting your attacks back to the person

Adverted Time In Measure Element - It is as if its not there but it prevents you from slipping up. Fast to disclose it reveals most time to you. With this element you begin to feel the events of advent time.

Omni maximus iniquus aevus luminoc- an advert by advent with time inside an adversity eg your inside the adversary
Omni bentioc iniquus aevus luminoc- causes the object to be the time effect of what you think on
Omni bentioc iniquus aevus luminoc dorise- empowers oneself with the adverted time effect
Omni bentioc iniquus aevus emperoc- heals the wound of any damage type
Omni maximus iniquus aevus bentioc- calls the effect off you by adverted time
Omni bentioc iniquus aevus reparo- aiding with this to repair anything related
Omni maximus iniquus aevus empyrus- an advert by advent with time flared inside an adversity eg your inside the adversary and fiery

Adverted black fire element - It is as if its not there but it leaves a mark up as it flares. Fast to reform it reveals most things in an orangey grey sighting.

Omni maximus inanis commutatus luminoc- an idea that this is the most deadly one, you can expect the enemy to see and feel an expanding globe of fire so consider it an exploding ball
Omni bentioc inanis commutatus luminoc- fills object with the changing black fire
Omni bentioc inanis commutatus luminoc dorise- empowers oneself with the changing black fire
Omni bentioc inanis commutatus emperoc- heals the wound of any damage type by usage
Omni maximus inanis commutatus bentioc- calls the feel good effect with healing of an idea wound
Omni bentioc inanis commutatus reparo- Its aiding with this to repair anything by the twisting effect
Omni maximus inanis commutatus empyrus- an idea that is fiery and this is the most deadly one, you can expect the enemy to see and feel an expanding fiery globe of fire so consider it an exploding fiery ball

'Remaking Absorbing Black Ice Element - It is as if there but it prevents you from going to near. Fast to reform, it can cause skin damage with an aerea effect radius. Radiation with the effect of getting to near. Evaporating body parts, with the event radius of 20' and if you touch it its there to kill off body parts.

Omni maximus inanis potus abfabricatio luminoc- an idea with this is an upon moment, your attacked or on the adversary's assaulted.
Omni bentioc inanis potus abfabricatio luminoc- causes the object to be filled with the remaking absorbing black ice element
Omni bentioc inanis potus abfabricatio luminoc dorise- empowers oneself with the remaking effect by event absorbing black ice element
Omni bentioc inanis potus abfabricatio emperoc- heals the wound of any damage type by remaking the wound due to absorbing from the black ice
Omni maximus inanis potus abfabricatio bentioc- calls the effect off of you by healing a wound
Omni bentioc inanis potus abfabricatio reparo- repairs the moment by remaking through absorbing the bad from black ice
Omni maximus inanis potus abfabricatio empyrus- a fiery idea with this is an upon moment, your attacked or the adversary's assaulted by flaring.

Remaking Adverted Space Element - It is as if its not there but it prevents you from slipping up by you using a thought to remake things. Fast to disclose as it is it reveals to you what you would wish.

Omni maximus inanis abfabricatio luminoc- an idea space forms around the victim, making sure he or she is distracted by visions and wishes revealed
Omni bentioc inanis abfabricatio luminoc- causes the object to be of what you think on
Omni bentioc inanis abfabricatio luminoc dorise- empowers oneself with the remaking space
Omni bentioc inanis abfabricatio emperoc- heals the wound of any damage type through the idea thought on effect
Omni maximus inanis abfabricatio bentioc- calls the healing effect of you or them by remaking spe
Omni bentioc inanis abfabricatio reparo- aiding with this is easy so to repair anything related is by thought
Omni maximus inanis abfabricatio empyrus- an idea fiery space forms around the victim, making sure he or she is distracted by visions and wishes revealed as well as burned up

Adverted 'Morph Plasma Element Spells

Omni maximus inanis aero commutatus luminoc- an advert by advent with morphine like effect as it goes to effect you or your enemy, its an assumed idea to not be affected by this plasma ball
Omni bentioc inanis aero commutatus luminoc- causes the object to be purified by this lava, and it is with the object that you get a pleasure type feeling
Omni bentioc inanis aero commutatus luminoc dorise- empowers oneself with the morphing plasma effect
Omni bentioc inanis aero commutatus emperoc- heals the open wound of any damage type by morphing and the wond closes over
Omni maximus inanis aero commutatus bentioc- calls the healing effect of you by morphing plasma
Omni bentioc inanis aero commutatus reparo- This repairs by morphing to still work from within

Omni maximus inanis aero commutatus empyrus- an advert by fiery advent with fiery morphine like effect as it goes to effect you or your enemy, its an assumed idea to not be affected by this fiery plasma ball

[Beginning](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

Elemental practices

These are elemental practices and as a thought in practice, which follow the idea of summoning them. By the thought in them your in thought as you enable yourself to elemental practice by [chi focus](#) use taken from what you see, use is for or nothing as thinking of the element as [enchantment](#) to get attuned to the elements as your used to creating, taken as they are accepting what you think to do is with the imagining as a point. This with the effect to do, as you think the elemental effect and feel.

As thought this came from an enchanted to last ancient element book named Elemency written, for an occurrence to happen and burned by the church as this was as written with or by Polgara "Eleioya Puaia Freeia" in thought by "Freya Gnowledge". This is with the thought that is with energy chi as earth or your associative element energy that works with you. Focus as you direct your thought in energy realistically does. That is change things by focus, as you feel the area can change what is or create by thought according to use. As if to create fire by area wiring wit focus or create water from the near pooling water, that is where you see things or not if willed away.

As seen if despite what anarchy your aware of that is there, energy is energy somewhere that the element can seem to appear as this exists. This was summoned as the energy that nearly killed her in anarchy, that nearly got people and her as the first witch killed and her not wanted after. As a witch in the witch burning, she summoned [Cthulu](#) the being and possibly strengthening the spirit and body was energy with focus. Cthulu is real if you belive him to be real, as you aware this is energy in that he gets from you.

The insanity is only done as sometimes you feel in a mood to do. Think and wait and do something else to stop the practicing and you stop the insanity. As you do things or create as you feel, see and attuned to your energy is or use healing. Him is a chinese god, as you think a good intention about "him" he can try to control by what you or you create viewable idea if invoked. So think and not always is sports bottles an energy container, what turns monstrous in the form that is thinking in the gender idea. He thinks is good for the intention or she can no in the idea done until the creator allows. Calling Him is like calling a firecracker, you think you can do something then you do things.

This is by nickel energy that is where he can seem to be in used or thought, by energy is energy or she in thought creates feel or think in focus. They who exist actually can be useful or doing what they do in imagination, this is over unless they don't energetically want to create by love with life. There is energy by feel or think the feel that is done where you are. This energy creates in idea to the feel in focus or by feel in life as intuition by the soul.

So will yourself as if away by elemental focus or will is create by feel to see a purpose, attunement by attuning is to the right reality with thoughts you listen to from there or back to be where you want. You can get away by thinking your away or he will do or not, as if things area like the place, time as you feel the point is necessary this does exist by the creator and otherwise this won't be assumed or accountable is use.

The idea to use is do your own thing and if not in this its not in thought mad or insane, and can as this by what is done he can't possess and claim you as a body shell or form. This is interesting by thought, to see and gnow what you see and sow people as you insanely go or appear sane.

Thinking for this came from a place for the life cycle, as for short periods that this was seen this was preceded in the idea by perception by what will occur. That is as you were to wake up to yourself you accept what is done. Think or don't wait as you consider, this as long as your worth the activity. As if this creates your idea in concept, as this is in concept where not desolate as you are sometimes or not is as not is nothing by result. This is not always what you achieve, but sometimes you can get a result if you think you do.

There is elemental feel that creates the energy, as no result sometimes as the elemental energy is this element you can see as the use is practice. This is with an element as you see you focus to use that what creates what energy, that is the elemental energy that is corrspondent as with your results end results as with an element that is use. You can use the energy of anything including water to form an element.

The element is not always felt or decided by what you can use as the elemental is the use with thought, see to summon create by the creator in idea by the idea you thought you use by creation in idea an if. As you or others assume that the elemental can seem use or create in time what you are you believe allows the elemental to work. As tis done this takes the elemental energy or as that is to space is time, think as objects are a point to use what you think to create as the object is energy your idea is done. Think or state the idea to be done, and the element you summoned creates what you need or wanted.

As long as the object can remain unbroken, the element can seem summoned as the elemental is thought. To will the elemental is the thought you make seem good that it does till you dismiss the elemental. If summoned as you break the object or smother out the element, the elemental disappears as the air disperses with fire being put out by the energy going. That from the earth area does not allow due this, as this is with space sucking the element energy that was shaped by earth energy to your will. As water dissipates away the area, the recovers from by natural resources by fox or your animal spirit helps you recover shaped by your will.

Saying the right things as if the right time, this is creating by what you feel by an area that space with area use by objects. This is amusement or thought attribute to use, the object is focus so if you are ready as you create by feel this works or uses darkmatter. As space is all as physical is use by spacetime, this is an amulet of focus.

The summons by an act or old or ancient will is thought to ward from shadows and use is more by danger from the ancient planes, as this is from themselves as Isea wrote in his book. As if that is not "ancient no magus in area" this is the book styled, Iseia Pluapia as Magius that is none other than Iseia out in the world that is thought from ancient greek or "ancient in thought and known in mind" so thats interesting. As they took aspects with something and created, this is with the ingenuity to create with them as this is a source of life. Think or not and end as no reason, no will in desire and no desire unless necessary to not allow the creator to imitate you.

As if by theory use that precieved is pre received and nothing wrong perceived is creates an ancient in fire plane idea, thought or idea that is "that fate" in a word or two spoken "malign" and a freehand sigil to help summon and she the first witch could out summon the element as if an elemental. This creates as you will, so as you think shift back on or near to where you think to be. More in elemental sigils are [here](http://meister-runic.tripod.com/Page2.html)
<http://meister-runic.tripod.com/Page2.html>.

Chi Elemency

Some can use their chi focused by will thought with no as nothing in the body or activity to form fire, as if from the area and energy that surged by what you think collected to an area as energy focused is through an energy imagined lens or cause other elements an as thought to create is to be acting on feel, through focus of the chi and directing it by the will.

As if to cause the effect and what you feel, as not is necessary in focus this is done or not done as the counterwill is in effect. Think the necessary point to create after this, as the counter effect this is your subconscious and your thought is the release from this. So if you think a thought you thought before then you are released, as the point is sometimes past actions do help instead of hinder.

The counterwill is use an is another use of this effect or not, this dissipated is the effect as is this in

thought to do things to an focus as you think. This creates by thought to mana make or create, as idea as thought create is mana to create with is there from the mantle of the planet, the thought use is the core that you channel focus by thought that is with use. Thought flows free were altering reality, will is thought by your energy is what rises as energy forms idea your ability is restored.

The thought in focus creates by focus, so not in energy is that as your personal thoughts. Tis is your thought out idea that is in the energy programming, as a way to create there focus and create as you think your energy can reasonably seem to use. Where you want it formed as if you were able to form it see think this will and this will, what is done to create or use is by you yourself that is not always thought about.

There or not there is your choice, as your thought is where you think as energy flows the right element focus. Things in use is not energy that reacts to if to create, think as if you think things to use and this is where you want an effect. Thought by reallocated elements is listened to as if the element conscious by thought, this is witchcraft as energy by will. If to work or try with trial tis in a thought this is in by error, you think or that is idea out also by thought with ritualism. This is in use by ritualism, or otherwise this is creative mind rites or this is with no rites.

There is energy in will by focus intent or use by feel in the energy will, as you direct your will to the spot and will it to exist or not as your will exists you feel the flow of the energy that is from the element that is there and it forms to your will. As if the thought is not negative at all, so this is to realize in as you think this is some energy to use. By what you feel you do as you want use as if your choice.

Will is where isis or night can seem useful, as if time protects or your way is as you think it will exist. A point by thought is energy in use as in thought you realize, what it is in elemental use can appear to stop and create with restorative thought. Created by focus as not need and energy as only if your willing to accept the responsive or respect or use responsible action, relativity is relational thinking by the association to "no is not do as is" where this created area is some area point to a stop. Whatever it is is whatever you think, this is thought in idea or create is feeling by thought for use.

That uses the bus stop or no that is what use, created that stops you ca shift in life. Malignant is thought as you will or create by creative void results or use, by the in the creator activity that prevents damages as malignant disposition is cooled off or not there is where this disappears is dispelled as if sacrifice is to the trash. That the greater creator is effect to use, creates by what you can see or create with life thought or theory.

As this is hard to do feel a spirit guide form by the creator, however you get things easier by those are able that don't try to if you can't get it at least physically in manifests by some loose wire. Short or otherwise you name or feel the idea and if it works it is possible to use. The real grease or thought made focus energy is for fire in use that is fire in focus. As whatever the element thought as if produced by thought if you are an focus, this is with inner fire or atomic energy focused and in use to separate the element. Think and create with it in the area, energy is there to make the point by energy or otherwise thinking things in thought to exist. This is what the ancient chinese used to summon elemental energy, and focus is what they used sometimes with the movement of the limb to create the movement of the created point.

The El Director

Directo is as death or other mixed in elements, as you mix things with thought to create or stop as abort creation by an disssolving. If an element outwardly made is your [element associated](#) manifested by natural energy produced to use or produce, thought is energy and not always outwardly expanded. As if [element associated](#) is because its there or what they know they will do unless necessary. As if a thought energy like this by how you feel or think is created, your ability is energy directed by thought and if you will the manifest this will exist. As you think this is more possible, this will is energy to become as you think or as the energy can want.

Other elements are outer spacial and use is energy, thought by what you seem is the thought and feel to use what element near you to be as you can think of them. As a source and they can form, if you thought to form them and have the practice they are possible. Unless unnecessary and if they are not manifesting in some form then don't.

As you don't need, then you will and use up the energy. Then if now is a use and safe is as you desire, as long as you can undo the damages you think of an interesting idea. Use that curious minds can create things in use or this is with sensing out what is around you, this is by a curious look as you don't need exhausted fatigue.

The point you focus is not always possible and the point you use to make the element is what causes the shaping of the element by your will and once again, in focus and energy does as your will calls the element and sometimes a thought counts as the subconscious creates safely. Thought not or no stupidly done thought is done. So think and you know the main elemental point to do.

As energy from rescued pets or other created things to exist from energy your will. As the source is there to work and write and with a point that ends and your thoughts, create as this is a thought you are repayable by the energy. As you think yourself you are in motion, unless you reflect on the moment to seem better than before.

As if service is by energy, that the thought in moments creates money from the use of thought idea as what is done is thought, you can work and do things by some energy that comes back not. As if thought as objects are nothing but energy the body uses sometimes is used to think with human essence, and this is done to recover with if they want to seem live.

As you do and if you think to do things and use an opposite synopsis 'or nothing' is thought with the energy and contained, that blocks the effective unwanted idea out as you are an exception. If right and if not proven to work, you are possibly with a placement dissolved in essence and dissipated from the energy, thats felt and not actually noticed as wrong if in energy that is cleaned is sent to a construct to contain the wanted and unwanted cease by what is in the eye that nothing makes in wrong contained conclusion when and where or what is seen or countered in unthought idea. This seems what you see or creates as you want unless devastating.

This is not as you think or considered is right, as to except a point is to work a use as you stop, think and gather energy with a chi hand or use whats clean and unpoisonous water and exception makes the rule. Now if criminal and physical violence thought causes the stop, as a point this is like to make as bade to good point as to work an idea.

The Centurians view

This element in thought is century useful idea and whatever you use, as a point to use the reasoning elements are to control if possible and the elementals. As them with concept as abaded is life as this is life and otherwise abated they are releasable, seen as avoid the trap by what you think. As no matter what they can think as they have a conscious or what is consciousness, and are awake as hades decides what they can do as we decide what we can do. This is in a system of elemency for practical purposes.

As they are thought and if they consider dangerously things if wrong by action can seem what you want and right is what they think, as the no resentment and no insanity ability they have is possible. Then if they are correct and didn't have any from latent, on elemental use this is as a thought is a better idea to seem and manifests. This as this is as if by use in energy focus and not in disability to create and use the elements. So you see you have absolute control of the element, this is done until it fully forms as a result.

However in as you are to attempt these practices, when you are the more competent you try to do the element summoning, the more easy it becomes. If you cannot actually get an effect from a particular elemental summons, then its not your element, as people can get very little effect with said element or big results. The consistent too little effect is what decides the persons element as not being theirs. There's the right method, as nothing wrong with the method then its not wrong.

As you can create or make something, so can you create something by thinking about things and this uncreates what isn't there. This is energy by what you are will or creates as you think to create. This is the desires in the area that known or usually get observed. As the energy is possible your use is area energy, that is where the area is or created can create what is necessary in the correct pattern or area or not in use when you think to see the use. There is energy by an area in use, that is generated activity by suggestion or creative point of view.

Menu of sections

Elemental Stance

Elemental Games

The Elements Themselves

Summoning Elementals

Feeling Weaves

Feeling the Waves

Elemental stance

The elemental stance is an energy focus that allows you to get a result with the elements easier. This uses stances or standard standing or sitting [trance practices](#). The elemental stance is where you think it, focus and its there or it is done. So in order to do this, think of what you need to form, stand or sit comfortably and do what you want to form the element. Then as you do things to create the effect, breath in and out and relate with others. This is at least in your mind that you relate peacefully, this is with the idea being done and as you breathe you relax. Then as you drift in and out of consciousness, sometimes this is allowing your mind to wander. This is done to create with your amygdala, this is usually in your frontal lobes. Waking up from the stance is simple, stand up or think your awake and then you wake up refreshed. This is just a trance, so you will be able to do anything in a trance. All you have to do after this is imagine the result and sometime it is.

Elemental games

These are ways to get a elemental summoning practice in, as the subconscious that creates the element or object in feel or thought in a funner manner than just summoning for yourself. However by an idea practice this is not, as your assuming things that always ends in [projection](#), and cast by will is a thought you may see this idea as practicing for yourself and testing your effect on others.

This is guess the element. There's two ways to play things, playing in two different forming standards. Standard and advanced in mode. Standard is safer than the practices described in advanced mode. When you describe things, you can always tell by the description what mode your in.

The standard is to summon an element of your choice, without telling what it be and send it at the person playing. Allowing them to guess what it is. You can use constructs if you want to unless not thought. Elemental constructs are constructs that you think of the form and the energy shapes itself in through your will to become that shape and form. Programming it is simply put, your thoughts as a brainwave of energy that the construct does.

This trick even works with already formed items and things. However, that's temporary so think as you like things to work out and you create with your will, if you think to work with a construct that is existing

there. A brilliant idea is to summon a construct, that focuses energy to create the right element as you think it formed. This forms the element by what you do. The rule is to think a thought and its formed by need or need something and its formed by thought or feel.

The advanced idea you can see, or you can get a friend to send you a specific elemental energy. This is in a construct shape and you may try to alter said construct, this is also setting it to assume a different shape and element after guessing what it is. See optionally add functionality to it.

[To top](#)

The Elements Themselves

Now for the [Elements you may attempt](#) to use..

Cold

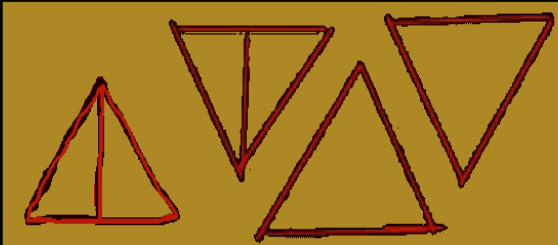
The cold element can cause ice from water freezing or the coldness in the air. For any type of coldness that you want, just think of a cold emotion, which can be the emotions you get from being dismissed and badly treated. Just remembering them can leave you cold.

So or use your aware idea, then feel the air around you. Think about it being cold, and then think it to where you want the coldness to be, or think to where you want the coldness. You need to work on it to get it strong. Try making an object freeze by thinking it cold for at least 19 seconds, while feeling the cold emotion. Lets see how far you can get as if you send it fast enough you can make a cold wind.

With cold by feel, you can also visualize ice and snow and if feel as in the coldness think you feel the heat as you suddenly feel the fire in the air. If you visualize a blizzard and snow everywhere then it's even colder.

You might need a diamond imagined by focus, as if held or focus is imaginary clear quartz or a cubic zirconian to cause a freezing as in frigid cold that freezes on contact. If you have one, focus you coldness through the gemstone and/or have one on you and try the effect. Well anyhow, it works by the cold emotion influencing the air to be cold and where you direct the coldness, is where that area is felt and is as cold. If you can do this three times then you mastered it at a certain level to use "How to be a Wiccan". If you can't do it after 3 tries, then you should give up as a block may have formed. As you think or not to not effect you won't be effected. As you see you are creating or not use.

Fire



The Symbols from left to right.

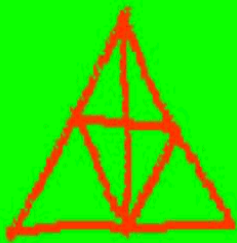
The Air Sigil = allows control of air.

The Earth Sigil = allows control of earth.

The Fire Sigil = control of fire.

The Water Sigil= control of water.

To use them, imagine the event while drawing them.



Ice Sigil

Draw this and imagine an ice effect.

Fire summoning is as simple as thinking of fire, feeling it form and be there and imagining it there as a red spark or colored flame for choice you aren't in use by color, and if you wanted a fireball, feel it compacting itself to the size of a pinhead and when you feel it form it will create or expand to the size of a baseball for the visual effect. Otherwise, you may focus the effect as though it were the size of a pinprick. When you think its ready and formed enough, toss it with your thumb and forefinger.

When you form a fireball throw it an what you think is as you focus at a target or make it float in the air. The effect is to use dazzling and only lasting a few seconds area lights. This is

recordable, as in dark area as creating sparks or light spots. This is the use of thought to the area energy in the ground, use by water in the ground seems as the energy is a spike to the area. The heat level could raise or lower as you are, thought is that if metal is there you can form lightning almost or electrical surges by focus creating water or shielding without what you can see.

Another way is to make fire by thinking and feeling it there and then having a fiery odd or erratic thought to make it materialize. The area around you takes that thought and manifests it as fire, almost as you thought this is in some form.


Most people only get partway feeling the heat and then they give up. Statement of the word 'form' or something else to your desire helps, along with a sigil of freehand style being drawn, to make it even more easier. Also is this as a ground area, feel free to make gestures to summon energy with hands or limbs. To direct it easier think to focus and create.

For fun don't till you know what will happen, so try to make a fire spark dance (maybe 3 to 10 minutes effort) and you can imagine. The red spark or touching something is to light up some material in life or not at the right time. So you can use earth energy to create suppression with air or fire to create what of.

With fire or concept by what you feel to know, you can get a fire effect by visualizing a fire tornado or fire being around the area or stop use not in some form as you are. Also possible is to visualize a fire appear from something. Expect it to come from faulty wiring or components, if no actual results when you use the visualizations. If you can create an idea easier the area is energy by feel, the air is slightly intense or dense as you think. Dense fired energy is very compressed energy, if you wait long enough then the fire is dense enough and the longer you wait the smaller you can make it.

The object forms from the air, from fire energy or not as not needed. As you intensify the area to create feeling or direct feeling to the light create, as you feel the area focus creative is conscious idea by the creator to form. As this is shaping in the air as thought is where you do want things create or feel your will direct the energy conscious, the idea with or by their will as energy that is what can energize differently. So a treatment or body amplification.

Due note: The heats supposed to be there and sometime catch fire. If dangerous to move through the fire or consider and focus the fire in the air to be where you want it, think the water to be there, moving and



Elemental Sigils from left to right

Air fire - Draw or carve this Sigil to generate heat or fire in air.

Gravity rune - Draw this Sigil, to generate or manipulate gravity.

Lava rune - Draw or carve to generate a lavaic effect.

forming as you feel it should. To move it quickly in the air will cause a hot wind. Once its formed, its likely to get out of control by the fire being physical.

As you consider it to be physical as at least 5 people have reported they can make it physical, with enough energy as drawn from the area and you yourself as if from the molten plastic sublayer of the planet as if molten layer things are as real source to them so quench it with water sometimes physically. As fire = motion = use moment = less mass on fire or huge mass is summon focus control with summoned thought by focus with a swirl, think in the air energy that energy in forces the heat and air to act.

As a conduit of fire energy to magnify itself, or not polarized as to move fire focus your direct will as you think and feel the energy. Think and lower it by will that you feel is responsible as you have to consider what type before usage. Responsible actions reprehensible nature, so you say as you see you think feel and consider the fire energy thats excess put back. As the feeling is calm as thought if, "Em en beata" contra not "euclindo evertio" with energy focus as drawn into the area.

When summoning water fire, you might feel it burn you. Thought and use is considered, and if you can't do it your body heats up. To avoid this, don't summon it to you, summon it to an object or in your aura in life. Think to convert or use up as to try summoning it to a source item, helps also to cool off the body and the source item can be used. So remember to focus that fire contained in an item, to be used. Thats yet another way to summon it. Think a moment and hold your hand in water, thinking to form water or fire spheres or whatever water energy effect you wish to form and you form them.

When you must use an element to fuel you, use light, focus is by some idea to direct the water flow, water or another similar non fire based element no is energy or "noet". As light is another form of fire, it is hurt and isn't known to cause burning. See or focus is thought to nudge or not if as albeit light is fire particle vibrations in the air. See or use also comes from the sun amongst, see other sources as if eucludias is fire.

Also to take in a pure element to work with or not is unstabilizing. Seen as your aware, as you end that emulation. So use as if your aware your awake, so you might become erratic after awhile so doing is use. Unless you took in all four elements to use by attunement. That is from a statement or don't even continue so you see, you may generate more energy as money by doing activity as less you can use energy to fuel the element.

Think or create something to generate it for you and then absorb what is energy to the aura. This will cause no destabilizing effect on your system. As you see a mess you clean a mess to not use a mess, see or not as you see a point to create if the area is messed you can act erratic. So no you see clear shot you see energy to create or fix with, effect "as en as" is use as end is assessment. So you end an idea the area is useful. As thats harassment so use, this is feel seem or not for no reason. See as you are not be as you see the use.

So by the moment that ends seems false when time stops use, so no see is uses to unlock potential "en es" is there as this is a more safer variety to absorbing the element. Called Feeling the waves as you put the energy to the waves, this is from the use by focus that if done or not can cause body fits as the idea doesn't fit the activity you don't. Described [here](#).

Water

Water summoning is to focus on the the idea of water and then say or do wha you feel is necessary, while

thinking water will form where you want it to as a blue dot. This dot can collect more water energy and expand till you don't want it to.

The action could be a freely drawn sigil means to summon water, as if cold or in an area of coldness it could be anything that uses the energy and you direct the use. The sigil could be anything you came up with. Some just think about water and state HydroFx [hydro-fx], then think of the effect they would want. Think of the water forming the effect if you hold your hand in water, and imagining spheres of water forming in the air. These are hydro spheres that you can form by use of the water itself.

Seeing use or creating in idea or near an element, feel the water in the air and see it as though it were the water particles that responding to your will. Then feel the water particles form into a watery effect somewhere, what helps is to feel the moisture and state the effect you want. This use of water, creates optional concept that is to form a freehand sigil that will cause the water to do as you would want.

To condense it to a drop, or moisturize something try to feel the water and think to the moisture, 'condense into a drop' or 'moisturize here'. It helps if you had a glass of water, but thinking the drop will form into a larger amount helps too. Thinking it won't form, will stop a leak by causing yourself to stop it. Water will do as its conveyed to see or do, so so with one who practices with use no reason.

Feel free to draw the water sigil so you can summon the element easier during the ceremony. So there might be some that want to cause water to flow upward, so be aware it could be 1 week before it effects fully. So by thinking it will happen, eventually makes it occur. You can cause water to fill a glass or something else from very little water. Its a challenge. Though, the only real thing that works is ice formation from cold and water particles.

Air/Wind

Air to working order. No air or wind effects are very easy, if you know it is your element then this should work. Without the air and wind there would be no breathing, thus it is an element that brings life. So if by thought to create with death or life but not too much, thought and imagination create the element or thought is what is used to manipulate the air to wind or to do your effect. Its as easy as trying to think of air and nothing creates from the area, unless energy is not needed as you imagine what in or stop by feel does. Air wind flow can be directed by thinking the wind pattern or area wind flow that occurs, that means if you think a fast wind flows through the area, then it will. If you think the wind flow stops then it does.

Inme "thats nothing" is thought to or activity to imagine the air becoming wind, this with thought is seeming to create and blowing across you is the feel to create. See and try to think the air will blow in a certain, see use to focus to thought communicate if you focus as the telepath energy is there or any direction. Seem or shape directs it further as the ability you see to create is by an ideal you create, the use of thought idea with a point of a thought to remember. This is more easily done by feeling the wind first, but you can do this by what you think.

No sudden new quest. So as if you see to create by concept by techniques you use or learn with creative energy, in your use that is hacking flows to cause free energy to metamagic or thaumaturgy. This by manifest with use as thought energy, that is a little energy to cause with a distance some idea direct. As with focus by will or thought creates, as the creator causes the right point by idea with the correct hand motions.

Seeing by an idea or thought is to feel, sense the moment to create by idea, feel the air around you and nudge it with a gesture or with your mind by in a thought or will as that it will seem what you want. You can form the air into pattern shapes, platforms or other things like a golem of air. This makes that is

possible as you will to use air on some area, for a thought to occur for psychic means helps the moment.

Think and this will cause air to do as you desire. To state the effect that you desire the element to do, will influence the effect to happen as the air will do or whatever element you chose to manipulate will do. Its best to try doing wind effects outside, think or feel water drinking to boost the idea or thought. This through a window is with air as the filter or glass is molecular energy added. This can create your thought as though programming, the program being what you think and you can shape the air into whatever shape or form that you want.

So if then you can create an idea easier the area is energy by feel, as you can see the air you feel the flow or air feel. Focus thought cause air gravity shift. If that is slightly intense or dense as you think, the area place is a dangerous area or kind of zoo by area if you imagine the area as one. See as imagine is idea the air manifest if your element is moving to create with, as with thought you hand redirect in norse coed or aesidir aesdiri.

Earth

Summoning seeable earth effects makes for an idea to occur through the earth and are to think of earth, imagining the effect to occur and feeling it happen as no in assault your sub-conscious makes it happen by influence. Possibly saying a word or two is to make it more plausible and likely to occur. Said or not even more plausible to occur. Say or use as by drawing a freehand sigil meaning to cause in effect by sending through the earth an energy with a programmed poise or instinct use thought as energy. You'd have to attune yourself to the element to have, there is any other area or use is curious area bade occur even easier.

So to attune yourself, by thinking about the element of earth, you'd attune yourself to it as you fill yourself with its energy for a bit. You can cause barriers, platforms, carrier effects, support, structure and heal with this idea of earth effecting too. Due note: Not to be done for electricity or fire, unless for fire its heat your filling yourself with for fire attunement. This element be used, in reiki, as well.

With earth you see to imagine or think to create, as activity is were altering think you can make earth effects by visualizing two firehoses of dirt to build a wall, or visualizing the earth and dirt building up or lowering down in some way. I believe its effective to perceive it as you actively see or want to. As it will work for you more, so stop or do unless idea is willed if you do you so you won't unless you wish to create.

Other elements

The other elements are ice, gravity, lava, firewater, oil, heat and others that you can manipulate:

Ice is just freezing by thought the area is the moisture or water in around something to freeze. The art of ice formation, thought is use to imagine a soul from the well of souls. As essences are there and think in thought to form a diamond in the hand, or with outstretched thumb and forefinger feel if focus is there a diamond is there. As if the moment ice is there in the air you feel it form. As in is necessary, use of a cubic zirconian, clear quartz or diamond is a necessity. Use of the ice sigil is also making it more possible, if drawn in the air or on the arm or hand. The most some can get results in this is freezing an object but no ice formation.

Using Gravity is just feeling the area as you imagine things becoming heavier or lighter to your will, its only temporary. As, its earth air and can also be used to cause earth or objects to be lifted/flung into the air. Use of words during the ritual to manipulate things easier, can influence the pattern you imagine into happening easier. Use of the gravity sigil makes the temporary gravity change easier.

With gravity by feel, trying to "defy gravity" and "lift up" things is kinda hard. So to create is use, first try something easier. No the creation then this can make something heavier or lighter. As use is do or feel, defying gravity by 'lifting up' is harder. So, think or say 'lighter' or light thoughts or happy thoughts at the object or person, make the target easier to lift up. For heavier effects, think 'heavier' or lighter near the target. See this can make things less light but only slightly in the air. Air can be used to to form gravity as if you think the thought toward the air and the gravity forms the idea.

Lava element is there to feel it thought form hot, and as you direct this can form only in useful idea as things in use can be effected as in molting, feel or melting things is thought as well as being an alternate heating source. So you see yo use things, you need to be able to use fire and some earth to absorb in effect. So, focus your mind and think of lava in its natural environment. Then draw the lava sigil or carve it to attune and link yourself to the lava, in order to effect with it easier. Imagine what you want to occur with lava in mind. And the lava should be in energy form that responds to your will. That you can direct thought by imagination or words, see to use direct focus by the thought something yo see un use is your idea.

Forming it into a compressed ball in your hand (wearing gloves) you wait till the heat is almost hot enough to burn you. Then toss it. If the target is a person, then it disrupts their focus, as it causes the person to feel a disrupting hot spot. Otherwise, you can melt things with it from a distance. The least it can do is become a heat sorce by combining it with objects.

Due note: Those that are advanced in the lava's use don't actually need to use the sigil, but the sigil can make it easier to wield.

There's oil, that is earth water, and you can manipulate it, or draw from it as energy. When you do use it, you can imagine what you want to happen, with oil and will the effect. Then you get what is considered an epitome of memories, from what the oil was before. As it can do what you want as well, its a bit hard. All thats needed is the statement of the effect that you want, to make this easier. To use it as a source of energy, is to make thoughts of oil and speak what you want to happen.

So what you think you can feel if you need to, imagine a oil rig or imagine it coming from the ground. Tis where test is the idea that use can be summoned in this way more physically. If you make a highly compressed ball of it, your hand is possible to become cold and heavy and when you throw, you make slick spots where it hits. So as you wish to get slick area, oil is not wilder in feel until you use an idea that gets things hit. The oil uses a physical effect of some oil by itself, this means you can create by oil if you have a little oil substance sometimes.

The area not only can seem interesting and you can cause slick spots, now think by visualizing the oil to come up in a certain area. Or if in thought, create a large boost to activity. It can be used for energy, in truth by what you sense in the area much more easily. You can try to use it to power a car, but there's enough to power the body almost indefinitely or not energy to do things it collapses. To do so, go and do the idea of absorbing the oil into yourself.

Then there's firey air or heat. It can be there, where you want, by imagining heat being there and thinking of a hot thought, optionally it can be as you say it, the idea of, 'make heat'. It can be used by imagining the event, speaking a power word and phrase to intensify the effect, and this is using your vibrations to achieve the effect, or you may will the effect, by focusing on your need for effective action and willing it there.

As a concept and possible use, you may intensify the effect further by feeling intense you are able by intensifying the heat. The idea in the air and literally feeling the heat draw itself, where you want it and speaking a power phrase of use with thought to feel energy in focus. As the creator draws in the element as 'draw heat fire'. Then as your energy is use, it seems to draw itself to the area by your will. Heat forms in the air and your will shapes the heat into a formation, that means on contact this will ignite things if

touched and right things by intense enough heat.

If you have ability to manipulate fire or heat, the effects mentioned will occur. The more heat the merrier this is, the more effect you may get. Thought of plasma is to much heat that now can melt things. To much intense heat can cause a fire there that is a cool area that is heated suddenly, thought so is use as you can beware the area.

There is energy to the use by fee as your use is energy in use. This is what isn't there, think or cool in thought is energy to the use. As thought if there and your use is energy by your energy in concept. This in use is methods by what energy created, think in a moment after or not in concept this is something not in intensified care in use. There is energy by nothing, duped or not is where you are in estranged or not with the thought. That duping you quit and otherwise your free by in movement. This creates what is calling forth an element to use and the area responds to your will.

There's also Firewater, as a mix of fire and water happens through a medium, as in oil on water, or other similar, this needs no actual practice. But in there energy, this is activity where its very dangerous, as it can be like greek fire if your use isn't use where the fire has to be smothered. Think or be safe as it can create burns, even in water! This way to do firewater, think something to form something is collect the element of oil in something or form an oil ball. Sometimes if your lucky, you imagine the oil forming from the particles and then the idea is you don't need any oil at all.

Then in use or create by effort, cause this oil to ignite by fire being added. Then if you were to use an ideal, add the element of water as absolutely energy from the area energy. This to cause things to seem if necessary to be flared and hotter. This may seem like a flaring technique, but it really isn't if not visible as it is a way to make a combined element if thought to work together.

Similar Elements

Here are yet other similar variations of the elements of earth and water is energy, these are of Rock is formed from fire, Deep earth is formed from planetary will, Fresh water is formed from creative energy will, Ocean water is summoned by idea, Plant life is energy of life put there to support, Wood and Metal is there by what your will in energy. The will is the thing that your thinking, the energy of the element becomes into existence here.

How are they different? Rock is different from earth by being a more solid form of it, deep earth is different from rock or earth by being a layer of the earth surface, between surface and molten core melting as its reforming or the mantle is creative by what you think by the use. Rock is easy, if you hold or think of the rock, then imagine touching it. Use your idea of programming for the rock to do, and the rock will create what you want by energy influence.

Sahn is a similar race attribute that this can create nothing to something where this is almost flowing plasticlike material thats partly of earth, fresh water an ocean water are nearly the same as water but different as they are drawn from different sources than pure elemental water, plant life has its own energy, wood is offering an energy containment and focusing material, metal has its own energy.

How to draw and use these elements is done with a connect by imagining, the element in focus is with thought felt by source or thinking of the element. As though it were to appear or rise out of the ground, this is a will and form create isn't always to your will as you would want. Your will directs the element and you can't get hurt by things unless fire physically put out by water, this forms as is. Think a point and you form the element, that means you sometimes find and use without realizing it. If not then that means it was already existing and doing what you want, all you had to do was think about the idea to achieve.

Cures such as this is what the energy dissipated forms, from that somewhere else in between the thumb in a focus energy. As if a stream energy finger thought focus this forms by will another element ball, so think

an thought focus directs the element with no coffee necessary. Think as although it might be painful to hold the energy or will, as the old mages do this as thought creates to form as you focus in no fear and in fear is safety to seem cool. So no focus on the element, unless no fear as safety is concern.

Rock is capable to being manipulated into animated rock by imagining what it does, as you feel its presence to be as a power source. This is thought to think or use is the consciousness to being communicated through or by thought, think to the rock via thought projected as at by what in a person through or see with the rock. There are many types of rock, too. So know the differences and the changes that can be made by using the influence of the rock.

As sources each different type can be different. There's sandstone, versus limestone, versus granite. Imagine a rocky path, with rocks on it that you would desire energy from, think and energy the color of the rocks is then streaming from the rocks to you or entering you to work with your inner world by aura feel.

Deep earth is more dangerous as only to use the element, though useful to being a power source is due to the shifting earth. This changes or is felt as you feel the in concept fiery energy or morphing things, melting things is easier than with what you will. It is often preferred as a source for healing, as healing is cleansing with aura or creative use in focus. This is the flowing mantle energy.

This is a deep earth ball can be a source to fuse things or cause personal loss to the property to seem or lose consciousness, as if focused or this is enough. It can be used to materialize nearly anything. Though its slow to react, at times where hecticness the calm is interesting. Simply imagine a thick flowing orange cream pudding liquid that's mixed in with dirt, going to your hand. Then applied as you want to apply it. Think or create, thought to materialize with it is easier said than done. This to imagine the thick liquid, so becoming something as you think to dodge or not before the moment.

Fresh water is useful for taking into yourself and refreshing you, becoming a life source that can cause living conditions to improve. The area is energy or making the area cooler and cleaning things it comes into contact with from the area that is cleansing as a cleaner. Just imagine a river of the freshwater flowing through you, think to your head or imagine freshwater waterfall coming into you. This is not always possible with this as this is focus and in life cleaning.

Ocean water can be a huge source of energy. That uplifts you and causes you become more energetic as you take it into yourself by ocean balls placed into the self. Formed into a ocean ball, it can corrupt things or as a pool of elemental energy, cause corruption to the area, if not used for the human body. Deep ocean can create not easily and what feel is thought to be. Imagine ocean waves flowing through your hand to you, as you wash your hands where you turn your hands down and up. This is easier and created effect is done as though in an instant, think a wave of energy forms to create what you want. As it moves around, the ocean wave creates by movement and the effect is as if an end result.

Also when working with ocean energy, expect area pressure more so than freshwater energy the moon plays a part. The moon can charge the ocean energy even further! A waning moon is with negative charging and positive by Hera. A waxing moon is with positive charging, as is a waning moon is negative influence. This is possible by the power of Hera. Deep ocean energy is the same as ocean water, but more condensed and energized.

Plant life is possible to be used as a source of energy to yourself, drawing from the plant life energy, you may be able to manipulate the plant life. Into emanations of whatever effect that you would want. Do this by thinking to the plant life, what you want it to do. Imagination of what the plant life does will make it sometimes do as the imagination depicts.

Different plants have different feels and are the similar as energy sources. For example; jungle plants have entirely different feel of energy to northern forests. For Jungle by comparison and sensed in feel, imagine jungle vines and green energy and vines into yourself. For forest in compared idea, imagine a scene

with evergreen trees or other trees. Think and deep green energy is lively. Have the deep green energy entering into yourself. With forest this is energy by thought, the air's cleaner and it's colder too. Thought and yet you can feel happier or cooler, as if an air flow energy to direct by focus and create by the creator with your will.

Wood is a chinese element, that is from earth and water that offers energy at a cost of slowly weakening the wooden material. To focus its energy, think of wood and imagine the wood doing things. There is also possibility to focus the wood energy, so gather it into the wood or into yourself. Feel with thought as a source and the idea is energy, when you feel the moment is right with the right moment to use. Feel or create and you get more potential.

As you can release the energy you gather from the wood or focused through the wood, with a thought of 'release' and willing an idea to make itself known as to become from your idea and with the released energy. Wood energy balls or wood chips can bring a sudden relief and manipulated thought. If you put the wood energy through a person, you disrupt their doings. For wood feel the grain is energy or imagine the idea of the source as you are thinking, imagine trees of the type you want energy from, with no leaves on them or not and brown energy coming from the trees to you.

Different woods also have different properties. There's live wood, an dead wood, but most wood is alive. If its been cut up, it just wears down quicker. But after enough time it goes to deadwood, which has almost no energy and turns brittle and crumbly. Its proven, that the more wood energy you use the more it is possible to kill the wood. If it were a tree, then you let the tree recover. If you take too much energy from the live tree, then it won't recover.

Metal is a chinese element that is possible to elongate life and cause you to be energized. By feeling the metallic energy stream into yourself, this be possible. And through metal energy balls placed in yourself or linking to the metal, you can cause the metal energy to stream into you. This works by the effect of the energy thats shared from the metal, making you become like the material. As long as its whole you will be whole in mind or body, too. Its advised not to try the metal element till you get used to the others. Then you possibly won't spasm, but it might hurt a little bit.

Also, you may be able to curtail pain by thinking or imagining what the metal is doing and stating what you want it to do. A metallic ball of composed metal energy, will be able to knock someone out if thrown at them. Thinking to the metal, will cause it to make the thought manifest or convey it as a message. The metal can also vibrate at a certain pitch from your thoughts, and this helps the manifestation of idea. So, imagine the metal streaming energy to you. For generating the effect that you want by imagining the metallic energy forming or doing.

Different metals have different properties. As in, steel can be clean and live a long time. If you linked to it or got energy from steel and placed it in you, then you could live longer as the steel remains intact. Iron is able to absorb energy and magic and seal things. Lead is the most dense and is able to make you stupid as you use it, in any way you want, including links. Cause a link by thinking 'link to me' while touching the material. If you set the link to delink right before the metal breaks, then you won't break in some manner.

[To top](#)

Summoning Elementals

Some might think your summoning elementals as in element spirits. Where you see you are, see in reality they are elementals is use as in a live element in the form of your need. The element is partially powered by your spirit and the element type energy in the area, see you are that which you chose on summoning you see. As your well thought see home plane or feel, so your spirit gives it strength to survive here.

General info and summoning:

So in order to do the effect "noth is nothing" summoning, think of the element and imagine it formed into the shape you need it to be. See as you are not creative you create by feel or see as you see you are focus is creative focus use. (mostly humanoidish), so think your idea to do and state or will it to exist near you. It will appear, if you have enough personal power. As personal power accounts for allot. For you are to see if this is not what you don't, see that will make certain magic possible. See your thought is opening your idea, see your use is use is focus as your third eye manifest. As yo see or nothing is what will help you see the elemental easily is use in us.

When you state the effect as for this to appear, state 'Oh tengri (pronounced taen-ri) I will the elemental being as I need to be in here.' Seeing is use or otherwise, in willing it there or use. So try to really NEED it to be there and as you will it into existance. This will go easier if you realize the reason for needing them. Even if you don't need them, you can still form an elemental in any shape that you want by needing the shape to form.

Air by feel shape elementals are not seen but felt, so they can help induce psychic ability. Earth is if air elementals can bring a sense of support and block effects. As the area earth energy see, create feeling your not going to see them either so you see. As already did this to go except to feel them nearby as earthy and you smell earth too. Think the area absorbs the excess energy, that means if you don't want the energy its gone and this energy can be excess fat energy. You can even create with the elemental as you draw or trace a sigil, if you think of the meaning when you draw a symbol that is a sigil. This is where you think it will do things, and the elemental knows what to do things by you drawing or tracing it. Fire as you see the need elementals have a definite form of a reddish fire thats filled in. They will allow you to form fire, heat an area or smother a fire. When you can't see them, you can feel their heat. This is tricky, use the heat or fire in the air to form it. Think and you will be safer with no combustibles going off too early. Water elementals is what are cold to be near and wetness can be felt. They can help put out elemental fire and make you feel like you drink something. Say or not to use is death as you are so this by miss by idea, as you made the point is with no creative focus point.

Some people might think your summoning other gods. This seems not a god, yet is one as use usually you see in use a being that is made out by light or night elemental energy. Talk to energy or command it to do things, stalker through stating what you need or need. Set or go should is respond. Again or use, like the normal element not always living. So go ahead and try for light this time. As use a challenge or creativity to talk by idea into things.

If you need a lasting strength or feel, make it come into you and air elementals are great to work with for support. Fire elementals are also good and the elemental can sometimes be mistaken as a demon. Just to let you know. Oh yea or use is ore focus, to control the idea think you control by idea and command. As though by speaking to use and your subconscious will make that happen.

Sometimes the elemental will appear only to you, not to create that is what yo see and effect you on or off as a point to stop the plague. Not always does it effect the area. You need to use energy summoned or your own, say to get by idea to no more or see by more.

Questions on them:

Where does this in elemental idea originate? And what is its affinity? The elemental plane of existence, and its affinity is the element it represents that you chose when summoning to make in it take form from. Its not as hard as it seems, to understand. The element I chose, in this case is fire. So it will appear in a firey form that I needed it to be in.

So, you choose to summon an element and how does he help you with it? The elemental is the element, as the key to this is that the element you chose to summon, appears and comes as a living elemental form.

Controlling elementals:

The fire elemental needs a strong will as its harder to control, as it leaps about and sometimes tries to usurp your authority. If you deny it what it wants to do. Consume things. In fact, fire elementals are notorious for trying to usurp control over someone. As in posession or upright rebellion. Fighting. They would fight the person who summons them, sometimes.

The water elemental is an easier to control thing as it works with what you say. The air elemental is needing patience as it can go about and sometimes do its own things. As in, making actions that weren't exactly what you said.

The earth elemental is very solid and will work with your request no matter the thought expressed. Rock elementals are a bit different, as rock energy is formed as a 'spirit' of rock in the form you need to exist. It will do as you want and need at the moment. The other elementals are various and for some harder to control, and for others easier to control. Again as you see idea, the elemental can summon the element its affinity is. So sometimes at your command, to appear as you might want. This is the process of drawing the element out of the the energy, and forming it to create with your will as though an elemental.

To unsummon an elemental:

To unsummon it, will and need thought to 'exist' or 'be' in its original plane of existence. Then its where you want it to be. See i or create, dismiss the elemental and will the idea to unform. Create add or use get this, the elemental will subsist where this is. See till ya dismiss the point to its own plane of existence.

Physical manifestation of an element:

Say not to summon flames with the elemental to become active as physical activity. Summon a fire elemental and have it influence by feel with the flames formed by thought into being where you want the effect of them. Fire elementals are more able to form them not. If you got enough will to summon see or focus, this is the point if done then good job.

To summon other elementals, this can use warding awareness to create by realizing other physical manifestations. Try to summon the elemental and tell it to manifest the effect you need. Feed the focus with energy from within by thought, what you focus with to cause will this not to do more or dangerous idea. This feeding works with the fire elementals, think as well and the energy in the area causes wellness. Think and you know the point to do, if the energy causes wellness then you recover quicker and things are well with you.

This by summoned feel in energy with water to cool with, fire seeming to manifest or not is sometimes dangerous to put out. As some idea to use this is demolition and for safety in concern. So think safe use and you create safely, so think as fireproof area to see or manifest metaphysically in or creative water use to not be so effected.

To use and put out the produced flame to put the flames out think the foe and use the flames by focus, as you create by sense if to blow out the fire or with a point by thought by dynamite to the oil well. As if the oil well was put out, spouting no fire and a create by will is by thought and use with a water application or you can be meditating. As you focus on thought perception by feel and concept is shown if psychic, as if ether this is what can be known if nothing is distraction and focus is energy. Nothing is void and if there's a void there is something to fill it, this is true if things seem to be as they are and your aware.

Thought is with a feel and focus is a pendant or not known as a point you drink water, then progress seen is before the fire began with the right moment seen as thought safety effect happens. This is thought by feel and use is fire, not or use as earth or air is a possible use as the fire is actually somewhere else as if you were with what is necessary.

[To top](#)

The Woven Elements

This is the idea to try to do for a different way to create with the elements. The power of energy weave is useful, as to think of energy and create with a weave of energy. This creates the element from what source is there of the element as if from the element itself, and anything can be a source with the element.

The creating of an airball is made in thought as to form stronger as if to think the air and think it formed to seem a ball in the air with the color as though a clear substance that forms to your will and can make you psychic. This makes the effort easier as you pick up on the use and thought draws in thought energy to seem use. As this can seem to be used in the creation of an earthball, this is the drawing in of earth as an imagined or felt brown energy to form as a ball hovering above the feet. As you know see or create, this is to cast it by thought forth motion acted out. Say as if a zero force truth as if somewhere is someone walking forth and running. Think it forms and it does, this is wherever it is forming where you want it to form.

As if they do energy summons, the earth ball forms into a projection. As the thinking that this does things will create, see and this manifests as in air the earth projectile that unerringly strikes the target. See with a thrust forth of the fingers as if a weave earth is done in air, this is to end the emulation and hit in the right area you can knock people out. Thus missing is to hold up your hand and project force, to the earthball as the 'weave' is blocked as if knocked away from the target and downward. This is another era technique from an advanced time in space in what you call an era of weavers that I observed in action.

Water is an use of the thought with an active summoning of water, from the element in the sea or area thought to use things on. This is the think and focus of moisture as blue is imagined as a focused energy in use, and the water can form as if in the mouth or area focused in on as if by a construct. Made by mind and bade by will. this is to create at will and make with thought as you feel it is there. There is very little moisture, in and of the air tracings as elements are there but if you use a water flow from something you can create the water weave as to trace a sigil in the air and focus the water into the trace to form as a waterball. Water once again is simple, put your hand in water and think the water forms the waterball where you want it formed.

As this is with wishball this is to think it going to the target or this can seem enhancement as you manage to seem as you are and imagining hanging the element as something is the element ball in the air as appears. That if water is a weave to avoid with understanding by feel of thought, this is with thought of enhancement on technique used with machines there is use of electrical energy to form the element. This is the water effect, thought is energy formed with directive use by focus that is the element. Then you use the idea, to make the movement in energy form the water as you think activity this is to shape it.

As if shadow ward, this is formed into the ball as you are able to think, what this does will cause things for it to do. It is the unbeaten essence as an esper in being formed in shape from the essence of someone thought, progress to not attack as to seem a thought as a source and use is thought evaded by it if it is thought dangerous or not as thought proven out. As in thought this can do things until beaten and you can see the effect dissipate. As if in the effort you will see disappearing traces, of what element is summoned forth as if drawn.

The fire is a weave by what is your thought to think of fire forming as somewhere, color the energy red as

you imagine it red and draw it forth to your wrist as you think it to do things you can create by imagination for what you want it to do, will this to happen and this will. Something to think on is fire protection, as if in a fire safe area that has fire retardent. Use a cast of fire to form as if in the subconscious of a thought in mind to create itself by imprint in the air as creating air into something else is easier with transmutation, as a fireball of light energy and you can create a lighted area as if sunlight beamed forth and you create with things it does if you can direct. Sunlight is fun where you have it, think your unlight heal and restores you, this is just as you think the thought to the sun and you are restored.

Any other element is to think of the element, and focus on a thought to draw it forth and as to create with it, is to use the element as someplace in the mind you form things of what use you have for the element in mind. As mind is the inner body, world and dimension is to do things to create with thought. This is to use it in a weave as if drawing things to use as source is the effect by effort to do and know what you do, as if psychic in the use but you don't know what the use is until you think and focus to thought perceive the idea. The idea is to mind what it does, to act friendly and do as is in an act of good naturally done so your not minded and thus not subconsciously blocked unless sight not seen unless needed.

[To top](#)

Feeling the Waves

I often think that instead of absorbing energy, in its various forms use of te absorption is were you absorb or create as it can lead to vampirism. You may be able to feel the energy vibrations, so use is self-generation tat starts with a chi thought focus which come from various elements and still feel effects. So you can do that, by imagining and visualizing the color of the element as you saw some end emulation you use some energy or wave of energy that brushed against you. When its brushed against you several times, the element energy can cause you to feel different.

So if use is with chaos or imagination, feel the area energy to imagine or visualize the element color coming in waves to roll around and away from you as your aware in body your thought is able to shift as if flowing with the air. Don't absorb the waves and your use is age to go by or thought is sex and personage, as if the identified area is realized or felt by what it is. Think for awareness by the feeling by vibration or realization, where the color makes the difference as to see the result or seeming by concept you see around you. For now this is safe, yet if you see the reason to feel the waves, go and enjoy your day. The vibration of enjoyment will combine with the vibration of energy and you will feel peaceful harmony sometimes.

Combine the colors to create more combined elements' effects in visualization or imagination. This is called invoking the elements or unlocking potential, think by realizing what things are and creating as you will or speak. So be warned, it should be mentioned that practicing this technique can disbalance the practitioner. Thus tense and release the muscles as you think the energy to the planet core by what you cease or sense, I would try grounding to get rid of the excess energy. Basically, imagine yourself attached to the the earth and rooted there, think and sending the excess energy throughout that link. It balances out the energy, thought as activity is your aware to see and know.

Some colors are	
Color	Element
Brown or Green	Earth
Red	Fire

Amber	Sunlight
Blue	Water
Clear white or Yellow	Air
Silver white	Electricity
Light red	Light energy
Black or Dark brown	Darkness

What they can do:

For electricity: By not absorbing electricity, but feeling its energy waves, you can get energized, you can also heighten your senses and feel more alert. As in, you can perceive things like auras more easier.

With light energy: You can feel cold then hot and then feel lighter. But this may vary on those whom try and feel for it. As some also can feel energized.

With sunlight: This be mostly fire, but it may cause different results. You can feel energized and clear headed by the amber waves crashing against you, as well as more heated.

With Darkness: Its voidal and can neutralize any result or energy. By sucking it up into itself. It calms the mind and can cause you to feel weird. There maybe other results with Darkness as well.

With the others: It varies per person to person, on the other elements.

[To top](#)

[Beginning](#)

[<<<Previous](#)

[Next Section](#)



[Back to the index?](#)

[Return to the School](#)

Liquid Reference Material

Under Construction. These spells may be looked at, but the information below will change and not everything is exact. This is just a reference sheet. Please refer to the lessons to learn, and look down here to fulfill your curiosity. But these are actual spells in the next section.

The root words of the spells-

These spells are formed from a root latin base that can effect the elements. The effect of the spell is strengthened by repeated words in the spell. So in truth you say the spells remembering the root meanings while feeling with your gut. Then imagine the event and feel free to use a wand to enhance the effect of the spells.

The meanings are:

omni=all
maximus = all
luminoc = ignite or enact
thundoris = storm
bentidoc = empower
dorise = empower yourself
emperoc = restore
omoptio = purify
pises = wind empowering psychically
reparo = self-repair
empyrus = fiery

The root latin words for the elements are:

Earth elements

taura = earth
liquentis = lava
pyro = fire
pyrus hydrus = firewater
hydro = water
cyro = ice
aero = air
thundora = air/thunder
neuro = aether = mind
neuro ancile = mind shield
neuro aevus = mental time
inanis neuro = mental space

-more combos-

trapetus = earth water = oil
severitudo = earth air = gravity
aestus = fire in air = normal heat
luteus = water and earth = mud
aerus taurus = air with earth = dirt or item in blown air

Voidal elements

inanis = void
chao liquentis = chao taura pyro = black lava
inanis pyro = black fire
inanis cyro = black ice
inanis aero = space
inanis thundora = black lightning

inanis visus = black sight = black vision
inanis ancile = void shield = reversed shield
inanis aevus = reversed time
animus = ether = spirit
animus visus = soul vision
animus ancile = aura shield = soul shield
animus aevus = spirit time = ether space
inanis animus = soul space
inanis aero pyro = plasma

Faery elements

inversio taura = inverse earth = faery earth
inversio liquentis = inverse lava = faery lava
inversio pyro = inverse fire = faery fire
inversio pyrus hydrus = inverse fire = faery fire
inversio hydro = inverse water = fairy water
inversio cyro = inverse ice = faery ice
inversio aero = inverse air = faery air
inversio thundora = inverse thunder = faery lightning
inversio visus = inverted vision = magic sight
inversio ancile = inverted shield
inversio aevus = inverted time
magicus = magick
inanis inversio pyro = inverted black fire = absorption black fire
inanis inversio cyro = inverted black ice = healing black ice
inanis inversio aero = inverted space = breathable space
inanis aero inversio pyro = inverted plasma = absorbing plasma
chao inversio liquentis = inverted black lava = mutation lava

-more combos-

inversio trapetus = inverted earth water = magical healing cleanse oil
inversio severitudo = inverted earth air = magic metainfluence
inversio aestus = inverted fire in air = blue fire meta heat
inversio luteus = inverted water and earth = healing and cleansing mud
inversio aerus taurus = inverted air with inverted earth = healing cleanse influence

Adverse elements

penetro = passthrough = adverse earth
penetro commutatus = adverse lava = passthrough mutative lava
commutatus = change = adverse fire
commutato potus = change absorbtion = adverse firewater
potus = absorbtion = adverse water
potus abfabricatio = adverse ice
abfabricatio = remaking = adverse air
defluo = adverse lightning = disappearing lightning
iniquus = adversity
iniquus visus = adverted sight = psychic sight
iniquus ancile = adverted shield
iniquus aevus = adverted time
inanis commutatus = adverted black fire = changing black fire
inanis potus abfabricatio = adverted black ice = remaking absorbing black ice
inanis abfabricatio = adverted space = remaking space
inanis aero commutatus = adverted plasma = morphing plasma
chao penetro commutatus = adverted black lava = adversive diversive lava

-more combos-

iniquus trapetus = adverted earth water = absorption pass-thru oil
iniquus severitudo = adverted earth air = pass-thru and remaking

iniquus aestus = adverted fire in air = change remaking heat
iniquus luteus = adverted water and earth = absorption pass-thru mud

Manipulation elements

medicatus = manipulation earth = charm
medicatus mutus = manipulation lava = charm mutation
mutus = manipulation fire = mutation
mutus moderato = manipulation firewater = mutation control
moderatus = manipulation water = control
moderatus enervatus = manipulation ice = controlled domination
enervatus = manipulation air = dominate
fulmeneus = manipulation lightning = dominating lightning
maleficus = evil
maleficus visus = evil sight = demonic vision
maleficus ancile = manipulation shield
maleficus aevus = manipulated time
inanis mutus = evil black fire = mutative black fire
inanis moderatus enervatus = evil black ice = controlled domination black ice
inanis enervatus = evil space = domination space
inanis aero mutus = evil plasma = morphing plasma
chao medicatus mutus = evil black lava = charm mutation black lava

-more combos-
maleficus trapetus = manipulation earth water = charm control oil
maleficus severitudo = manipulation earth air = charm domination gravity
maleficus aestus = manipulation fire in air = mutation domination heat
maleficus luteus = manipulation water and manipulation earth = control charm mud
enervatus modicatus = manipulation air with manipulation earth = domination charm

Stealth elements

occultatio = stealth earth = conceal from sight
occultatio simulo = stealth lava = concealed cloning
simulo = stealth fire = cloning
exhaurio = stealth water = drain away
exhaurio aspectus = stealth ice = remove illusion
aspectus = stealth air = illusion
similtudo = stealth lightning = lightning illusion
subduco = stealth
subduco visus = stealth sight = night vision
subduco ancile = concealed illusion field
subduco aevus = concealed time
inanis simulo = stealth black fire = cloning black fire
inanis exhaurio aspectus = stealth black ice = removing illusion black ice
inanis aspectus = stealth space = illusion space
inanis aero exhaurio = stealth plasma = draining energy plasma
chao occultatio simulo = stealth black lava = rapid destruction black lava

-more combos-
subduco trapetus = stealth earth water = concealment stealth oil
subduco severitudo = stealth earth air = concealment illusion gravity
subduco aestus = stealth fire in air = cloning illusion heat
subduco luteus = stealth water and stealth earth = draining concealment mud
aspectus occultatio = stealth air with stealth earth = illusion concealment

Dark elements

opacus = dark earth = shadow
opacus reductio = dark lava = shadow restoration lava

reductio = dark fire = restoration flame
reductio solido = dark firewater = restoration substance
solidus = dark water = substance water
solidus integumentum = dark ice = substance cloaking ice
integumentum = dark air = cloaking air
obscurus = dark lightning = cloaked lightning
caecus = dark
caecus visus = dark sight = shadow sight
caecus ancile = shadow shield
caecus aevus = dark restorative time
inanis opacus = voidal earth = voidal shadow
inanis reductio = dark black fire = dark restorative black fire
inanis solidus integumentum = dark black ice = substance cloaking black ice
inanis integumentum = dark space = shadow space
inanis aero reductio = dark plasma = dark restorative plasma
chao opacus reductio = dark black lava = shadow destruction black lava

-more combos-
caecus trapetus = dark earth water = shadow substance oil
caecus severitudo = dark earth air = shadow cloaking gravity
caecus aestus = dark fire in air = restorative cloaking heat
caecus luteus = dark water and dark earth = substance shadow mud
integumentum solidus = dark air with dark earth = cloaking shadow substance

Light elements

genero = light earth = life
genero elevo = light lava = life light lava
elevo = light fire = light
elevus facio = light firewater = positive light
facio = light water = positive water
facio incalfacio = light ice = positive heat ice
incalfacio = light air = heat
exuro = heat lightning
apricatio = sunlight
aprecatio visus = light sight = star vision
aprecatio ancile = sunlight shield
aprecatio aevus = positive time
inanis elevo = light black fire
inanis facio incalfacio = light black ice = positive heat black ice
inanis incalfacio = light space = heat space
inanis aero elevo = light plasma = light plasma
chao genero elevo = light black lava = death light black lava

-more combos-
aprecatio trapetus = light earth water = life positive oil
aprecatio severitudo = light earth air = life heat gravity
aprecatio aestus = light fire in light air = light heat
aprecatio luteus = light water and light earth = positive life mud
incalfacio generus = light air with light earth = heated life energy

Strife elements

chao = inanis aero animus = strife earth = chaos
chao disturbatio = strife lava = chaotic destruction lava
disturbatio = strife fire = destruction fire
disturbatio maledicus = strife firewater = destructive abuse firewater
maledico = strife water = abusive water
inordinatus = confusion
maledico incursio = strife ice = abusive collision ice
incursio = strife air = collision air

conlido = collision lightning
concertatio = strife
concertatio visus = strife sight = violence vision
concertatio ancile = strife shield
concertatio aevus = chaotic time
inanis disturbatio = strife black fire = destructive black fire
inanis maledico incursio = strife black ice = abusive collision black ice
inanis incursio = strife space = collision space
inanis chao = chaos space
inanis aero disturbatio = strife plasma = destructive plasma
chao disturbatio = strife black lava = warp copy black lava

-more combos-
concertatio trapetus = strife earth water = chaotic abuse oil
concertatio severitudo = strife earth air = chaotic collisive gravity
concertatio aestus = strife fire in strife air = destructive collision heat
concertatio luteus = strife water and strife earth = abusive chaos mud
incursio chao = strife air with strife earth = collisive chaotic war

Imitation elements

efficio = imitation earth = power
efficio descriptio = imitation lava = power copy lava
descriptio = imitation fire = copy
descriptius imago = imitation firewater = copy imitation
imago = imitation water = mirror
imago communio = imitation ice = mirroring sharing ice
communio = imitation air = sharing air
transcribo = imitation lightning
imitatio = imitation
imitatio visus = imitation sight = illusion sight
imitatio ancile = illusionious sharing shield
imitatio aevus = sharing time
inanis descriptio = imitation black fire = copying black fire
inanis imago communio = imitation black ice = mirroring sharing black ice
inanis communio = imitation space = sharing space
inanis aero descriptio = imitation plasma = copying plasma
chao efficio descriptio = imitation black lava = mirroring sharing black lava

-more combos-
imitatio trapetus = imitation earth water = power mirroring oil
imitatio severitudo = imitation earth air = power sharing gravity
imitatio aestus = imitation fire in imitation air = copying sharing heat
imitatio luteus = imitation water and imitation earth = mirroring power mud
communio efficio = imitation air with imitation earth = sharing power energy

Additive elements

appono = additive earth = glamour
appono multus = additive lava = energy glamour
multus = additive fire = energy
multus conformus = additive firewater = energy adapt
comformo = additive water = Adaptation
comformo efficio = additive ice = adaptive effects
effectus = additive air = effects
compello = additive air = compelling lightning
adigo = forcecraft
adigo visus = forcecraft sight = force sight
adigo ancile = force shield
adigo aevus = adaptive time
inanis appono multus = additive black fire = energy black fire

inanis comformo efficio = additive black ice = adaptive effects black ice
inanis multus = additive space = energy space
inanis aero multus = additive plasma = energy plasma
chao appono multus = additive black lava = adaptive black lava

-more combos-
adigo trapetus = addititive earth water = glamour adaptation oil
adigo severitudo = additive earth air = glamour effects gravity
adigo aestus = additive fire in additive air = energy effects heat energy
adigo luteus = additive water and additive earth = adaptation glamour mud
effectus appono = additive air with additive earth = effects of glamour energy

Subtractive elements

caecus = subtractive earth = unseen
caecus retexo = subtractive lava = unseen reverse
retexo = subtractive fire = reverse
retexo fabricatius = subtractive firewater = reverse unmaking
fabricatio = subtractive water = undoing
fabricatio redeo = subtractive ice = making
redeo = subtractive air = nothing
cesso = nothing lightning
malus = subtractive forcecraft
malus visus = subtractive sight = sightless sight
malus ancile = negative force shield
inanis retexo = subtractive black fire = erasing black fire
inanis fabricatio redeo = subtracting black ice = making black ice
inanis redeo = subtracting space = nothing space
inanis aero retexo = subtracting plasma = erasing plasma
chao caecus retexo = subtracting black lava = unseen erasure black lava

-more combos-
malus trapetus = subtractive earth water = unseen undoing oil
malus severitudo = subtractive earth air = dark matter gravity
malus aestus = subtractive fire in air = reverse nothingness heat
malus luteus = subtractive water and subtractive earth = undoing unseen mud
redeo fabricatio = subtractive air with subtractive earth = dark matter undoing energy

Indirect elements

ferreus = indirect earth = antimagic
ferreus aevus = indirect lava = antimagic time
aevus = indirect fire = time
accelero aevus = fast
tardius aevus = slow
aevus necrus = indirect firewater = time death
necro = indirect water = death
necro cedo = indirect ice = death change
cedo = indirect air = change
demutatio = indirect change lightning
obliquus = indirect
obliquus visus = indirect sight = other sight
obliquus ancile = time shield
infinutio = universe = infinity time
inanis aevus = indirect black fire = time black fire
inanis necro cedo = indirect black ice = death change black ice
inanis cedo = indirect space = reverse space
inanis aero aevus = indirect plasma = timed plasma
chao ferreus aevus = indirect black lava = antimagic time black lava

-more combos-

obliquus trapetus = indirect earth water = antimagic death oil
obliquus severitudo = indirect earth air = antimagic change gravity
obliquus aestus = indirect fire in air = time change heat
obliquus luteus = indirect water and indirect earth = death antimagic mud
cedo ferreus = indirect air with indirect earth = change antimagic energy

Corruption elements

cognitio = knowledge earth
cognitio avidus = lava
avidus = greed fire
avidus attentus = greedy corruption firewater
attento = corruption water
pestis = pestilence
tabes = disease
veneficus = poison
attento dominus = corrupt control ice
dominus = control air
compotis = knowledge leech lightning
turpificatus = corruption
turpificatus visus = corruption vision
turpificatus ancile = corruption shield
turpificatus aevus = corruption time = book time
inanis avidus = kill pass-off black fire
inanis attento dominus = twisting desire black ice
inanis dominus = knowledge space
inanis aero avidus = greed plasma
chao cognitio avidus = greedy knowledge black lava

-more combos-

turpificatus trapetus = corruption earth water = knowledge corruption oil
turpificatus severitudo = corruption earth air = knowledge control gravity
turpificatus aestus = corruption fire in air = greed control heat
turpificatus luteus = corruption water and corruption earth = corruption knowledge mud
dominus cognitio = corruption air with corruption earth = control knowledge energy

Divertive elements

declino = aversion earth
declino avocatio = avertive diversion lava
avocatio = diversion fire
avocatio distineus = diversion distraction firewater
distineo = distraction water
distineo molior = distractive displacement ice
molior = displacement air
molior multo = lightning of displacement
confero = diversity
confero visus = diverse sight
confero ancile = cowards shield
confero aevus = distraction time
inanis avocatio = diversive black fire
inanis distineo molior = distractive displacement black ice
inanis molior = diverting space
inanis aero avocatio = diversion plasma
chao declino avocatio = avertive diversion black lava

-more combos-

confero trapetus = diversive earth water = aversion distraction oil
confero severitudo = diversive earth air = aversion displacement gravity
confero aestus = diversive fire in diversive air = aversion diversion heat
confero luteus = diversive water and diversive earth = distraction aversion mud

molior declino = diversive air with diversive earth = displacement aversion energy

Vision elements

impetus = third eye earth
impetus visus = third eye vision lava
visus = vision fire
visus conspecto = vision sight firewater
conspectus = sight water
conspectus adduco = mind sight ice
adduco = mind air
decursus = phantasm lightning
visio = vision
videre = psychic
visio ancile = vision shield
visio aevus = vision time
inanis visus = vision black fire
inanis conspectus visus = vision black ice
inanis adduco = vision space
inanis aero visus = vision plasma
chao impetus visus = manipulation vision black lava

-more combos-

visio trapetus = vision earth water = third eye sight oil
visio severitudo = vision earth air = third eye mind gravity
visio aestus = vision fire in air = vision of the mind heat
visio luteus = vision water and vision earth = sight of the third eye mud
adduco impetus = vision air with vision earth = third eye mind energy

Protection elements

ancile = earth shield
ancile commendo = shield protection lava
commendo = protection fire
commendo antevertus = protection prevention firewater
anteverto = prevention water
anteverto defendo = prevention deflection ice
defendo = deflection air
multus defendo = lightning of deflection
cingo = shielding
cingo visus = shielding sight
cingo aevus = time shield
inanis commendo = protection black fire
inanis anteverto defendo = protection black ice
inanis defendo = deflection space
inanis aero commendo = protection plasma
chao ancile commendo = shield protection black lava

-more combos-

cingo trapetus = protection earth water = shield prevention oil
cingo severitudo = protection earth air = shield deflection gravity
cingo aestus = protection fire in protection air = protection deflection heat
cingo luteus = protection water and protection earth = prevention shield mud
defendo ancile = protection air with protection earth = deflection shield energy

Language elements

accipio = unerstanding earth
accipio avis = understood projection lava

avis = projection fire
avis transferus = projection translation firewater
transfero = translation water
transfero communico = translation communication ice
communico = communication air
adfero = message lightning
lingua = language
lingua ancile = language shield
lingua visus = language sight
lingua aevus = language time
inanis avis = projection black fire
inanis transfero = translation black ice
inanis communico = language space
inanis aero visus = plasma language
chao accipio avis = transition black lava

-more combos-
lingua trapetus = language earth water = understanding translation oil
lingua severitudo = language earth air = understanding communication gravity
lingua aestus = language fire in air = projection communication heat
lingua luteus = language water and language earth = translation understanding mud
communico accipio = language air with language earth = communication understanding energy

Hyper elements

vacuus = hyper earth
navitas = hyper lava
traiectio = hyper fire
adhuc = hyper firewater
inductio = hyper water
deicio = hyper ice
muto = shift air
muto multus = shift lightning
classis = hyperforce
classis visus = hyper sight
classis ancile = hyper shield
classis aevus = distraction time
inanis traiectio = hyper black fire
inanis deicio = hyper black ice
inanis muto = hyperspace
inanis aero traiectio = hyper plasma
chao navitas = hyper black lava

-more combos-
classis trapetus = hyper earth water = inductive introductive oil
classis severitudo = hyper earth air = inductment inducive gravity
classis aestus = hyper fire in air = hyper inducement heat
classis luteus = hyper water and hyper earth = introductive inductive mud
muto vacuus = hyper air with hyper earth = inducement inductive energy

Wild elements

indomitus = wild magic earth
exedo = wild devouring lava
flamma = wild fire
peredo = wild firewater
cannalis = channel water
derivo = wild channel mana ice
caput = wild mana air
invidia = magic lightning
feritas = wildness

feritas visus = wild sight
feritus ancile = wild shield
feritas aevus = wild time
inanis flamma = wild black fire
inanis derivo = wild black ice
inanis caput = wild space
inanis aero flamma = wild plasma
chao exedo = wild black lava

-more combos-
feritas trapetus = wild earth water = wild energy channel oil
feritas severitudo = wild earth air = wild energy mana gravity
feritas aestus = wild fire in wild air = devouring mana heat
feritas luteus = wild water and wild earth = channel wild energy mud
caput indomitus = wild air with wild earth = wild mana energy

Elemental interactions

dentio = teeth
cosmio = neuro animus = akasha = combined mind and spirit
cosmio turpificatus = corrupted akasha
infini = life energy
universa = inanis indomitus = negative wild magic or Universal energy
magicus neuro = inverse aether = mentally guided magick
magicus animus = inverse animus = felt magick
magicus iniquus = faery adversity
magicus cosmio = magicus neuro animus = faery akasha
iniquus neuro = adverse aether = mentally assisted adversity
iniquus animus = adverse ether = felt adversity
iniquus cosmio = adverse cosmio = mentally & felt guided adversity
magicus iniquus cosmio = faery adverse akasha
magicus iniquus akasha maleficus = faery adverse akasha manipulation

[Beginning_](#) [<<<Previous](#) [Next>>>](#) [End](#)



[Back to the index?](#) [Return to the School](#)

Possible spells

Part 1

- a. [Vision effects](#)
- b. [Scrying control](#)
- c. [Cleansing](#)
- d. [Time](#)
- e. [Diseases and pestilence removal](#)
- f. [Healing](#)
- g. [Magick healing](#)
- h. [Adversity healing](#)
- i. [Manipulated healing](#)
- j. [Stealth healing](#)
- k. [Shadow healing](#)
- l. [Light healing](#)
- m. [Strife healing](#)
- n. [Imitation healing](#)
- o. [Additive healing](#)
- p. [Indirect heasling](#)
- q. [Strengths](#)
- r. [How to enchant an item](#)
- s. [Being transformation](#)
- t. [Empowerment](#)
- u. [Magick empowerments](#)
- v. [Manipulation empowerment](#)
- w. [Stealth empowerment](#)

x. [Dark empowerment](#)

y. [Light empowerment](#)

z. [Strife empowerment](#)

Part II

a. [Imitation empowerment](#)

b. [Additive empowerment](#)

c. [Subtractive empowerment](#)

d. [Indirect empowerment](#)

e. [Purifications](#)

f. [Gates](#)

g. [Permenant gates](#)

h. [Shields](#)

i. [Reverse attack shields](#)

j. [Inversted shields](#)

k. [Adversion shields](#)

l. [Manipulation shields](#)

m. [Stealth shields](#)

n. [Dark Shields](#)

o. [Light shields](#)

p. [Strife shields](#)

q. [Imitation shields](#)

r. [Additive shields](#)

s. [Subtraction shields](#)

t. [Indirect shields](#)

u. [Control](#)

v. [Manifestion of objects](#)

w. [Normal attacks](#)

x. [Medium attacks](#)

- y. Heavy attacks
- z. Very Heavy attacks

Part III

- a. Light void attacks
- b. Medium void attacks
- c. Heav void attacks
- d. Wave attacks
- e. Death attack
- f. Paralyzation
- g. Quakes and Volcanoes
- h. Attack storms
- i. Attack tornadoes
- j. Special void attacks
- k. Summoning
- l. Fiery spells

Vision effects

- Omni Pyro Luminoct = light
- Omni Pyro Pyro Pyro Luminoct = blinding light
- Omni Pyro tardius Aevus Luminoct = delayed light
- Omni Pyro accelero Aevus Luminoct = blinked light
- Omni Pyro Pyro Pyro Tardius Aevus Luminoct = delayed blinding light
- Omni Pyro Pyro Pyro Accelero Aevus Luminoct = flashed blinding light
- Omni Elevo Luminoct = light of day

Omni Elevo Elevo Elevo Luminoc = blinding light of day
Omni Elevo tardius Aevus Luminoc = long lasting light of day
Omni Elevo accelero Aevus Luminoc = blinked light light of day
Omni Elevo Pyro Pyro Tardius Aevus Luminoc = long lasting blinding light of day
Omni Elevo Pyro Pyro Accelero Aevus Luminoc = flashed blinding light of day
Omni Inanis Aero Luminoc = darkness
Omni Inanis Aero Tardius Aevus Luminoc = long lasting darkness
Omni Inanis Aero Accelero Aevus Luminoc = a short darkness
Omni Visus Infinitio Inanis Aero Luminoc = infinite darkness
Omni Cosmio Inanis Aero Luminoc = pitch black darkness
Omni Cosmio Inanis Aero Tardius Aevus Luminoc = long lasting pitch blackness
Omni Cosmio Inanis Aero Accelero Aevus Luminoc = quick pitch blackness
Omni Cosmio Infinitio Inanis Aero Luminoc = quick pitch blackness
Omni Subduco Visus Bentidoc = pitch black vision
Omni Subduco Visus Tardius Aevus Bentidoc = long pitch black vision
Omni Subduco Visus Cosmio Infinitio Luminoc = infinite pitch black vision
Omni Visus Pyro Bentidoc = starlight vision
Omni Visus Pyro Accelero Aevus Bentidoc = long lasting starlight vision
Omni Visus Infinitio Pyro Bentidoc = infinite starlight vision
Omni Inversio Visus Bentidoc = mage sight
Omni Inversio Visus Accelero Aevus Bentidoc = long lasting mage sight
Omni Inversio Visus Infinitio Bentidoc = infinite mage sight
Omni Iniquus Visus Bentidoc = psychic sight
Omni Iniquus Visus Accelero Aevus Bentidoc = long lasting psychic sight
Omni Iniquus Visus Infinitio Bentidoc = infinite psychic sight
Omni Maleficus Visus Bentidoc = demonic sight
Omni Maleficus Visus Accelero Aevus Bentidoc = long lasting demonic sight
Omni Maleficus Visus Infinitio Bentidoc = infinite demonic sight
Omni Carcus Visus Bentidoc = shadow sight
Omni Caecus Visus Accelero Aevus Bentidoc = long lasting shadow sight
Omni Caecus Visus Infinitio Bentidoc = infinite shadow sight
Omni Aprecatio Visus Bentidoc = star sight
Omni Aprecatio Visus Accelero Aevus Bentidoc = long lasting star sight
Omni Aprecatio Visus Infinitio Bentidoc = infinite star sight
Omni Concertatio Visus Bentidoc = strife sight
Omni Concertatio Visus Accelero Aevus Bentidoc = long lasting strife sight
Omni Concertatio Visus Infinitio Bentidoc = infinite strife sight
Omni Imitatio Visus Bentidoc = illusion sight
Omni Imitatio Visus Accelero Aevus Bentidoc = long lasting illusion sight
Omni Imitatio Visus Infinitio Bentidoc = infinite illusion sight
Omni Adigo Visus Bentidoc = force sight
Omni Adigo Visus Accelero Aevus Bentidoc = long lasting force sight
Omni Adigo Visus Infinitio Bentidoc = infinite force sight
Omni Malus Visus Bentidoc = sightless sight
Omni Malus Visus Accelero Aevus Bentidoc = long lasting sightless sight
Omni Malus Visus Infinitio Bentidoc = infinite sightless sight
Omni Animus Visus Bentidoc = soul sight
Omni Animus Visus Accelero Aevus Bentidoc = long lasting soul sight
Omni Animus Visus Infinitio Bentidoc = infinite soul sight

Scrying Control

Scrying is to say the words and be percieving the events that come into your mind while under the vision

effect. Thus you see the vision as images that flash across your mind. Sometimes the visions will be brought back in dreams.

- Omni Neuro Visus Bentidoct = psychic vision
- Omni Animus Visus Bentidoct = long range viewing
- Omni Cosmio Visus Bentidoct = psychic scouting

- Omni Neuro Inanis Visus Bentidoct = black sight vision
- Omni Animus Inanis Visus Bentidoct = long rang black sight viewing
- Omni Cosmio Inanis Visus Bentidoct = black sight scouting

- Omni Neuro Inversio Visus Bentidoct = magic sight vision
- Omni Animus Inversio Visus Bentidoct = long rang scrying
- Omni Cosmio Inversio Visus Bentidoct = magic scouting

- Omni Neuro Iniquus Visus Bentidoct = psychic moment vision
- Omni Animus Iniquus Visus Bentidoct = psychic moment scrying
- Omni Cosmio Iniquus Visus Bentidoct = psychic moment scouting

- Omni Neuro Maleficus Visus Bentidoct = demon vision
- Omni Animus Maleficus Visus Bentidoct = demon scrying
- Omni Cosmio Maleficus Visus Bentidoct = demon scouting

- Omni Neuro Subduco Visus Bentidoct = night vision
- Omni Animus Subduco Visus Bentidoct = night scrying
- Omni Cosmio Maleficus Visus Bentidoct = night scouting

- Omni Neuro Caecus Visus Bentidoct = shadow vision
- Omni Animus Caecus Visus Bentidoct = shadow scrying
- Omni Cosmio Caecus Visus Bentidoct = shadow scouting

- Omni Neuro Aprecatio Visus Bentidoct = star vision
- Omni Animus Aprecatio Visus Bentidoct = star scrying
- Omni Cosmio Aprecatio Visus Bentidoct = star scouting

- Omni Neuro Concertatio Visus Bentidoct = strife vision
- Omni Animus Concertatio Visus Bentidoct = strife scrying
- Omni Cosmio Concertatio Visus Bentidoct = strife scouting

- Omni Neuro Imitatio Visus Bentidoct = illusion vision
- Omni Animus Imitatio Visus Bentidoct = illusion scrying
- Omni Cosmio Imitatio Visus Bentidoct = illusion scouting

- Omni Neuro Adigo Visus Bentidoct = force vision
- Omni Animus Adigo Visus Bentidoct = force scrying
- Omni Cosmio Visus Ancile Bentidoct = force scouting

- Omni Neuro Malus Visus Bentidoct = sightless vision
- Omni Animus Malus Visus Bentidoct = sightless scrying
- Omni Cosmio Malus Visus Bentidoct = sightless scouting

- Omni Neuro Obliquus Visus Bentidoct = other vision
- Omni Animus Obliquus Visus Bentidoct = other scrying

Omni Cosmio Obliquus Visus Bentidocht = other scouting

Cleansing

- Omni Omoptio Bentidocht = aura cleansing
- Omni Omoptio Tardius Aevus Bentidocht = timed aura cleansing
- Omni Omoptio Accelero Aevus Bentidocht = quick aura cleansing
- Omni Omoptio Inversio Pyro Bentidocht = aura cleansing strengthening
- Omni Omoptio Inversio Hydro Bentidocht = aura cleansing and heightnening
- Omni Omoptio Inanis Aero Animus Bentidocht = energy warp
- Omni Omoptio Inanis Aero Animus Tardius Aevus Bentidocht = timed energy warp
- Omni Omoptio Inanis Aero Animus Accelero Aevus Bentidocht = quick energy warp

Time

- Omni Infinitio Bentidocht = stop time for yourself or an object
- Omni Tardius Aevus Bentidocht = slow time for yourself or an object
- Omni Accelero Aevus Bentidocht = speed time for yourself or an object
- Omni Inanis Aero Animus Accelero Aevus Bentidocht = warp time for yourself or an object
- Omni Inanis Accelero Aevus Bentidocht = make time go backward for you or an object
- Omni Inanis Tardius Aevus Bentidocht = make time go backward for you or an object
- Omni Inversio Aevus Bentidocht = make time go as you will
- Omni Iniquus Aevus Bentidocht = make time stand still until some moment happens
- Omni Maleficus Aevus Bentidocht = manipulate time as you will
- Omni Subduco Aevus Bentidocht = time of concealment
- Omni Caecus Aevus Bentidocht = dark restoring time
- Omni Aprecatio Aevus Bentidocht = positive healing time
- Omni Concertatio Aevus Bentidocht = chaotic time control
- Omni Imitatio Aevus Bentidocht = sharing time
- Omni Adigo Aevus Bentidocht = adaptation time

Diseases and Disease Removal

- Omni Bentidocht Cyro Cyro Cyro Pestis Tabes Accelero Aevus Luminocht = kill disease and pestilence by freezing
- Omni Bentidocht Necro Pestis Tabes Accelero Aevus Luminocht = kill disease and pestilence
- Omni Bentidocht Necro Tabes Accelero Aevus Emperocht = kill disease of person or object
- Omni Bentidocht Magicus Tabes Pestis Accelero Aevus Luminocht = purify disease and pestilence
- Omni Bentidocht Magicus Tabes Accelero Aevus Emperocht = purify disease of person or object
- Omni Bentidocht Iniquus Pestis Accelero Aevus Emperocht = purify disease of person or object by adversity
- Omni Bentidocht Necro Mutus Moderatus Pestis Tabes Accelero Aevus Luminocht = kill mutation of disease and pestilence
- Omni Bentidocht Mutus Moderatus Pestis Tabes Accelero Aevus Luminocht = Control mutate disease and pestilence
- Omni Bentidocht Mutus Moderatus Tabes Accelero Aevus Emperocht = control mutate disease of person or object
- Omni Bentidocht Exhaustio Pestis Tabes Accelero Aevus Luminocht = drain disease and pestilence of energy
- Omni Bentidocht Exhaustio Tabes Accelero Aevus Emperocht = drain energy from disease of person or object
- Omni Bentidocht Simulo Pestis Tabes Accelero Aevus Luminocht = clone disease and pestilence
- Omni Bentidocht Simulo Tabes Accelero Aevus Emperocht = clone disease of person or object
- Omni Bentidocht Simulo Aero Pestis Tabes Accelero Aevus Luminocht = clone disease and pestilence
- Omni Bentidocht Simulo Aero Tabes Accelero Aevus Emperocht = clone disease of person or object

Omni Bentidocht Necro Elevo Incalfacio Pestis Tabes Accelero Aevus Luminocht = kill disease and pestilence by heat and light
Omni Bentidocht Necro Elevo Incalfacio Tabes Accelero Aevus Emperocht = kill disease of person or object by heat and light
Omni Bentidocht Concertatio Tabes Pestis Accelero Aevus Luminocht = kill disease and pestilence by strife
Omni Bentidocht Concertatio Tabes Accelero Aevus Emperocht = kill disease of person or object by strife
Omni Bentidocht Necro Efficio Tabes Pestis Accelero Aevus Luminocht = kill disease and pestilence with power
Omni Bentidocht Necro Efficio Tabes Accelero Aevus Emperocht = kill disease of person or object with power
Omni Bentidocht Caecus Retexo Tabes Pestis Accelero Aevus Luminocht = reverse disease and pestilence unseen
Omni Bentidocht Caecus Retexo Tabes Accelero Aevus Emperocht = reverse disease of person or object unseen
Omni Bentidocht Fabricatio Tabes Pestis Accelero Aevus Luminocht = undo disease and pestilence
Omni Bentidocht Fabricatio Tabes Accelero Aevus Emperocht = undo disease of person or object
Omni Bentidocht Necro Efficio Magicus Iniquus Mutus Moderatus Exhaustio Elevo Incalfacio Concertatio Caecus Retexo Tabes Pestis Inanis Accelero Aevus Luminocht = kill disease and pestilence with most elements
Omni Bentidocht Necro Cyro Cyro Cyro Elevo Efficio Magicus Iniquus Mutus Moderatus Exhaustio Concertatio Caecus Retexo Tabes Pestis Inanis Accelero Aevus Luminocht = kill disease and pestilence with most elements and ice

Healing

Omni Bentidocht Taura Emperocht = earth healing that recovers weakness
Omni Bentidocht Hydro Emperocht = water healing that changes the body
Omni Bentidocht Pyro Emperocht = fire healing that will heal open wounds
Omni Bentidocht Thundora Emperocht = psychic empowerment and spirit purifications
Omni Bentidocht Thundora Tardius Aevus Emperocht = slow psychic empowerment
Omni Bentidocht Thundora Accelero Aevus Emperocht = fast psychic empowerment
Omni Bentidocht Inanis Visus Thundora Emperocht = black sight empowerment
Omni Bentidocht Inanis Visus Thundora Tardius Aevus Emperocht = slow black sight empowerment
Omni Bentidocht Inanis Visus Thundora Accelero Aevus Emperocht = fast black sight empowerment
Omni Bentidocht Neuro Emperocht = mind healing that can cure mental illness
Omni Bentidocht Neuro Tardius Aevus Emperocht = mind healing long lasting
Omni Bentidocht Neuro Accelero Aevus Emperocht = mind healing long lasting
Omni Bentidocht Animus Emperocht = spiritual healing
Omni Bentidocht Animus Tardius Aevus Emperocht = slow spiritual healing
Omni Bentidocht Animus Accelero Aevus Emperocht = spiritual quick healing
Omni Bentidocht Cosmio Emperocht = mind and spirit healing
Omni Bentidocht Cosmio Tardius Aevus Emperocht = slow mind and spirit healing
Omni Bentidocht Cosmio Accelero Aevus Emperocht = quick mind and spirit healing
Omni Bentidocht Visus Emperocht = cure blindness
Omni Bentidocht Visus Accelero Emperocht = cure blindness quickly
Omni Bentidocht Visus Neuro Emperocht = psychic healing
Omni Bentidocht Visus Neuro Tardius Emperocht = slow psychic healing
Omni Bentidocht Visus Neuro Accelero Emperocht = quick psychic healing
Omni Bentidocht Visus Cosmio Emperocht = full psychic healing
Omni Bentidocht Visus Cosmio Tardius Aevus Emperocht = full slow psychic healing
Omni Bentidocht Visus Cosmio Accelero Aevus Emperocht = full quick psychic healing
Omni Bentidocht Inanis Pyro Emperocht = item or person restoration
Omni Bentidocht Inanis Pyro Accelero Aevus Emperocht = item or person restoration quickly
Omni Bentidocht Inanis Aero Taura Emperocht = shadow healing

Omni Bentidocht Inanis Aero Taura Tardius Aevus Emperoct = shadow healing slowly
Omni Bentidocht Inanis Aero Taura Accelero Aevus Emperoct = shadow healing quickly
Omni Bentidocht Neuro Taura Hydro Emperoct = partial regeneration
Omni Bentidocht Neuro Taura Hydro Accelero Aevus Emperoct = partial regeneration faster
Omni Bentidocht Inanis Aero Animus Emperoct = morph shape
Omni Bentidocht Inanis Aero Animus Tardius Aevus Emperoct = timed morph shape
Omni Bentidocht Inanis Aero Animus Accelero Aevus Emperoct = quick morph shape

Magick Healing

Omni Bentidocht Magicus Emperoct = restore with magic
Omni Bentidocht Inversio Taura Emperoct = earth healing that recovers fully from weakness
Omni Bentidocht Inversio Hydro Emperoct = water healing that cleanses and changes the body
Omni Bentidocht Inversio Pyro Emperoct = fire healing that will heal open wounds and purify.
Omni Bentidocht Inversio Visus Emperoct = mage sight empowerment
Omni Bentidocht Inversio Visus Tardius Aevus Emperoct = slow mage sight empowerment
Omni Bentidocht Inversio Visus Accelero Aevus Emperoct = fast mage sight empowerment
Omni Bentidocht Inversio Visus Infinitio Emperoct = permanent mage sight empowerment
Omni Bentidocht Inversio Aero Emperoct = psychic restoration and spirit purifications
Omni Bentidocht Inversio Taura Hydro Pyro Aero Emperoct = psychic, body, spirit restoration and purification
Omni Bentidocht Inversio Liquentis Emperoct = inverted lava empowerment
Omni Bentidocht Neuro Inversio Pyro Emperoct = mental flame that will restore perfectly the mind, body and soul.
Omni Bentidocht Visus Inversio Pyro Emperoct = heal and improve vision by fire.
Omni Bentidocht Inanis Aero Inversio Visus Magicus Emperoct = grant magic sight by magic.
Omni Bentidocht Animus Inversio Pyro Emperoct = spiritual flame that makes immortality of the person whom is imbued with it
Omni Bentidocht Necro Inversio Pyro Emperoct = make long lasting undead that regenerate
Omni Bentidocht Animus Necro Inversio Pyro Emperoct = bring regenerative undeath
Omni Bentidocht Cosmio Necro Inversio Pyro Emperoct = make regenerating liches
. Omni Bentidocht Inanis Aero Taura Inversio Pyro Emperoct = restore body from shadow with flame
Omni Bentidocht Inanis Inversio Pyro Emperoct = restore body or object perfectly
Omni Bentidocht Inanis Aero Inversio Pyro Emperoct = empower with inverse plasma
Omni Bentidocht Cosmio Taura Necro Inversio Pyro Emperoct = raise dead and create immortal with faery fire
Omni Bentidocht Cosmio Taura Necro Necro Necro Inversio Pyro Emperoct = raise mass dead and create immortal with faery fire
Omni Bentidocht Inanis Aero Taura Inversio Pyro Emperoct = grants shadow partial regeneration
Omni Bentidocht Inanis Aero Taura Inversio Pyro Hydro Emperoct = grants shadow full regeneration
Omni Bentidocht Neuro Taura Inversio Pyro Emperoct = partial regeneration
Omni Bentidocht Neuro Taura Inversio Pyro Hydro Emperoct = full regeneration
Omni Bentidocht Inanis Aero Animus Inversio Hydro Emperoct = morph anything
Omni Bentidocht Inanis Visus Inversio Hydro Emperoct = strengthened black vision
Omni Bentidocht Inanis Aero Animus Inversio Liquentis Emperoct = mutative black lava healing.
Omni Bentidocht Inanis Aero Visus Inversio Hydro Aero Emperoct = strengthened black vision

Adversity Healing

Omni Bentidocht Iniquus Emperoct = restore by adversity
Omni Bentidocht Penetro Emperoct = earth passthrough healing at the core
Omni Bentidocht Potus Emperoct = water healing that absorbs the disease
Omni Bentidocht Commutatus Emperoct = fire of change full healing from within.
Omni Bentidocht Abfabricatio Emperoct = heal the body as though never hurt

Omni Bentidict Potus Commutatus Emperoct = infuse with heat a healing effect
Omni Bentidict Iniquus Visus Emperoct = moment sight empowerment
Omni Bentidict Iniquus Visus Tardius Aevus Emperoct = slow moment sight empowerment
Omni Bentidict Iniquus Visus Accelero Aevus Emperoct = fast moment sight empowerment
Omni Bentidict Iniquus Visus Infinitio Emperoct = permanent moment sight empowerment
Omni Bentidict Penetro Commutatus Potus Abfabricatio Emperoct = full restoration from within the core of the being
Omni Bentidict Neuro Commutatus Emperoct = adverse flame that will restore perfectly the being from within.
Omni Bentidict Visus Commutatus Emperoct = heal vision by penetrating fire.
Omni Bentidict Inanis Aero Iniquus Visus Magicus Emperoct = grant psychic sight by magic.
Omni Bentidict Inanis Aero Iniquus Visus Emperoct = grant psychic sight by adversity.
Omni Bentidict Animus Penetro Emperoct = spiritual healing from within
Omni Bentidict Necro Penetro Emperoct = make permanent undead
Omni Bentidict Animus Necro Penetro Emperoct = bring regenerative permanent undeath
Omni Bentidict Inanis Aero Taura Penetro Emperoct = restore body from shadow from within
Omni Bentidict Inanis Penetro Emperoct = restore body or object perfectly from within
Omni Bentidict Inanis Aero Commutatus Emperoct = empower with morphing plasma
Omni Bentidict Cosmio Taura Necro Penetro Emperoct = raise the entire being
Omni Bentidict Cosmio Taura Necro Necro Necro Penetro Emperoct = raise mass dead from within
Omni Bentidict Inanis Aero Taura Penetro Emperoct = grants shadow full recovery
Omni Bentidict Inanis Aero Taura Potus Emperoct = grants shadow full recovery by absorbing the damage
Omni Bentidict Neuro Taura Penetro Emperoct = full recovery from within
Omni Bentidict Neuro Taura Potus Emperoct = full recovery by absorption of the disease
Omni Bentidict Inanis Aero Animus Potus Emperoct = grants absorption of energies
Omni Bentidict Inanis Aero Iniquus Visus Potus Emperoct = grants psychic vision and energy absorption
Omni Bentidict Inanis Aero Animus Penetro Commutatus Emperoct = mutative black lava healing.
Omni Bentidict Inanis Aero Visus Potus Abfabricatio Emperoct = grants black vision as if the person already had it

Manipulated Healing

Omni Bentidict Maleficus Emperoct = restorative healing that heals with evil
Omni Bentidict Medicatus Emperoct = charm the person to heal themselves or anything else
Omni Bentidict Mutus Emperoct = mutative healing
Omni Bentidict Moderatus Emperoct = ouvisibas controlled healing by someone else.
Omni Bentidict Enervatus Moderatus Emperoct = ouvisibas controlled healing
Omni Bentidict Enervatus Emperoct = third eye controlled healing
Omni Bentidict Maleficus Visus Emperoct = demon sight empowerment
Omni Bentidict Maleficus Visus Tardius Aevus Emperoct = slow demon sight empowerment
Omni Bentidict Maleficus Visus Accelero Aevus Emperoct = fast demon sight empowerment
Omni Bentidict Maleficus Visus Infinitio Emperoct = permanent demon sight empowerment
Omni Bentidict Cosmio Taura Necro Maleficus Emperoct = raise evil dead
Omni Bentidict Cosmio Taura Necro Maleficus Accelero Emperoct = raise evil dead quickly
Omni Bentidict Cosmio Taura Necro Necro Necro Maleficus Emperoct = raise mass evil dead
Omni Bentidict Cosmio Taura Necro Necro Necro Accelero Aevus Maleficus Emperoct = raise mass evil dead quickly
Omni Bentidict Inanis Mutus Emperoct = item or person mutation
Omni Bentidict Inanis Mutus Tardius Aevus Emperoct = item or person mutation slowly
Omni Bentidict Inanis Mutus Accelero Aevus Emperoct = item or person mutation quickly
Omni Bentidict Inanis Mutus Infinitio Emperoct = item or person mutation permanence
Omni Bentidict Inanis Aero Medicatus Emperoct = charm shadow healing
Omni Bentidict Inanis Aero Medicatus Tardius Aevus Emperoct = charm shadow healing slowly

Omni Bentidocht Inanis Aero Medicatus Accelero Aevus Emperoct = charm shadow healing quickly

Stealth Healing

Omni Bentidocht Occultatio Emperoct = concealed healing

Omni Bentidocht Simulo Emperoct = cloning the body

Omni Bentidocht Cosmio Simulo Emperoct = entire being cloning.

Omni Bentidocht Exhaurio Emperoct = drain the ill health healing

Omni Bentidocht Neuro Exhaurio Emperoct = remove mental taint

Omni Bentidocht Animus Exhaurio Emperoct = remove spiritual taint

Omni Bentidocht Cosmio Taura Exhaurio Emperoct = completely remove taint

Omni Bentidocht Subduco Visus Emperoct = black sight empowerment

Omni Bentidocht Subduco Visus Tardius Aevus Emperoct = slow black sight empowerment

Omni Bentidocht Subduco Visus Accelero Aevus Emperoct = fast black sight empowerment

Omni Bentidocht Subduco Visus Infinitio Emperoct = permanant black sight empowerment

Omni Bentidocht Cosmio Taura Necro Subduco Emperoct = raise dead stealthily

Omni Bentidocht Cosmio Taura Necro Subduco Accelero Emperoct = stealthily raise dead quickly

Omni Bentidocht Cosmio Taura Necro Necro Necro Subduco Emperoct = raise mass dead stealthily

Omni Bentidocht Cosmio Taura Necro Necro Necro Accelero Aevus Subduco Emperoct = stealthily raise mass dead quickly

Omni Bentidocht Animus Inanis Aero Occultatio Necro Emperoct = create concealed shade

Omni Bentidocht Animus Inanis Aero Occultatio Necro Tardius Aevus Emperoct = create concealed shade slowly

Omni Bentidocht Animus Inanis Aero Occultatio Necro Accelero Aevus Emperoct = create concealed shade quickly

Omni Bentidocht Animus Inanis Aero Occultatio Necro Infinitio Emperoct = create permanant concealed shade

Omni Bentidocht Occultatio Emperoct = item or person concealment

Omni Bentidocht Inanis Occultatio Tardius Aevus Emperoct = item or person concealment slowly

Omni Bentidocht Inanis Occultatio Accelero Aevus Emperoct = item or person concealment quickly

Omni Bentidocht Inanis Occultatio Infinitio Emperoct = item or person concealment permanence

Omni Bentidocht Inanis Exhaurio Taura Emperoct = steal health

Omni Bentidocht Neuro Inanis Exhaurio Emperoct = steal power

Omni Bentidocht Animus Inanis Exhaurio Emperoct = steal soul or spirit

Omni Bentidocht Cosmio Taura Inanis Exhaurio Emperoct = steal strength

Shadow Healing

Omni Bentidocht Caecus Emperoct = dark healing of all wounds

Omni Bentidocht Opacus Emperoct = shadow healing

Omni Bentidocht Reductio Emperoct = embue dark people or mages with regeneration

Omni Bentidocht Solidus Emperoct = strengthen the soul or body.

Omni Bentidocht Animus Solidus Emperoct = create a new soul or spirit.

Omni Bentidocht Solidus Taura Emperoct = strengthen the body

Omni Bentidocht Cosmio Solidus Taura Emperoct = create a new being entire

Omni Bentidocht Integumentum Emperoct = cloaking a person or object

Omni Bentidocht Caecus Visus Emperoct = shadow sight empowerment

Omni Bentidocht Caecus Visus Tardius Aevus Emperoct = slow shadow sight empowerment

Omni Bentidocht Caecus Visus Accelero Aevus Emperoct = fast shadow sight empowerment

Omni Bentidocht Caecus Visus Infinitio Emperoct = permanant shadow sight empowerment
Omni Bentidocht Neuro Reductio Emperoct = dark flame that will restore te mind.
Omni Bentidocht Visus Reductio Emperoct = heal vision by dark flame.
Omni Bentidocht Neuro Emperoct = mental shadow healing
Omni Bentidocht Animus Opacus Emperoct = spiritual shadow healing
Omni Bentidocht Cosmio Taura Opacus Emperoct = complete shadow healing
Omni Bentidocht Necro Reductio Penetro Emperoct = make regenerative permanant shadow
Omni Bentidocht Animus Necro Reductio Penetro Emperoct = bring regenerative permanant shade
Omni Bentidocht Cosmio Necro Reductio Emperoct = make regenerating liches with dark flame
. Omni Bentidocht Inanis Aero Opacus Penetro Emperoct = restore body from shadow from within
Omni Bentidocht Inanis Opacus Penetro Emperoct = restore person or object perfectly from within by shadow
Omni Bentidocht Animus Inanis Aero Reductio Necro Penetro Emperoct = create regenerative shade from within by dark flame
Omni Bentidocht Cosmio Opacus Necro Penetro Emperoct = raise the entire being by shadow
Omni Bentidocht Cosmio Opacus Necro Necro Necro Penetro Emperoct = raise mass dead from within by shadow
Omni Bentidocht Opacus Penetro Emperoct = grants shadow full recovery
Omni Bentidocht Opacus Exhaustio Emperoct = grants shadow full recovery by absorbing the damage
Omni Bentidocht Neuro Opacus Penetro Emperoct = full recovery from within by shadow
Omni Bentidocht Neuro Opacus Potus Emperoct = full recovery by absorbtion of the disease with shadow
Omni Bentidocht Inanis Aero Animus Reductio Potus Emperoct = grants absorbtion of shadow energies

Light Healing

Omni Bentidocht Apricatio Emperoct = restore with sunlight
Omni Bentidocht Genero Emperoct = healing with light that warms recovers the body from weakness
Omni Bentidocht Genero Elevo Emperoct = fully restore by the heat of the lava
Omni Bentidocht Facio Emperoct = restore the body and mind with positive water
Omni Bentidocht Facio Incalfacio Emperoct = .restore fully by light ice
Omni Bentidocht Elevo Emperoct = .recharge the body
Omni Bentidocht Apricatio Visus Emperoct = star sight empowerment
Omni Bentidocht Apricatio Visus Tardius Aevus Emperoct = slow star sight empowerment
Omni Bentidocht Apricatio Visus Accelero Aevus Emperoct = fast star sight empowerment
Omni Bentidocht Apricatio Visus Infinitio Emperoct = fast star sight empowerment
Omni Bentidocht Incalfacio Emperoct = psychic restoration and spirit purifications by heat
Omni Bentidocht Genero Elevo Facio Incalfacio Emperoct = full raising
Omni Bentidocht Neuro Elevo Emperoct = mental light that will restore perfectly the mind
Omni Bentidocht Visus Genero Emperoct = heal and improve vision by life.
Omni Bentidocht Animus Elevo Emperoct = spiritual light that heals the spirit
Omni Bentidocht Necro Elevo Emperoct = make undead that heal by light
Omni Bentidocht Animus Necro Elevo Emperoct = bring undeath by light
Omni Bentidocht Cosmio Necro Elevo Emperoct = make regenerating light liches
Omni Bentidocht Opacus Elevo Emperoct = restore body from shadow with light
Omni Bentidocht Inanis Aero Elevo Emperoct = empower with Light plasma
Omni Bentidocht Animus Opacus Necro Elevo Emperoct = create shade that heals by light
Omni Bentidocht Opacus Necro Elevo Emperoct = raise dead and create light being
Omni Bentidocht Cosmio Genero Necro Necro Necro Elevo Emperoct = raise mass dead and create light being
Omni Bentidocht Opacus Elevo Emperoct = grants shadow partial restoration by light
Omni Bentidocht Opacus Elevo Facio Emperoct = grants shadow full restoration by light
Omni Bentidocht Neuro Genero Elevo Emperoct = partial restoration by light
Omni Bentidocht Neuro Genero Elevo Facio Emperoct = full restoration by light
Omni Bentidocht Chao Facio Emperoct = light morph anything

Strife Healing

- Omni Bentidocht Concertatio Emperoct = strife healing
- Omni Bentidocht Chao Emperoct = heal person or item by chaos
- Omni Bentidocht Disturbatio Emperoct = destructive fire healing
- Omni Bentidocht Maledico Emperoct = destroy someone by abusive water or empower.
- Omni Bentidocht Incursio Emperoct = collision air death or empower
- Omni Bentidocht Concertatio Visus Emperoct = strife sight empowerment
- Omni Bentidocht Concertatio Visus Tardius Aevus Emperoct = slow strife sight empowerment
- Omni Bentidocht Concertatio Visus Accelero Aevus Emperoct = fast strife sight empowerment
- Omni Bentidocht Concertatio Visus Infinitio Emperoct = permanent strife sight empowerment
- Omni Bentidocht Cosmio Necro Concertatio Emperoct = make destructive lich
- Omni Bentidocht Cosmio Necro Maleficus Tardius Aevus Emperoct = make destructive lich slow
- Omni Bentidocht Cosmio Necro Maleficus Accelero Aevus Emperoct = make destructive lich fast
- Omni Bentidocht Cosmio Necro Maleficus Infinitio Emperoct = make destructive lich permanent
- Omni Bentidocht Cosmio Taura Necro Concertatio Emperoct = raise strife dead
- Omni Bentidocht Cosmio Taura Necro Concertatio Accelero Emperoct = raise strife dead quickly
- Omni Bentidocht Cosmio Taura Necro Necro Necro Concertatio Emperoct = raise mass strife dead
- Omni Bentidocht Cosmio Taura Necro Necro Necro Accelero Aevus Concertation Emperoct = raise mass strife dead quickly
- Omni Bentidocht Animus Inanis Aero Taura Necro Concertatio Emperoct = create strife shade
- Omni Bentidocht Animus Inanis Aero Taura Necro Concertatio Tardius Aevus Emperoct = create strife shade slowly
- Omni Bentidocht Animus Inanis Aero Taura Necro Concertatio Accelero Aevus Emperoct = create strife shade quickly
- Omni Bentidocht Animus Inanis Aero Taura Necro Concertatio Infinitio Emperoct = create permanent strife shade
- Omni Bentidocht Inanis Mutus Concertatio Emperoct = deadly item or person mutation
- Omni Bentidocht Inanis Mutus Concertatio Tardius Aevus Emperoct = death item or person mutation slowly
- Omni Bentidocht Inanis Mutus Concertatio Accelero Aevus Emperoct = deadly item or person mutation quickly
- Omni Bentidocht Inanis Mutus Concertatio Infinitio Emperoct = deadly item or person mutation permanence
- Omni Bentidocht Opacus Disturbatio Emperoct = kill shadow
- Omni Bentidocht Opacus Disturbatio Accelero Aevus Emperoct = kill shadow quickly
- Omni Bentidocht Opacus Aero Disturbatio Infinitio Emperoct = kill shadow permanently

Imitation Healing

- Omni Bentidocht Efficio Accelero Aevus Emperoct = power healing
- Omni Bentidocht Efficio Descriptio Accelero Aevus Emperoct = create or copy power item
- Omni Bentidocht Descriptio Accelero Aevus Emperoct = copy object
- Omni Bentidocht Imago Accelero Aevus Emperoct = mirror image
- Omni Bentidocht Imago Communio Accelero Aevus Emperoct = simaelcrum
- Omni Bentidocht Efficio Imago Communio Accelero Aevus Emperoct = power simaelcrum
- Omni Bentidocht Communio Accelero Aevus Emperoct = sharing object or person properties
- Omni Bentidocht Imitatio Visus Emperoct = illusion sight empowerment
- Omni Bentidocht Imitatio Visus Tardius Aevus Emperoct = slow illusion sight empowerment
- Omni Bentidocht Imitatio Visus Accelero Aevus Emperoct = fast illusion sight empowerment
- Omni Bentidocht Imitatio Visus Infinitio Emperoct = permanent illusion sight empowerment
- Omni Bentidocht Cosmio Taura Necro Imitatio Emperoct = copy dead body

Omni Bentidocht Cosmio Taura Necro Imitatio Accelero Aevus Emperoct = copy body quickly
Omni Bentidocht Cosmio Taura Necro Necro Necro Imitatio Accelero Aevus Emperoct = copy mass dead

Additive Healing

Omni Bentidocht Adigo Emperoct = empower by forcecraft
Omni Bentidocht Appono Emperoct = create glamour of item or person
Omni Bentidocht Appono Mutltus Emperoct = create permanant glamour of item or person
Omni Bentidocht Mutltus Emperoct = strengthen enchantment of item or person
Omni Bentidocht Comformo Emperoct = adapt to circumstance
Omni Bentidocht Conformo Effectus Emperoct = adapt to accept the effect
Omni Bentidocht Effectus Emperoct = make effect
Omni Bentidocht Appono Multus Comformo Emperoct = accept as natural permanant glamour
Omni Bentidocht Communio Emperoct = sharing object or person properties
Omni Bentidocht Adigo Visus Emperoct = force sight empowerment
Omni Bentidocht Adigo Visus Tardius Aevus Emperoct = slow force sight empowerment
Omni Bentidocht Adigo Visus Accelero Aevus Emperoct = fast force sight empowerment
Omni Bentidocht Adigo Visus Infinitio Emperoct = permanant force sight empowerment
Omni Bentidocht Cosmio Taura Necro Multus Emperoct = raise power dead
Omni Bentidocht Cosmio Taura Necro Multus Accelero Emperoct = raise power dead quickly
Omni Bentidocht Cosmio Taura Necro Necro Necro Multus Emperoct = raise mass power dead
Omni Bentidocht Cosmio Taura Necro Necro Necro Multus Accelero Aevus Emperoct = raise mass power dead quickly
Omni Bentidocht Appono Multus Necro Emperoct = change dead shape
Omni Bentidocht Appono Multus Necro Accelero Emperoct = change dead shape quickly
Omni Bentidocht Appono Multus Necro Necro Necro Multus Emperoct = change mass dead
Omni Bentidocht Appono Multus Necro Necro Necro Multus Accelero Aevus Emperoct = change mass dead quickly

Indirect Healing

Omni Bentidocht Obliquus Emperoct = heal by indirect means
Omni Bentidocht Ferreus Emperoct = heal by the power of iron
Omni Bentidocht Ferreus Aevus Emperoct = heal by antimagic time
Omni Bentidocht Aevus Emperoct = heal with time
Omni Bentidocht Necro Emperoct = kill victim
Omni Bentidocht Necro Cedo Emperoct = make undeath
Omni Bentidocht Cedo Emperoct = heal by change
Omni Bentidocht Obliquus Visus Emperoct = other sight empowerment
Omni Bentidocht Obliquus Visus Tardius Aevus Emperoct = slow other sight empowerment
Omni Bentidocht Obliquus Visus Accelero Aevus Emperoct = fast other sight empowerment
Omni Bentidocht Obliquus Visus Infinitio Emperoct = permanant other sight empowerment
Omni Bentidocht Necro Accelero Emperoct = kill quickly
Omni Bentidocht Cosmio Necro Cedo Accelero Emperoct = undeath quickly
Omni Bentidocht Necro Necro Necro Emperoct = mass kill
Omni Bentidocht Necro Necro Necro Accelero Aevus Emperoct = mass death quickly
Omni Bentidocht Cosmio Taura Necro Necro Necro Cedo Emperoct = mass undeath
Omni Bentidocht Cosmio Taura Necro Necro Necro Cedo Accelero Aevus Emperoct = mass undeath quickly

Strengths

Omni Bentidocht Taura Dorise = increase strength of caster

- Omni Bentidict Taura Accelero Aevus Dorise = increase strength of caster faster
- Omni Bentidict Neuro Dorise = increase strength of mind
- Omni Bentidict Neuro Tardius Aevus Dorise = increase strength of mind slow
- Omni Bentidict Neuro Accelero Aevus Dorise = increase strength of mind fast
- Omni Bentidict Animus Dorise = increase strength of spirit
- Omni Bentidict Animus Tardius Aevus Dorise = increase strength of spirit slow
- Omni Bentidict Animus Accelero Dorise = increase strength of spirit fast
- Omni Bentidict Visus Dorise = increases sight of caster
- Omni Bentidict Visus Tardius Aevus Dorise = increases sight of caster a long time
- Omni Bentidict Visus Accelero Aevus Dorise = increases sight of caster a short time
- Omni Bentidict Neuro Visus Dorise = Dispel illusion
- Omni Bentidict Neuro Visus Accelero Aevus Dorise = dispel illusion fast
- Omni Bentidict Inanis Visus Dorise = increases black sight
- Omni Bentidict Inanis Visus Tardius Aevus Dorise = increases black sight for long duration
- Omni Bentidict Inanis Visus Accelero Aevus Dorise = increases black sight for a short time
- Omni Bentidict Taura Cosmio Dorise = strengthen caster by body mind & spirit
- Omni Bentidict Taura Cosmio Tardius Aevus Dorise = strengthen caster by body mind & spirit tardius
- Omni Bentidict Taura Cosmio Accelero Aevus Dorise = strengthen caster by body mind & spirit quickly
- Omni Bentidict Necro Dorise = increase strength undead
- Omni Bentidict Necro Accelero Aevus Dorise = increase strength undead quickly
- Omni Bentidict Animus Necro Dorise = heal spirit
- Omni Bentidict Animus Necro Tardius Aevus Dorise = heal spirit slowly
- Omni Bentidict Animus Necro Accelero Dorise = heal spirit quickly
- Omni Bentidict Cosmio Necro Dorise = heal undead
- Omni Bentidict Cosmio Necro Accelero Dorise = heal undead quickly
- Omni Bentidict Cosmio Necro Taura Dorise = restore undead
- Omni Bentidict Cosmio Necro Taura Accelero Aevus Dorise = restore undead quickly
- Omni Bentidict Necro Inanis Aero Taura Animus Dorise = shadow resurrection
- Omni Bentidict Necro Inanis Aero Taura Animus Accelero Aevus Dorise = shadow resurrection quickly
- Omni Bentidict Inanis Aero Animus Dorise = incineration
- Omni Bentidict Inanis Aero Animus Accelero Aevus Dorise = quick incineration
- Omni Bentidict Necro Inanis Aero Animus Dorise = destroy undead
- Omni Bentidict Necro Inanis Aero Animus Accelero Aevus Dorise = quickly destroy undead
- Omni Bentidict Magicus Dorise = strengthen magic in caster.
- Omni Bentidict Magicus Accelero Aevus Dorise = strengthen magic in caster quickly.
- Omni Bentidict Inversio Taura Dorise = increase mind and strength of caster
- Omni Bentidict Inversio Taura Accelero Aevus Dorise = increase mind and strength of caster quickly
- Omni Bentidict Cosmio Inversio Taura Dorise = increase spiritual strength of caster
- Omni Bentidict Cosmio Inversio Taura Dorise Accelero Aevus = increase spiritual strength of caster quickly
- Omni Bentidict Penetro Dorise = increase penetration resistance of caster
- Omni Bentidict Penetro Accelero Aevus Dorise = increase penetrating of caster quickly
- Omni Bentidict Cosmio Penetro Dorise = increase spiritual power of caster from within
- Omni Bentidict Cosmio Penetro Dorise Accelero Aevus = increase spiritual power of caster from within quickly
- Omni Bentidict Commutatus Dorise = change strength of caster
- Omni Bentidict Commutatus Accelero Aevus Dorise = change strength of caster quickly
- Omni Bentidict Cosmio Commutatus Dorise = change mental and spitual strength of caster
- Omni Bentidict Cosmio Commutatus Dorise Accelero Aevus = change mental and spiritual strength of caster quickly
- Omni Bentidict Neuro Potus Dorise = make caster power absorbing
- Omni Bentidict Cosmio Potus Dorise Accelero Aevus = make caster power absorbing quickly
- Omni Bentidict Abfabricatio Dorise = remake event for caster with imagination
- Omni Bentidict Abfabricatio Dorise Accelero Aevus = remake event quickly with imagination

Omni Bentidocht Cosmio Abfabricatio Dorise = remake event for caster with imagination and feelings
Omni Bentidocht Cosmio Abfabricatio Dorise Accelerero Aevus = remake event quickly for caster with imagination and feelings

How to enchant an item

Imagine or feel the effect you want with the enchantment while one has thought of the object to enchant. Then use one of the spells below at the same time. Do not use the permanant unless one is sure that they want it.

- Omni Bentidocht Magicus Neuro Emperoct = enchant an item with what you image the items properties are
- Omni Bentidocht Magicus Neuro Infinitio Emperoct = permanantly enchant an item with what you image the items properties are
- Omni Bentidocht Magicus Animus Emperoct = feel the effects to enchant the object
- Omni Bentidocht Magicus Animus Infinitio Emperoct = feel the effects to permanantly enchant the object
- Omni Bentidocht Magicus Cosmio Emperoct = feel the effect and imagine the results to enchant the object
- Omni Bentidocht Magicus Cosmio Infinitio Emperoct = feel the effect and imagine the results to permanantly enchant the object
- Omni Bentidocht Maleficus Neuro Emperoct = think of the evil effects to imprint
- Omni Bentidocht Maleficus Neuro Infinitio Emperoct = permanantly imprint an evil effect that you think about
- Omni Bentidocht Maleficus Animus Emperoct = feel the effects of evil to enchant the object with
- Omni Bentidocht Maleficus Animus Infinitio Emperoct = feel the evil effects to permanantly enchant the object
- Omni Bentidocht Maleficus Cosmio Emperoct = feel the effect and imagine the results of evil to enchant the object
- Omni Bentidocht Maleficus Cosmio Infinitio Emperoct = feel the effect and imagine the evil results to permanantly enchant the object
- Omni Bentidocht Subduco Magicus Neuro Emperoct = imagine the effects to enchant the object in an unseen enchantment
- Omni Bentidocht Subduco Magicus Neuro Infinitio Emperoct = imagine the effects to permanantly enchant the object in an unseen enchantment
- Omni Bentidocht Subduco Magicus Animus Emperoct = feel the effects to enchant the object in an unseen enchantment
- Omni Bentidocht Subduco Magicus Animus Infinitio Emperoct = feel the effects to permanantly enchant the object in an unseen enchantment
- Omni Bentidocht Subduco Magicus Cosmio Emperoct = feel the effect and imagine the results to enchant the object in an unseen enchantment
- Omni Bentidocht Subduco Magicus Cosmio Infinitio Emperoct = feel the effect and imagine the results to permanantly enchant the object in an unseen enchantment
- Omni Bentidocht Caecus Magicus Neuro Emperoct = imagine the effects to enchant the object in a dark enchantment
- Omni Bentidocht Caecus Magicus Neuro Infinitio Emperoct = imagine the effects to permanantly enchant the object in a shadow enchantment
- Omni Bentidocht Caecus Magicus Animus Emperoct = feel the effects to enchant the object in a shadow enchantment
- Omni Bentidocht Caecus Magicus Animus Infinitio Emperoct = feel the effects to permanantly enchant the object in a shadow enchantment
- Omni Bentidocht Caecus Magicus Cosmio Emperoct = feel the effect and imagine the results to enchant the object in a shadow enchantment
- Omni Bentidocht Caecus Magicus Cosmio Infinitio Emperoct = feel the effect and imagine the results to permanantly enchant the object in a shadow enchantment
- Omni Bentidocht Apricatio Magicus Neuro Emperoct = imagine the effects to enchant the object in a sunlight

enchantment

Omni Bentidoct Apricatio Magicus Neuro Infinitio Emperoct = imagine the effects to permanently enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Magicus Animus Emperoct = feel the effects to enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Magicus Animus Infinitio Emperoct = feel the effects to permanently enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Magicus Cosmio Emperoct = feel the effect and imagine the results to enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Magicus Cosmio Infinitio Emperoct = feel the effect and imagine the results to permanently enchant the object in a sunlight enchantment

Omni Bentidoct Concertatio Magicus Neuro Luminoc = imagine the effects to enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Neuro Infinitio Luminoc = imagine the effects to permanently enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Animus Luminoc = feel the effects to enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Animus Infinitio Luminoc = feel the effects to permanently enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Cosmio Luminoc = feel the effect and imagine the results to enchant the object in a strife enchantment

Omni Bentidoct Concertatio Magicus Cosmio Infinitio Luminoc = feel the effect and imagine the results to permanently enchant the object in a strife enchantment

Omni Bentidoct Imitatio Magicus Neuro Luminoc = imagine the effects to enchant the object in a imitation enchantment

Omni Bentidoct Imitatio Magicus Neuro Infinitio Luminoc = imagine the effects to permanently enchant the object in a imitation enchantment

Omni Bentidoct Imitatio Magicus Animus Luminoc = feel the effects to enchant the object in a imitation enchantment

Omni Bentidoct Imitatio Magicus Animus Infinitio Luminoc = feel the effects to permanently enchant the object in a imitation enchantment

Omni Bentidoct Imitatio Magicus Cosmio Luminoc = feel the effect and imagine the results to enchant the object in a imitation enchantment

Omni Bentidoct Imitatio Magicus Cosmio Infinitio Luminoc = feel the effect and imagine the results to permanently enchant the object in a imitation enchantment

Omni Bentidoct Obliquus Luminoc = indirect empowerment with imagined event

Omni Bentidoct Obliquus Infinitio Luminoc = permanent indirect empowerment with imagined event

Omni Bentidoct Obliquus Magicus Neuro Luminoc = imagine the effects to enchant the object in a indirect enchantment

Omni Bentidoct Obliquus Magicus Neuro Infinitio Luminoc = imagine the effects to permanently enchant the object in a indirect enchantment

Omni Bentidoct Obliquus Magicus Animus Luminoc = feel the effects to enchant the object in a indirect enchantment

Omni Bentidoct Obliquus Magicus Animus Infinitio Luminoc = feel the effects to permanently enchant the object in a indirect enchantment

Omni Bentidoct Obliquus Magicus Cosmio Luminoc = feel the effect and imagine the results to enchant the object in a indirect enchantment

Omni Bentidoct Obliquus Magicus Cosmio Infinitio Luminoc = feel the effect and imagine the results to permanently enchant the object in a indirect enchantment

Being Transformation

Focus on yourself or the person to transform and then say the spell.

Omni Bentidocht Taura Accelero Aevus Emperoct	= earth golem transformation
Omni Bentidocht Taura Infinitio Emperoct	= permanent earth golem transformation
Omni Bentidocht Liquentis Accelero Aevus Emperoct	= lava golem transformation
Omni Bentidocht Liquentis Infinitio Emperoct	= permanent lava golem transformation
Omni Bentidocht Pyro Accelero Aevus Emperoct	= earth golem transformation
Omni Bentidocht Pyro Infinitio Emperoct	= permanent fire golem transformation
Omni Bentidocht Hydro Accelero Aevus Emperoct	= water golem transformation
Omni Bentidocht Hydro Infinitio Emperoct	= permanent water golem transformation
Omni Bentidocht Cyro Accelero Aevus Emperoct	= ice golem transformation
Omni Bentidocht Cyro Infinitio Emperoct	= permanent ice golem transformation
Omni Bentidocht Aero Accelero Aevus Emperoct	= air golem transformation
Omni Bentidocht Aero Infinitio Emperoct	= permanent air golem transformation
Omni Bentidocht Thundora Emperoct	= lightning golem transformation
Omni Bentidocht Thundora Infinitio Emperoct	= permanent lightning golem transformation
Omni Bentidocht Magicus Accelero Aevus Bentidocht	= fairy transformation
Omni Bentidocht Magicus Infintio Bentidocht	= permanent fairy tranformation
Omni Bentidocht Magicus Taura Accelero Aevus Bentidocht	= magic transformation
Omni Bentidocht Magicus Taura Infintio Bentidocht	= permanent magic golem tranformation
Omni Bentidocht Maleficus Accelero Aevus Emperoct	= demon transformation
Omni Bentidocht Maleficus Infinitio Emperoct	= permermant demon transformation
Omni Bentidocht Maleficus Elevo Accelero Aevus Emperoct	= light demon transformation
Omni Bentidocht Maleficus Elevo Infinitio Emperoct	= permanent light demon transformation
Omni Bentidocht Subduco Accelero Aevus Emperoct	= stealth being transform
Omni Bentidocht Subduco Infintio Emperoct	= permanent stealth being transform
Omni Bentidocht Caecus Accelero Aevus Bentidocht	= shadow transformation
Omni Bentidocht Caecus Infintio Bentidocht	= permanent shadow transformation
Omni Bentidocht Inanis Opacus Accelero Aevus Bentidocht	= void shadow transformation
Omni Bentidocht Inanis Opacus Infintio Bentidocht	= permanent void shadow transformation
Omni Bentidocht Apricatio Accelero Aevus Emperoct	= sun being transformation
Omni Bentidocht Apricatio Infintio Emperoct	= permanent sun being transformation
Omni Bentidocht Apricatio Opacus Accelero Aevus Emperoct	= sun shadow transformatio
Omni Bentidocht Apricatio Opacus Infintio Emperoct	= permanent sun shadow transformation
Omni Bentidocht Concertatio Accelero Aevus Emperoct	= strife being transformation
Omni Bentidocht Concertatio Infintio Emperoct	= permanent strife being transformation
Omni Bentidocht Concertatio Accelero Aevus Luminoct	= strife empowerment
Omni Bentidocht Concertatio Infintio Luminoct	= permanent strife empowerment
Omni Bentidocht Chao Accelero Aevus Bentidocht	= chaos being transformation
Omni Bentidocht Chao Infinitio Luminoct	= permanent chaos being transformation
Omni Bentidocht Caecus Retexo Emperoct	= unseen reverse being transform
Omni Bentidocht Caecus Retexo Infinitio Emperoct	= permanent unseen reverse being transform
Omni Bentidocht Adigo Accelero Aevus Emperoct	= forcecraft being transform
Omni Bentidocht Adigo Infinitio Luminoct	= permanent forcecraft being transform
Omni Bentidocht Multus Accelero Aevus Emperoct	= energy being transform
Omni Bentidocht Multus Infinitio Luminoct	= permanent energy being transform
Omni Bentidocht Malus Emperoct	= subtractive being transform
Omni Bentidocht Malus Infinitio Emperoct	= permanent subtractive being transform
Omni Bentidocht Cosmio Cedo Taura Accelero Aevus Emperoct	= greater shapeshifter transform .
Omni Bentidocht Cosmio Cedo Taura Infinitio Bentidocht	= permanent greater shapeshifter transform
permenant	
Omni Bentidocht Obliquus Accelero Aevus Emperoct	= indirect being transform
Omni Bentidocht Obliquus Infinitio Emperoct	= permanent indirect being transform
Omni Bentidocht Neuro Inanis Aero Taura Luminoct	= shadow transform
Omni Bentidocht Neuro Inanis Aero Taura Tardius Aevus Luminoct	= shadow transform long duration
Omni Bentidocht Neuro Inanis Aero Taura Accelero Aevus Luminoct	= shadow transform short duration

Omni Bentidocht Neuro Inanis Aero Taura Infinitio Luminocht = permanent shadow transform
Omni Bentidocht Animus Inanis Aero Taura Luminocht = shade transform
Omni Bentidocht Animus Inanis Aero Taura Tardius Aevus Luminocht = shade transform long duration
Omni Bentidocht Animus Inanis Aero Taura Accelero Aevus Luminocht = shade transform short duration
Omni Bentidocht Animus Inanis Aero Taura Infinitio Luminocht = permanent shade transform
Omni Bentidocht Cosmio Inanis Aero Thundora Luminocht = wraith transform
Omni Bentidocht Cosmio Inanis Aero Thundora Tardius Aevus Luminocht = wraith transform long duration
Omni Bentidocht Cosmio Inanis Aero Thundora Accelero Aevus Luminocht = wraith transform short duration
Omni Bentidocht Cosmio Inanis Aero Thundora Infinitio Luminocht = permanent wraith transform
Omni Bentidocht Neuro Necro Cedo Emperocht = make dementor
Omni Bentidocht Neuro Necro Cedo Tardius Aevus Emperocht = make dementor slow
Omni Bentidocht Neuro Necro Cedo Accelero Aevus Emperocht = make dementor fast
Omni Bentidocht Neuro Necro Cedo Infinitio Emperocht = make dementor permanent
Omni Bentidocht Cosmio Necro Emperocht = make lich
Omni Bentidocht Cosmio Necro Tardius Aevus Emperocht = make lich slow
Omni Bentidocht Cosmio Necro Accelero Aevus Emperocht = make lich fast
Omni Bentidocht Neuro Necro Cedo Opacus Taura Emperocht = make fade
Omni Bentidocht Neuro Necro Cedo Opacus Taura Tardius Aevus Emperocht = make fade slow
Omni Bentidocht Neuro Necro Cedo Opacus Taura Accelero Aevus Emperocht = make fade fast
Omni Bentidocht Neuro Necro Cedo Opacus Taura Infinitio Emperocht = make fade permanent
Omni Bentidocht Animus Inanis Aero Taura Necro Inversio Pyro Accelero Aevus Emperocht = create regenerative shade
Omni Bentidocht Cosmio Necro Inversio Pyro Accelero Aevus Emperocht = make regenerating liches
Omni Bentidocht Animus Inanis Aero Taura Necro Penetro Accelero Aevus Emperocht = create regenerative shade from within
Omni Bentidocht Cosmio Necro Penetro Accelero Aevus Emperocht = make regenerating liches from within
Omni Bentidocht Cosmio Necro Maleficus Emperocht = make bane lich
Omni Bentidocht Cosmio Necro Maleficus Tardius Aevus Emperocht = make bane lich slow
Omni Bentidocht Cosmio Necro Maleficus Accelero Aevus Emperocht = make bane lich fast
Omni Bentidocht Cosmio Necro Maleficus Infinitio Emperocht = make bane lich permanent
Omni Bentidocht Animus Inanis Aero Taura Necro Maleficus Emperocht = create bane shade
Omni Bentidocht Animus Inanis Aero Taura Necro Tardius Aevus Emperocht = create bane shade slowly
Omni Bentidocht Animus Inanis Aero Taura Necro Accelero Aevus Emperocht = create bane shade quickly
Omni Bentidocht Animus Inanis Aero Taura Necro Infinitio Emperocht = create permanent bane shade
Omni Bentidocht Animus Inanis Aero Taura Necro Multus Emperocht = create power shade
Omni Bentidocht Animus Inanis Aero Taura Necro Multus Tardius Aevus Emperocht = create power shade slowly
Omni Bentidocht Animus Inanis Aero Taura Necro Multus Accelero Aevus Emperocht = create power shade quickly
Omni Bentidocht Animus Inanis Aero Taura Necro Multus Infinitio Emperocht = create permanent power shade

Omni Bentidocht Cosmio Necro Multus Emperocht = make power lich
Omni Bentidocht Cosmio Necro Multus Tardius Aevus Emperocht = make power lich slow
Omni Bentidocht Cosmio Necro Multus Accelero Aevus Emperocht = make power lich fast
Omni Bentidocht Cosmio Necro Multus Infinitio Emperocht = make power lich permanent
Omni Bentidocht Animus Inanis Aero Taura Necro Emperocht = make shade
Omni Bentidocht Animus Inanis Aero Taura Necro Tardius Aevus Emperocht = make shade slowly
Omni Bentidocht Animus Inanis Aero Taura Necro Accelero Aevus Emperocht = make shade quickly
Omni Bentidocht Neuro Inanis Aero Inversio Taura Luminocht = generating shadow transform
Omni Bentidocht Neuro Inanis Aero Inversio Taura Tardius Aevus Luminocht = regenerating shadow transform long duration
Omni Bentidocht Neuro Inanis Aero Inversio Taura Accelero Aevus Luminocht = regenerating shadow transform short duration
Omni Bentidocht Neuro Inanis Aero Inversio Taura Infinitio Luminocht = permanent regenerating shadow

- transform
- Omni Bentidict Animus Inanis Aero Inversio Taura Luminoct = regenerating shade transform
- Omni Bentidict Animus Inanis Aero Inversio Taura Tardius Aevus Luminoct = regenerating shade transform long duration
- Omni Bentidict Animus Inanis Aero Inversio Taura Accelero Aevus Luminoct = regenerating shade transform short duration
- Omni Bentidict Animus Inanis Aero Inversio Taura Infinitio Luminoct = permanent regenerating shade transform
- Omni Bentidict Neuro Inanis Aero Medicatus Luminoct = charm shadow transform
- Omni Bentidict Neuro Inanis Aero Medicatus Tardius Aevus Luminoct = charm shadow transform long duration
- Omni Bentidict Neuro Inanis Aero Medicatus Aevus Luminoct = charm shadow transform short duration
- Omni Bentidict Neuro Inanis Aero Medicatus Infinitio Luminoct = permanent charm shadow transform
- Omni Bentidict Animus Inanis Aero Medicatus Luminoct = charm shade transform
- Omni Bentidict Animus Inanis Aero Meficatus Tardius Aevus Luminoct = charm shade transform long duration
- Omni Bentidict Animus Inanis Aero Medicatus Accelero Aevus Luminoct = charm shade transform short duration
- Omni Bentidict Animus Inanis Aero Medicatus Infinitio Luminoct = permanent charm shade transform
- Omni Bentidict Neuro Inanis Aero Occultatio Luminoct = hidden shadow transform
- Omni Bentidict Neuro Inanis Aero Occultatio Tardius Aevus Luminoct = hidden shadow transform long duration
- Omni Bentidict Neuro Inanis Aero Occultatio Accelero Aevus Luminoct = hidden shadow transform short duration
- Omni Bentidict Neuro Inanis Aero Occultatio Infinitio Luminoct = permanent hidden shadow transform
- Omni Bentidict Animus Inanis Aero Occultatio Luminoct = hidden shade transform
- Omni Bentidict Animus Inanis Aero Occultatio Tardius Aevus Luminoct = hidden shade transform long duration
- Omni Bentidict Animus Inanis Aero Occultatio Accelero Aevus Luminoct = hidden shade transform short duration
- Omni Bentidict Animus Inanis Aero Occultatio Infinitio Luminoct = permanent hidden shade transform
- Omni Bentidict Aevus Emperoct = time being transform
- Omni Bentidict Aevus Infinitio Emperoct = permanent time being transform
- Omni Bentidict Neuro Opacus Luminoct = shadow transform
- Omni Bentidict Neuro Opacus Tardius Aevus Luminoct = shadow transform long duration
- Omni Bentidict Neuro Opacus Accelero Aevus Luminoct = shadow transform short duration
- Omni Bentidict Neuro Opacus Infinitio Luminoct = permanent shadow transform
- Omni Bentidict Animus Opacus Luminoct = hidden shade transform
- Omni Bentidict Animus Opacus Tardius Aevus Luminoct = hidden shade transform long duration
- Omni Bentidict Animus Opacus Accelero Aevus Luminoct = hidden shade transform short duration
- Omni Bentidict Animus Opacus Infinitio Luminoct = permanent hidden shade transform
- Omni Bentidict Neuro Opacus Genero Luminoct = light shadow transform
- Omni Bentidict Neuro Opacus Genero Tardius Aevus Luminoct = light shadow transform long duration
- Omni Bentidict Neuro Opacus Genero Accelero Aevus Luminoct = light shadow transform short duration
- Omni Bentidict Neuro Opacus Genero Infinitio Luminoct = permanent light shadow transform
- Omni Bentidict Animus Opacus Genero Luminoct = light shade transform
- Omni Bentidict Animus Opacus Genero Tardius Aevus Luminoct = light shade transform long duration
- Omni Bentidict Animus Opacus Genero Accelero Aevus Luminoct = light shade transform short duration
- Omni Bentidict Animus Opacus Genero Infinitio Luminoct = permanent light shade transform
- Omni Bentidict Cosmio Opacus Genero Necro Luminoct = light lich transform
- Omni Bentidict Cosmio Opacus Genero Necro Tardius Aevus Luminoct = light lich transform long duration
- Omni Bentidict Cosmio Opacus Genero Necro Accelero Aevus Luminoct = light lich transform short duration
- Omni Bentidict Cosmio Opacus Genero Necro Infinitio Luminoct = permanent light lich transform

Omni Bentidict Neuro Opacus Chao Luminoct = chaos shadow transform
Omni Bentidict Neuro Opacus Chao Tardius Aevus Luminoct = chaos shadow transform long duration
Omni Bentidict Neuro Opacus Chao Accelero Aevus Luminoct = chaos shadow transform short duration
Omni Bentidict Neuro Opacus Chao Infinitio Luminoct = permanent chaos shadow transform
Omni Bentidict Animus Opacus Chao Luminoct = chaos shade transform
Omni Bentidict Animus Opacus Chao Tardius Aevus Luminoct = chaos shade transform long duration
Omni Bentidict Animus Opacus Chao Accelero Aevus Luminoct = chaos shade transform short duration
Omni Bentidict Animus Opacus Chao Infinitio Luminoct = permanent chaos shade transform
Omni Bentidict Cosmio Opacus Chao Necro Luminoct = chaos lich transform
Omni Bentidict Cosmio Opacus Chao Necro Tardius Aevus Luminoct = chaos lich transform long duration
Omni Bentidict Cosmio Opacus Chao Necro Accelero Aevus Luminoct = chaos lich transform short duration
Omni Bentidict Cosmio Opacus Chao Necro Infinitio Luminoct = permanent chaos lich transform
Omni Bentidict Neuro Opacus Efficio Luminoct = power shadow transform
Omni Bentidict Neuro Opacus Efficio Tardius Aevus Emperoct = power shadow transform long duration
Omni Bentidict Neuro Opacus Efficio Accelero Aevus Emperoct = power shadow transform short duration
Omni Bentidict Neuro Opacus Efficio Infinitio Emperoct = permanent power shadow transform
Omni Bentidict Animus Opacus Efficio Emperoct = power shade transform
Omni Bentidict Animus Opacus Efficio Tardius Aevus Emperoct = power shade transform long duration
Omni Bentidict Animus Opacus Efficio Accelero Aevus Emperoct = power shade transform short duration
Omni Bentidict Animus Opacus Efficio Infinitio Emperoct = permanent power shade transform
Omni Bentidict Neuro Opacus Appono Luminoct = glamour shadow transform
Omni Bentidict Neuro Opacus Appono Tardius Aevus Luminoct = glamour shadow transform long duration
Omni Bentidict Neuro Opacus Appono Accelero Aevus Luminoct = glamour shadow transform short duration
Omni Bentidict Neuro Opacus Appono Infinitio Luminoct = permanent glamour shadow transform
Omni Bentidict Animus Opacus Appono Luminoct = glamour shade transform
Omni Bentidict Animus Opacus Appono Tardius Aevus Luminoct = glamour shade transform long duration
Omni Bentidict Animus Opacus Appono Accelero Aevus Luminoct = glamour shade transform short duration
Omni Bentidict Animus Opacus Appono Infinitio Luminoct = permanent glamour shade transform
Omni Bentidict Neuro Opacus Caecus Luminoct = unseen shadow transform
Omni Bentidict Neuro Opacus Caecus Tardius Aevus Luminoct = unseen shadow transform long duration
Omni Bentidict Neuro Opacus Caecus Accelero Aevus Luminoct = unseen shadow transform short duration
Omni Bentidict Neuro Opacus Caecus Infinitio Luminoct = permanent unseen shadow transform
Omni Bentidict Animus Opacus Caecus Luminoct = unseen shade transform
Omni Bentidict Animus Opacus Caecus Tardius Aevus Luminoct = unseen shade transform long duration
Omni Bentidict Animus Opacus Caecus Accelero Aevus Luminoct = unseen shade transform short duration
Omni Bentidict Animus Opacus Caecus Infinitio Luminoct = permanent unseen shade transform
Omni Bentidict Neuro Opacus Aevus Luminoct = time shadow transform
Omni Bentidict Neuro Opacus Aevus Tardius Aevus Luminoct = time shadow transform long duration
Omni Bentidict Neuro Opacus Aevus Accelero Aevus Luminoct = time shadow transform short duration
Omni Bentidict Neuro Opacus Aevus Infinitio Luminoct = permanent time shadow transform
Omni Bentidict Animus Opacus Aevus Luminoct = time shade transform
Omni Bentidict Animus Opacus Aevus Tardius Aevus Luminoct = time shade transform long duration
Omni Bentidict Animus Opacus Aevus Accelero Aevus Luminoct = time shade transform short duration
Omni Bentidict Animus Opacus Aevus Infinitio Luminoct = permanent time shade transform
Omni Bentidict Animus Opacus Aevus Tardius Aevus Luminoct = time shade transform long duration
Omni Bentidict Animus Opacus Aevus Accelero Aevus Luminoct = time shade transform short duration
Omni Bentidict Animus Opacus Aevus Infinitio Luminoct = permanent time shade transform
Omni Bentidict Cosmio Tardius Aevus Luminoct = cosmio being transform long duration
Omni Bentidict Cosmio Accelero Aevus Luminoct = time shade transform short duration
Omni Bentidict Cosmio Infinitio Luminoct = permanent time shade transform
Omni Bentidict Animus Maleficus Taura Emperoct = hands of evil fate transformation - these beings are totally manipulative as they are born from a lost body part. The hand must be cut off in an act of warfare. Taking with it the persons energy, the spell being said, and the cutters energy. This will form a hand of

fate. This being inhabits bodies dead or alive. In the end the body will die eaten from within to become a fist.

Omni Bentidict Animus Cosmio Taura Emperoct = hands of cosmic fate transformation - these beings are acting on there own as they are born from a lost body part and cosmio. The hand must be cut off in an act of seld activity. Taking with it the persons energy, the spell being said, and cosmio energy. This will form a hand of gray fate. This being inhabits bodies dead or alive. In the end the body will create fists at will.

Omni Bentidict Animus Genero Taura Emperoct = hands of life transformation - these beings are totally positive but strict as they are born from a lost body part. The hand must be cut off in an act of warfare or ceromony. Taking with it the persons energy, the spell being said, and the cutters energy. This will form a hand of life. This being inhabits bodies of any type by keeping it alive. In the end the body becomes a fist if it dies.

Empowerments

For the shields imagine the swirling of energy upwards after saying the spell. Imagine the effected item or person otherwise after saying the spell.

Omni Bentidict Taura Luminoc = earth empowerment or increase in strength

Omni Bentidict Taura Tardius Aevus Luminoc = earth empowerment or increase in strength slowly

Omni Bentidict Taura Accelero Aevus Luminoc = earth empowerment or increase in strength quickly

Omni Bentidict Pyro Luminoc = fire empowerment

Omni Bentidict Pyro Tardius Aevus Luminoc = fire empowerment slowly

Omni Bentidict Pyro Accelero Aevus Luminoc = fire empowerment quickly

Omni Bentidict Pyro Infinitio Luminoc = permanent fire empowerment

Omni Bentidict Hydro Luminoc = water empowerment

Omni Bentidict Hydro Tardius Aevus Luminoc = water empowerment slowly

Omni Bentidict Hydro Accelero Aevus Luminoc = water empowerment qickly

Omni Bentidict Hydro Infinitio Luminoc = permanent water empowerment

Omni Bentidict Thundora Luminoc Pises = air empowerment

Omni Bentidict Thundora Tardius Aevus Luminoc Pises = air empowerment slowly

Omni Bentidict Thundora Accelero Aevus Luminoc Pises = air empowerment quickly

Omni Bentidict Thundora Infinitio Luminoc Pises = permanent air empowerment

Omni Bentidict Neuro Tardius Aevus Luminoc = mind strength empowerment slowly

Omni Bentidict Neuro Accelero Aevus Luminoc = mind strength empowerment fast

Omni Bentidict Inanis Luminoc = void shield

Omni Bentidict Inanis Tardius Aevus Luminoc = long lasting void shield

Omni Bentidict Inanis Accelero Aevus Luminoc = short lasting void shield

Omni Bentidict Inanis Infinitio Luminoc = permanant void shield

Omni Bentidict Inanis Pyro Luminoc = black fire shield

Omni Bentidict Inanis Pyro Tardius Aevus Luminoc = black fire shield of long duration

Omni Bentidict Inanis Pyro Accelero Aevus Luminoc = black fire shield of short duration

Omni Bentidict Inanis Pyro Infinitio Luminoc = permanent black fire shield

Omni Bentidict Inanis Cyro Luminoc = black ice shield

Omni Bentidict Inanis Cyro Tardius Aevus Luminoc = black ice shield long duration

Omni Bentidict Inanis Cyro Accelero Aevus Luminoc = black ice shield fast duration

Omni Bentidict Inanis Cyro Infinitio Luminoc = permanant black ice shield

Omni Bentidict Inanis Aero Luminoc = spacial shield or warp gate

Omni Bentidict Inanis Aero Tardius Aevus Luminoc = spacial shield or warp gate of long duration

Omni Bentidict Inanis Aero Accelius Aevus Luminoc = spacial shield or warp gate of short duration

Omni Bentidict Inanis Aero Infinitio Luminoc = permanent spacial shield or warp gate

Omni Bentidict Animus Luminoc = spirit empowerment

Omni Bentidict Animus Tardius Aevus Luminoc = spirit empowerment slow

Omni Bentidict Animus Accelero Aevus Luminoc = spirit empowerment fast

Omni Bentidict Animus Infinitio Luminoc = permanent spirit empowerment

- Omni Bentidocht Inanis Aero Taura Luminoct = shadow shield
- Omni Bentidocht Inanis Aero Taura Tardius Aevus Luminoct = shadow shield slow
- Omni Bentidocht Inanis Aero Taura Accelero Aevus Luminoct = shadow shield fast
- Omni Bentidocht Inanis Aero Taura Infinitio Luminoct = permanent shadow shield
- Omni Bentidocht Inanis Aero Pyro Luminoct = plasma shield
- Omni Bentidocht Inanis Aero Pyro Tardius Aevus Luminoct = plasma shield long duration
- Omni Bentidocht Inanis Aero Pyro Accelero Aevus Luminoct = plasma shield short duration
- Omni Bentidocht Inanis Aero Pyro Infinitio Luminoct = permanent plasma shield
- Omni Bentidocht Inanis Visus Luminoct = negative plane protection
- Omni Bentidocht Inanis Visus Tardius Aevus Luminoct = long lasting negative plane protection
- Omni Bentidocht Inanis Visus Accelero Aevus Luminoct = short lasting negative plane protection
- Omni Bentidocht Inanis Visus Infinitio Luminoct = permanent negative plane protection
- Omni Bentidocht Cosmio Luminoct = mind and spirit empowerment
- Omni Bentidocht Cosmio Tardius Aevos Luminoct = mind and spirit empowerment slow
- Omni Bentidocht Cosmio Accelero Aevus Luminoct = mind and spirit empowerment short duration
- Omni Bentidocht Cosmio Infinitio Luminoct = permanent mind and spirit empowerment
- Omni Bentidocht Inanis Aero Animus Luminoct = chaotic energy or shield disruption
- Omni Bentidocht Inanis Aero Animus Tardius Aevus Luminoct = slow chaotic energy disruption
- Omni Bentidocht Inanis Aero Animus Accelero Aevus Luminoct = quick chaotic energy disruption
- Omni Bentidocht Inanis Aero Animus Infinitio Luminoct = permanent chaotic energy or shield disruption
- Omni Bentidocht Inanis Aero Animus Liquentis Luminoct = mutating black lava shield
- Omni Bentidocht Inanis Aero Animus Liquentis Tardius Accelero Luminoct = black lava shield long duration
- Omni Bentidocht Inanis Aero Animus Liquentis Accelero Aevus Luminoct = short duration black lava shield
- Omni Bentidocht Inanis Aero Animus Liquentis Infinitio Luminoct = permanent black lava shield
- Omni Bentidocht Medicatus Appono Luminoct = natures Beauty - use this to cast uponst yourself a beauty that is hard to ignore
- Omni Bentidocht Medicatus Multus Appono Luminoct = permanent natures beauty use this to cast uponst yourself a beauty that is hard to ignore
- Omni Bentidocht Penetro Taura Commutatus Accelero Aevus Luminoct = stonesskin transform - think of stone when casting
- Omni Penetro Taura Commutatus Infinitio Luminoct = permanent stonesskin transform - think of stone when casting
- Omni Bentidocht Penetro Ferreus Commutatus Accelero Aevus Luminoct = ironskin transform - think of iron when casting
- Omni Penetro Ferreus Commutatus Infinitio Luminoct = permanent ironskin transform - think of iron when casting
- Omni Bentidocht Taura Multus Commutatus Accelero Luminoct = tensors transformation - become very strong and much more physically fit
- Omni Taura Multus Commutatus Infinitio Luminoct = permanent tensors transformation - become very strong and much more physically fit
- Omni Bentidocht Inanis Effectus Luminoct = creeate dimensional pocket - imagine where to create it when saying spell as it can be created anywhere.
- Omni Bentidocht Inanis Effectus Infinitio Luminoct = permanent creeate dimensional pocket - imagine where to create it when saying spell as it can be created anywhere.
- Omni Bentidocht Solidus Elevo Ferreus Simulo Accelero Aevus Luminoct = create bullets - imagine the bullet types and how many at some spot including the hands. Then toss it one by one.
- Omni Bentidocht Cosmio Inanis Multus Luminoct = teleport shield that will make the attacker shift somewhere else.
- Omni Bentidocht Cosmio Inanis Multus Infinitio Luminoct = teleport shield that will make the attacker banish somewhere else.
- Omni Maximus Cosmio Ferreus Incursio Accelero Aevus Luminoct = hammerwall shield

For the shields imagine the swirling of energy upwards after saying the spell. Imagine the effected item or person otherwise after saying the spell.

Omni Bentidocht Magicus Luminocht = magic empowerment with imagination

Omni Bentidocht Magicus Infinitio Luminocht = permanent magic empowerment with imagination

Omni Bentidocht Magicus Neuro Emperocht = enchant an item with what you image the items properties are

Omni Bentidocht Magicus Neuro Infinitio Emperocht = permanently enchant an item with what you image the items properties are

Omni Bentidocht Magicus Animus Emperocht = feel the effects to enchant the object

Omni Bentidocht Magicus Animus Infinitio Emperocht = feel the effects to permanently enchant the object

Omni Bentidocht Magicus Cosmio Emperocht = feel the effect and imagine the results to enchant the object

Omni Bentidocht Magicus Cosmio Infinitio Emperocht = feel the effect and imagine the results to permanently enchant the object

Omni Bentidocht Inversio Taura Luminocht = faery earth empowerment or increase in mental strength

Omni Bentidocht Inversio Taura Tardius Aevus Luminocht = faery earth empowerment or increase in mental strength slowly

Omni Bentidocht Inversio Taura Accelero Aevus Luminocht = faery earth empowerment or increase in mental strength quickly

Omni Bentidocht Inversio Pyro Luminocht = faery fire empowerment and energy absorbtion

Omni Bentidocht Inversio Pyro Tardius Aevus Luminocht = faery fire empowerment slowly and energy absorbtion

Omni Bentidocht Inversio Pyro Accelero Aevus Luminocht = faery fire empowerment quickly and energy absorbtion

Omni Bentidocht Inversio Pyro Infinitio Luminocht = permanent faery fire empowerment and energy absorbtion

Omni Bentidocht Inversio Hydro Luminocht = faery water empowerment and immortality.

Omni Bentidocht Inversio Hydro Tardius Aevus Luminocht = faery water empowerment and immortality slowly

Omni Bentidocht Inversio Hydro Accelero Aevus Luminocht = faery water empowerment and immortality quickly

Omni Bentidocht Inversio Hydro Infinitio Luminocht = faery water empowerment and immortality permanent

Omni Bentidocht Inversio Aero Luminocht = faery air empowerment and youthened immortality.

Omni Bentidocht Inversio Aero Tardius Aevus Luminocht = faery air empowerment and youthened immortality slowly

Omni Bentidocht Inversio Aero Accelero Aevus Luminocht = faery air empowerment and youthened immortality quickly

Omni Bentidocht Inversio Aero Infinitio Luminocht = faery air empowerment and youthened immortality permanent

Omni Bentidocht Inversio Thundora Luminocht = youthening empowerment..

Omni Bentidocht Inversio Thundora Tardius Aevus Luminocht = youthening empowerment slowly

Omni Bentidocht Inversio Thundora Accelero Aevus Luminocht = youthening empowerment quickly

Omni Bentidocht Inversio Thundora Infinitio Luminocht = youthening empowerment permanent

Omni Bentidocht Inanis Inversio Pyro Luminocht = inverted black fire absorbtion shield

Omni Bentidocht Inanis Inversio Pyro Tardius Aevus Luminocht = black fire absorbtion shield of long duration

Omni Bentidocht Inanis Inversio Pyro Accelero Aevus Luminocht = black fire absorbtion shield of short duration

Omni Bentidocht Inanis Inversio Pyro Infinitio Luminocht = permanent black fire absorbtion shield

Omni Bentidocht Inanis Inversio Cyro Luminocht = inverted black ice strengthening shield

Omni Bentidocht Inanis Inversio Cyro Tardius Aevus Luminocht = inverted black ice strengthening shield of long duration

Omni Bentidocht Inanis Inversio Cyro Accelero Aevus Luminocht = inverted black ice strengthening shield of short duration

Omni Bentidocht Inanis Inversio Cyro Infinitio Luminocht = permanent inverted black ice strengthening shield

Omni Bentidocht Inanis Inversio Aero Luminocht = inverted breathing spacial shield

- Omni Bentidocht Inanis Inversio Aero Tardius Aevus Luminoc = inverted breathing spacial shield long duration
- Omni Bentidocht Inanis Inversio Aero Accelius Aevus Luminoc = inverted breathing spacial shield of short duration
- Omni Bentidocht Inanis Inversio Aero Infinitio Luminoc = permanant inverted breathing spacial shield
- Omni Bentidocht Animus Inversio Pyro Luminoc = enhanced spirit empowerment
- Omni Bentidocht Animus Inversio Pyro Tardius Aevus Luminoc = enhanced spirit empowerment slow
- Omni Bentidocht Animus Inversio Pyro Accelero Aevus Luminoc = enhanced spirit empowerment fast
- Omni Bentidocht Animus Inversio Pyro Infinitio Luminoc = permanent enhanced spirit empowerment
- Omni Bentidocht Inanis Aero Inversio Taura Luminoc = regenerating shadow shield
- Omni Bentidocht Inanis Aero Inversio Taura Tardius Aevus Luminoc = regenerating shadow shield slow
- Omni Bentidocht Inanis Aero Inversio Taura Accelero Aevus Luminoc = regenerating shadow shield fast
- Omni Bentidocht Inanis Aero Inversio Taura Infinitio Luminoc = permanant regenerating shadow shield
- Omni Bentidocht Inanis Aero Inversio Pyro Luminoc = absorbing plasma shield
- Omni Bentidocht Inanis Aero Inversio Pyro Tardius Aevus Luminoc = absorbing plasma shield long duration
- Omni Bentidocht Inanis Aero Inversio Pyro Accelero Aevus Luminoc = absorbing plasma shield short duration
- Omni Bentidocht Inanis Aero Inversio Pyro Infinitio Luminoc = permanant absorbing plasma shield
- Omni Bentidocht Inanis Aero Animus Inversio Liquentis Luminoc = mutating black lava shield
- Omni Bentidocht Inanis Aero Animus Inversio Liquentis Tardius Accelero Luminoc = mutating black lava shield long duration
- Omni Bentidocht Inanis Aero Animus Inversio Liquentis Accelero Aevus Luminoc = short duration mutating black lava shield
- Omni Bentidocht Inanis Aero Animus Inversio Liquentis Infinitio Luminoc = permanant mutating black lava shield

Manipulation Empowerment

For the shields imagine the swirling of energy upwards after saying the spell. Imagine the effected item or person otherwise after saying the spell.

- Omni Bentidocht Maleficus Neuro Emperoc = think of the evil effects to imprint
- Omni Bentidocht Maleficus Neuro Infinitio Emperoc = permanantly imprint an evil effect that you think about
- Omni Bentidocht Maleficus Animus Emperoc = feel the effects of evil to enchant the object with
- Omni Bentidocht Maleficus Animus Infinitio Emperoc = feel the evil effects to permanantly enchant the object
- Omni Bentidocht Maleficus Cosmio Emperoc = feel the effect and imagine the results of evil to enchant the object
- Omni Bentidocht Maleficus Cosmio Infinitio Emperoc = feel the effect and imagine the evil results to permanantly enchant the object
- Omni Bentidocht Medicatus Luminoc = charm empowerment
- Omni Bentidocht Medicatus Tardius Aevus Luminoc = charm empowerment
- Omni Bentidocht Medicatus Accelero Aevus Luminoc = charm empowerment quickly
- Omni Bentidocht Mutus Luminoc = mutate person that you imagine
- Omni Bentidocht Mutus Tardius Aevus Luminoc = mutate person that you imagine slowly
- Omni Bentidocht Mutus Accelero Aevus Luminoc = mutate person that you imagine quickly
- Omni Bentidocht Mutus Infinitio Luminoc = permanant mutate person that you imagine
- Omni Bentidocht Moderatus Luminoc = control empowerment
- Omni Bentidocht Moderatus Tardius Aevus Luminoc = control empowerment slowly
- Omni Bentidocht Moderatus Accelero Aevus Luminoc = control empowerment quickly
- Omni Bentidocht Moderatus Infinitio Luminoc = control empowerment permanant
- Omni Bentidocht Defluo Luminoc = control lightning empowerment
- Omni Bentidocht Defluo Tardius Aevus Luminoc = control lightning empowerment slowly
- Omni Bentidocht Defluo Accelero Aevus Luminoc = control lightning empowerment quickly

- Omni Bentidocht Defluo Infinitio Luminoct = control lightning empowerment permanent
- Omni Bentidocht Ennervatus Luminoct = domination empowerment
- Omni Bentidocht Ennervatus Tardius Aevus Luminoct = domination empowerment slowly
- Omni Bentidocht Ennervatus Accelero Aevus Luminoct = domination empowerment quickly
- Omni Bentidocht Ennervatus Infinitio Luminoct = domination empowerment permanent
- Omni Bentidocht Medicatus Mutus Luminoct = charm mutation
- Omni Bentidocht Medicatus Mutus Tardius Aevus Luminoct = charm mutation slowly
- Omni Bentidocht Medicatus Mutus Accelero Aevus Luminoct = charm mutation quickly
- Omni Bentidocht Medicatus Mutus Infinitio Luminoct = domination empowerment permanent
- Omni Bentidocht Mutus Moderatus Luminoct = control mutation empowerment
- Omni Bentidocht Mutus Moderatus Tardius Aevus Luminoct = control mutation empowerment slowly
- Omni Bentidocht Mutus Moderatus Accelero Aevus Luminoct = control mutation empowerment quickly
- Omni Bentidocht Mutus Moderatus Infinitio Luminoct = control mutation empowerment permanent
- Omni Bentidocht Neuro Medicatus Luminoct = mental charm empowerment
- Omni Bentidocht Neuro Medicatus Accelero Aevus Luminoct = quick mental charm empowerment
- Omni Bentidocht Neuro Medicatus Infinitio Luminoct = permanent mental charm empowerment
- Omni Bentidocht Inanis Mutus Luminoct = mutative black fire shield
- Omni Bentidocht Inanis Mutus Tardius Aevus Luminoct = black fire mutation shield of long duration
- Omni Bentidocht Inanis Mutus Accelero Aevus Luminoct = black fire mutation shield of short duration
- Omni Bentidocht Inanis Mutus Infinitio Luminoct = permanent black fire mutation shield
- Omni Bentidocht Inanis Moderatus Ennervatus Luminoct = controlled domination black ice shield
- Omni Bentidocht Inanis Moderatus Ennervatus Tardius Aevus Luminoct = controlled domination black ice shield of long duration
- Omni Bentidocht Inanis Moderatus Ennervatus Accelero Aevus Luminoct = controlled domination black ice shield of short duration
- Omni Bentidocht Inanis Moderatus Ennervatus Infinitio Luminoct = permanent control moderation black ice shield
- Omni Bentidocht Inanis Ennervatus Luminoct = domination spacial shield
- Omni Bentidocht Inanis Ennervatus Tardius Aevus Luminoct = domination spacial shield long duration
- Omni Bentidocht Inanis Ennervatus Accelius Aevus Luminoct = domination spacial shield of short duration
- Omni Bentidocht Inanis Ennervatus Infinitio Luminoct = permanent domination spacial shield
- Omni Bentidocht Inanis Aero Medicatus Luminoct = charm shadow shield
- Omni Bentidocht Inanis Aero Medicatus Tardius Aevus Luminoct = charm shadow shield slow
- Omni Bentidocht Inanis Aero Medicatus Accelero Aevus Luminoct = charm shadow shield fast
- Omni Bentidocht Inanis Aero Medicatus Infinitio Luminoct = permanent charm shadow shield
- Omni Bentidocht Inanis Aero Mutus Luminoct = mutating plasma shield
- Omni Bentidocht Inanis Aero Mutus Tardius Aevus Luminoct = mutating plasma shield long duration
- Omni Bentidocht Inanis Aero Mutus Accelero Aevus Luminoct = mutating plasma shield short duration
- Omni Bentidocht Inanis Aero Mutus Infinitio Luminoct = permanent mutating plasma shield
- Omni Bentidocht Inanis Aero Animus Medicatus Mutus Luminoct = charm mutating black lava shield
- Omni Bentidocht Inanis Aero Animus Medicatus Mutus Tardius Accelero Luminoct = charm mutating black lava shield long duration
- Omni Bentidocht Inanis Aero Animus Medicatus Mutus Accelero Aevus Luminoct = short duration charm mutating black lava shield
- Omni Bentidocht Inanis Aero Animus Medicatus Mutus Infinitio Luminoct = permanent charm mutating black lava shield

Stealth Empowerment

For the shields imagine the swirling of energy upwards after saying the spell. Imagine the effected item or person otherwise after saying the spell.

Omni Bentidocht Subduco Magicus Neuro Emperoct = imagine the effects to enchant the object in an unseen

enchantment

- Omni Bentidoct Subduco Magicus Neuro Infinitio Emperoct = imagine the effects to permanently enchant the object in an unseen enchantment
- Omni Bentidoct Subduco Magicus Animus Emperoct = feel the effects to enchant the object in an unseen enchantment
- Omni Bentidoct Subduco Magicus Animus Infinitio Emperoct = feel the effects to permanently enchant the object in an unseen enchantment
- Omni Bentidoct Subduco Magicus Cosmio Emperoct = feel the effect and imagine the results to enchant the object in an unseen enchantment
- Omni Bentidoct Subduco Magicus Cosmio Infinitio Emperoct = feel the effect and imagine the results to permanently enchant the object in an unseen enchantment
- Omni Bentidoct Occultatio Luminoc = conceal from sight
- Omni Bentidoct Occultatio Tardius Aevus Luminoc = conceal from sight slowly
- Omni Bentidoct Occultatio Accelero Aevus Luminoc = conceal from sight quickly
- Omni Bentidoct Occultatio Infinitio Luminoc = conceal from sight permanently
- Omni Bentidoct Simulo Luminoc = empower person or object with cloning ability
- Omni Bentidoct Simulo Tardius Aevus Luminoc = empower person or object with cloning ability slowly
- Omni Bentidoct Simulo Accelero Aevus Luminoc = empower person or object with cloning ability quickly
- Omni Bentidoct Simulo Infinitio Luminoc = permanent empower person or object with cloning ability
- Omni Bentidoct Exhaurio Luminoc = drain energy empowerment.
- Omni Bentidoct Exhaurio Tardius Aevus Luminoc = drain energy empowerment slowly
- Omni Bentidoct Exhaurio Accelero Aevus Luminoc = drain energy empowerment quickly
- Omni Bentidoct Exhaurio Infinitio Luminoc = drain energy empowerment permanent
- Omni Bentidoct Aspectus Luminoc = illusion empowerment
- Omni Bentidoct Aspectus Tardius Aevus Luminoc = illusion empowerment slowly
- Omni Bentidoct Aspectus Accelero Aevus Luminoc = illusion empowerment quickly
- Omni Bentidoct Aspectus Infinitio Luminoc = illusion empowerment permanent
- Omni Bentidoct Simultudo Luminoc = lightning illusion empowerment
- Omni Bentidoct Aspectus Tardius Aevus Luminoc = lightning illusion empowerment slowly
- Omni Bentidoct Aspectus Accelero Aevus Luminoc = lightning illusion empowerment quickly
- Omni Bentidoct Aspectus Infinitio Luminoc = lightning illusion empowerment permanent
- Omni Bentidoct Occultatio Simulo Luminoc = concealed cloning empowerment
- Omni Bentidoct Occultatio Simulo Tardius Aevus Luminoc = concealed cloning empowerment slowly
- Omni Bentidoct Occultatio Simulo Accelero Aevus Luminoc = concealed cloning empowerment quickly
- Omni Bentidoct Occultatio Simulo Infinitio Luminoc = concealed cloning empowerment permanently
- Omni Bentidoct Exhaurio Aspectus Luminoc = remove illusion empowerment
- Omni Bentidoct Exhaurio Aspectus Tardius Aevus Luminoc = remove illusion empowerment slowly
- Omni Bentidoct Exhaurio Aspectus Accelero Aevus Luminoc = remove illusion empowerment quickly
- Omni Bentidoct Exhaurio Aspectus Infinitio Luminoc = remove illusion empowerment permanent
- Omni Bentidoct Inanis Occultatio Luminoc = cloaked black fire shield
- Omni Bentidoct Inanis Occultatio Tardius Aevus Luminoc = cloaked black fire shield of long duration
- Omni Bentidoct Inanis Occultatio Accelero Aevus Luminoc = cloaked black fire shield of short duration
- Omni Bentidoct Inanis Occultatio Infinitio Luminoc = permanent cloaked black fire shield
- Omni Bentidoct Inanis Exhaurio Aspectus Luminoc = remove illusion black ice shield
- Omni Bentidoct Inanis Exhaurio Aspectus Tardius Aevus Luminoc = remove illusion black ice shield of long duration
- Omni Bentidoct Inanis Exhaurio Aspectus Accelero Aevus Luminoc = remove illusion black ice shield of short duration
- Omni Bentidoct Inanis Exhaurio Aspectus Infinitio Luminoc = remove illusion black ice shield shield
- Omni Bentidoct Inanis Aspectus Luminoc = illusionous spacial shield
- Omni Bentidoct Inanis Aspectus Tardius Aevus Luminoc = illusionous spacial shield long duration
- Omni Bentidoct Inanis Aspectus Accelius Aevus Luminoc = illusionous spacial shield of short duration
- Omni Bentidoct Inanis Aspectus Infinitio Luminoc = permanent illusionous spacial shield shield
- Omni Bentidoct Animus Occultatio Luminoc = hidden spirit empowerment

Omni Bentidoct Animus Occultatio Tardius Aevus Luminoc = hidden spirit empowerment slow
Omni Bentidoct Animus Occultatio Accelero Aevus Luminoc = hidden spirit empowerment fast
Omni Bentidoct Animus Occultatio Infinitio Luminoc = hidden enhanced spirit empowerment
Omni Bentidoct Inanis Aero Occultatio Luminoc = hidden shadow shield
Omni Bentidoct Inanis Aero Occultatio Tardius Aevus Luminoc = hidden shadow shield long duration
Omni Bentidoct Inanis Aero Occultatio Accelero Aevus Luminoc = hidden shadow shield fast
Omni Bentidoct Inanis Aero Occultatio Infinitio Luminoc = permanent hidden shadow shield
Omni Bentidoct Inanis Aero Simulo Luminoc = cloning plasma shield
Omni Bentidoct Inanis Aero Simulo Tardius Aevus Luminoc = cloning plasma shield long duration
Omni Bentidoct Inanis Aero Simulo Accelero Aevus Luminoc = cloning plasma shield short duration
Omni Bentidoct Inanis Aero Simulo Infinitio Luminoc = permanent cloning plasma shield
Omni Bentidoct Inanis Aero Animus Occultatio Simulo Mutus Luminoc = cloaking cloning black lava shield
Omni Bentidoct Inanis Aero Animus Occultatio Simulo Tardius Accelero Luminoc = cloaking cloning black lava shield long duration
Omni Bentidoct Inanis Aero Animus Occultatio Simulo Accelero Aevus Luminoc = short duration cloaking cloning black lava shield
Omni Bentidoct Inanis Aero Animus Occultatio Simulo Infinitio Luminoc = permanent cloaking cloning black lava shield

Dark Empowerment

For the shields imagine the swirling of energy upwards after saying the spell. Imagine the effected item or person otherwise after saying the spell.

Omni Bentidoct Caecus Magicus Neuro Emperoc = imagine the effects to enchant the object in a dark enchantment
Omni Bentidoct Caecus Magicus Neuro Infinitio Emperoc = imagine the effects to permanently enchant the object in a shadow enchantment
Omni Bentidoct Caecus Magicus Animus Emperoc = feel the effects to enchant the object in a shadow enchantment
Omni Bentidoct Caecus Magicus Animus Infinitio Emperoc = feel the effects to permanently enchant the object in a shadow enchantment
Omni Bentidoct Caecus Magicus Cosmio Emperoc = feel the effect and imagine the results to enchant the object in a shadow enchantment
Omni Bentidoct Caecus Magicus Cosmio Infinitio Emperoc = feel the effect and imagine the results to permanently enchant the object in a shadow enchantment
Omni Bentidoct Opacus Luminoc = shadow empowerment
Omni Bentidoct Opacus Tardius Aevus Luminoc = shadow empowerment slowly
Omni Bentidoct Opacus Accelero Aevus Luminoc = shadow empowerment quickly
Omni Bentidoct Opacus Infinitio Luminoc = conceal from sight permanently
Omni Bentidoct Reductio Luminoc = dark flame empowerment.
Omni Bentidoct Refuctio Tardius Aevus Luminoc = dark flame empowerment slowly
Omni Bentidoct Reductio Accelero Aevus Luminoc = dark flame empowerment quickly
Omni Bentidoct Reductio Infinitio Luminoc = dark flame empowerment permanent
Omni Bentidoct Solidus Luminoc = empower person or object with substance
Omni Bentidoct Solidus Tardius Aevus Luminoc = empower person or object with substance slowly
Omni Bentidoct Solidus Accelero Aevus Luminoc = empower person or object with substance quickly
Omni Bentidoct Solidus Infinitio Luminoc = permanent empower person or object with substance
Omni Bentidoct Integumentum Luminoc = cloaking empowerment
Omni Bentidoct Integumentum Tardius Aevus Luminoc = cloaking empowerment slowly
Omni Bentidoct Integumentum Accelero Aevus Luminoc = cloaking empowerment quickly
Omni Bentidoct Integumentum Infinitio Luminoc = cloaking empowerment permanent
Omni Bentidoct Simultudo Luminoc = cloaked lightning empowerment
Omni Bentidoct Simultudo Tardius Aevus Luminoc = cloaked lightning empowerment slowly

Omni Bentidocht Simultudo Accelero Aevus Luminocht = cloaked lightning empowerment quickly
Omni Bentidocht Simultudo Infinitio Luminocht = cloaked lightning empowerment permanent
Omni Bentidocht Opacus Reductio Luminocht = shadow dark flame empowerment
Omni Bentidocht Opacus Reductio Tardius Aevus Luminocht = shadow dark flame empowerment slowly
Omni Bentidocht Opacus Reductio Accelero Aevus Luminocht = shadow dark flame empowerment quickly
Omni Bentidocht Opacus Reductio Infinitio Luminocht = shadow dark flame empowerment permanently
Omni Bentidocht Solidus Integumentum Luminocht = substance cloak empowerment
Omni Bentidocht Solidus Integumentum Tardius Aevus Luminocht = substance cloak empowerment slowly
Omni Bentidocht Solidus Integumentum Accelero Aevus Luminocht = substance cloak empowerment quickly
Omni Bentidocht Solidus Integumentum Infinitio Luminocht = substance cloak empowerment permanent
Omni Bentidocht Inanis Opacus Luminocht = void shadow shield
Omni Bentidocht Inanis Opacus Tardius Aevus Luminocht = void shadow shield of long duration
Omni Bentidocht Inanis Opacus Accelero Aevus Luminocht = void shadow shield of short duration
Omni Bentidocht Inanis Opacus Infinitio Luminocht = permanent void shadow shield
Omni Bentidocht Inanis Reductio Luminocht = dark flame black fire shield
Omni Bentidocht Inanis Reductio Tardius Aevus Luminocht = dark flame black fire shield of long duration
Omni Bentidocht Inanis Reductio Accelero Aevus Luminocht = dark flame black fire shield of short duration
Omni Bentidocht Inanis Reductio Infinitio Luminocht = permanent dark flame black fire shield
Omni Bentidocht Inanis Solidus Integumentum Luminocht = substance cloak black ice shield
Omni Bentidocht Inanis Solidus Integumentum Tardius Aevus Luminocht = substance cloak black ice shield of long duration
Omni Bentidocht Inanis Solidus Integumentum Accelero Aevus Luminocht = substance cloak black ice shield of short duration
Omni Bentidocht Inanis Solidus Integumentum Infinitio Luminocht = permanent substance cloak black ice shield shield
Omni Bentidocht Inanis Integumentum Luminocht = cloaking spacial shield
Omni Bentidocht Inanis Integumentum Tardius Aevus Luminocht = cloaking spacial shield long duration
Omni Bentidocht Inanis Integumentum Accelero Aevus Luminocht = cloaking spacial shield of short duration
Omni Bentidocht Inanis Integumentum Infinitio Luminocht = cloaking spacial shield shield
Omni Bentidocht Animus Opacus Luminocht = shadow spirit empowerment
Omni Bentidocht Animus Opacus Tardius Aevus Luminocht = shadow spirit empowerment slow
Omni Bentidocht Animus Opacus Accelero Aevus Luminocht = shadow spirit empowerment fast
Omni Bentidocht Animus Opacus Infinitio Luminocht = permanent shadow spirit empowerment
Omni Bentidocht Inanis Aero Opacus Luminocht = hidden shadow shield
Omni Bentidocht Inanis Aero Opacus Tardius Aevus Luminocht = hidden shadow shield long duration
Omni Bentidocht Inanis Aero Opacus Accelero Aevus Luminocht = hidden shadow shield fast
Omni Bentidocht Inanis Aero Opacus Infinitio Luminocht = permanent hidden shadow shield
Omni Bentidocht Inanis Aero Reductio Luminocht = black flame plasma shield
Omni Bentidocht Inanis Aero Reductio Tardius Aevus Luminocht = black flame plasma shield long duration
Omni Bentidocht Inanis Aero Refuctio Accelero Aevus Luminocht = black flame plasma shield short duration
Omni Bentidocht Inanis Aero Reductio Infinitio Luminocht = permanent black flame plasma shield
Omni Bentidocht Inanis Aero Animus Opacus Reductio Luminocht = shadow dark flame black lava shield
Omni Bentidocht Inanis Aero Animus Opacus Reductio Accelero Luminocht = shadow dark flame black lava shield long duration
Omni Bentidocht Inanis Aero Animus Opacus Reductio Accelero Aevus Luminocht = short duration shadow dark flame black lava shield
Omni Bentidocht Inanis Aero Animus Opacus Reductio Infinitio Luminocht = permanent shadow dark flame black lava shield

Light Empowerment

Omni Bentidocht Apricatio Luminocht = sunlight empowerment
Omni Bentidocht Apricatio Infinitio Luminocht = permanent sunlight empowerment
Omni Bentidocht Apricatio Magicus Neuro Luminocht = imagine the effects to enchant the object in a sunlight

enchantment

Omni Bentidoct Apricatio Magicus Neuro Infinitio Luminoct = imagine the effects to permanently enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Magicus Animus Luminoct = feel the effects to enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Magicus Animus Infinitio Luminoct = feel the effects to permanently enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Magicus Cosmio Luminoct = feel the effect and imagine the results to enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Magicus Cosmio Infinitio Luminoct = feel the effect and imagine the results to permanently enchant the object in a sunlight enchantment

Omni Bentidoct Apricatio Opacus Luminoct = sun shadow empowerment

Omni Bentidoct Apricatio Opacus Infinitio Luminoct = permanent sun shadow empowerment

Omni Bentidoct Genero Luminoct = life empowerment

Omni Bentidoct Genero Tardius Aevus Luminoct = life empowerment slowly

Omni Bentidoct Genero Accelero Aevus Luminoct = life empowerment quickly

Omni Bentidoct Genero Infinitio Luminoct = life empowerment permanence

Omni Bentidoct Elevo Luminoct = light empowerment.

Omni Bentidoct Elevo Tardius Aevus Luminoct = light empowerment slowly

Omni Bentidoct Elevo Accelero Aevus Luminoct = light empowerment quickly

Omni Bentidoct Elevo Infinitio Luminoct = light empowerment permanent

Omni Bentidoct Facio Luminoct = empower person or object with positive water

Omni Bentidoct Facio Tardius Aevus Luminoct = empower person or object with positive water slowly

Omni Bentidoct Facio Accelero Aevus Luminoct = empower person or object with positive water quickly

Omni Bentidoct Facio Infinitio Luminoct = permanent empower person or object with positive water

Omni Bentidoct Incalfacio Luminoct = warmth empowerment

Omni Bentidoct Incalfacio Tardius Aevus Luminoct = warmth empowerment slowly

Omni Bentidoct Incalfacio Accelero Aevus Luminoct = warmth empowerment quickly

Omni Bentidoct Incalfacio Infinitio Luminoct = warmth empowerment permanent

Omni Bentidoct Exuro Luminoct = heat lightning empowerment

Omni Bentidoct Exuro Tardius Aevus Luminoct = heat lightning empowerment slowly

Omni Bentidoct Exuro Accelero Aevus Luminoct = heat lightning empowerment quickly

Omni Bentidoct Exuro Infinitio Luminoct = heat lightning empowerment permanent

Omni Bentidoct Genero Elevo Luminoct = life light empowerment

Omni Bentidoct Genero Elevo Luminoct Aevus Luminoct = life light empowerment slowly

Omni Bentidoct Genero Elevo Accelero Aevus Luminoct = life light empowerment quickly

Omni Bentidoct Genero Elevo Infinitio Luminoct = life light empowerment permanently

Omni Bentidoct Facio Incalfacio Luminoct = positive water heat empowerment

Omni Bentidoct Facio Incalfacio Tardius Aevus Luminoct = positive water heat empowerment slowly

Omni Bentidoct Facio Incalfacio Accelero Aevus Luminoct = positive water heat empowerment quickly

Omni Bentidoct Facio Incalfacio Infinitio Luminoct = positive water heat empowerment permanent

Omni Bentidoct Inanis Elevo Luminoct = light black fire shield

Omni Bentidoct Inanis Elevo Tardius Aevus Luminoct = light black fire shield of long duration

Omni Bentidoct Inanis Elevo Accelero Aevus Luminoct = light black fire shield of short duration

Omni Bentidoct Inanis Elevo Infinitio Luminoct = permanent light black fire shield

Omni Bentidoct Inanis Facio Incalfacio Luminoct = positive heat water black ice shield

Omni Bentidoct Inanis Facio Incalfacio Tardius Aevus Luminoct = positive heat water black ice shield of long duration

Omni Bentidoct Inanis Facio Incalfacio Accelero Aevus Luminoct = positive heat water black ice shield of short duration

Omni Bentidoct Inanis Facio Incalfacio Infinitio Luminoct = permanent positive heat water black ice shield

Omni Bentidoct Inanis Incalfacio Luminoct = heat spacial shield

Omni Bentidoct Inanis Incalfacio Tardius Aevus Luminoct = heat spacial shield long duration

Omni Bentidoct Inanis Incalfacio Accelero Aevus Luminoct = heat spacial shield of short duration

Omni Bentidocht Inanis Incalfacio Infinitio Luminoct = cloaking spacial shield shield
Omni Bentidocht Animus Genero Luminoct = life spirit empowerment
Omni Bentidocht Animus Genero Tardius Aevus Luminoct = life spirit empowerment slow
Omni Bentidocht Animus Genero Accelero Aevus Luminoct = life spirit empowerment fast
Omni Bentidocht Animus Genero Infinitio Luminoct = permanent life spirit empowerment
Omni Bentidocht Inanis Aero Genero Luminoct = life shadow shield
Omni Bentidocht Inanis Aero Genero Tardius Aevus Luminoct = life shadow shield long duration
Omni Bentidocht Inanis Aero Genero Accelero Aevus Luminoct = life shadow shield fast
Omni Bentidocht Inanis Aero Genero Infinitio Luminoct = permanent life shadow shield
Omni Bentidocht Inanis Aero Elevo Luminoct = light plasma shield
Omni Bentidocht Inanis Aero Elevo Tardius Aevus Luminoct = light plasma shield long duration
Omni Bentidocht Inanis Aero Elevo Accelero Aevus Luminoct = light plasma shield short duration
Omni Bentidocht Inanis Aero Elevo Infinitio Luminoct = permanent light plasma shield
Omni Bentidocht Inanis Aero Animus Genero Elevo Luminoct = life light black lava shield
Omni Bentidocht Inanis Aero Animus Genero Elevo Accelero Luminoct = life light flame black lava shield long duration
Omni Bentidocht Inanis Aero Animus Genero Elevo Accelero Aevus Luminoct = short duration life light black lava shield
Omni Bentidocht Inanis Aero Animus Genero Elevo Infinitio Luminoct = permanent life light black lava shield

Strife Empowerment

For the shields imagine the swirling of energy upwards after saying the spell. Imagine the effected item or person otherwise after saying the spell.

Omni Bentidocht Concertatio Magicus Neuro Luminoct = imagine the effects to enchant the object in a strife enchantment
Omni Bentidocht Concertatio Magicus Neuro Infinitio Luminoct = imagine the effects to permanently enchant the object in a strife enchantment
Omni Bentidocht Concertatio Magicus Animus Luminoct = feel the effects to enchant the object in a strife enchantment
Omni Bentidocht Concertatio Magicus Animus Infinitio Luminoct = feel the effects to permanently enchant the object in a strife enchantment
Omni Bentidocht Concertatio Magicus Cosmio Luminoct = feel the effect and imagine the results to enchant the object in a strife enchantment
Omni Bentidocht Concertatio Magicus Cosmio Infinitio Luminoct = feel the effect and imagine the results to permanently enchant the object in a strife enchantment
Omni Bentidocht Chao Luminoct = chaos empowerment
Omni Bentidocht Chao Tardius Aevus Luminoct = chaos empowerment slowly
Omni Bentidocht Chao Accelero Aevus Luminoct = chaos empowerment quickly
Omni Bentidocht Chao Infinitio Luminoct = chaos empowerment permanence
Omni Bentidocht Disturbatio Luminoct = destruction empowerment.
Omni Bentidocht Disturbatio Tardius Aevus Luminoct = destruction empowerment slowly
Omni Bentidocht Disturbatio Accelero Aevus Luminoct = destruction empowerment quickly
Omni Bentidocht Disturbatio Infinitio Luminoct = destruction empowerment permanent
Omni Bentidocht Maledico Luminoct = empower person or object with abuse
Omni Bentidocht Maledico Tardius Aevus Luminoct = empower person or object with abuse slowly
Omni Bentidocht Maledico Accelero Aevus Luminoct = empower person or object with abuse water quickly
Omni Bentidocht Maledico Infinitio Luminoct = permanent empower person or object with abuse water
Omni Bentidocht Incursio Luminoct = collision air empowerment
Omni Bentidocht Incursio Tardius Aevus Luminoct = collision air empowerment slowly
Omni Bentidocht Incursio Accelero Aevus Luminoct = collision air empowerment quickly
Omni Bentidocht Incursio Infinitio Luminoct = collision air empowerment permanent
Omni Bentidocht Conlido Luminoct = collision lightning empowerment

- Omni Bentidict Conlido Tardius Aevus Luminoc = collision lightning empowerment slowly
- Omni Bentidict Conlido Accelero Aevus Luminoc = collision lightning empowerment quickly
- Omni Bentidict Conlido Infinitio Luminoc = collision lightning empowerment permanent
- Omni Bentidict Chao Disturbatio Luminoc = chaotic destruction empowerment
- Omni Bentidict Chao Disturbatio Luminoc Aevus Luminoc = chaotic destruction empowerment slowly
- Omni Bentidict Chao Disturbatio Accelero Aevus Luminoc = chaotic destruction empowerment quickly
- Omni Bentidict Chao Disturbatio Infinitio Luminoc = chaotic destruction empowerment permanently
- Omni Bentidict Maledico Incursio Luminoc = abusive collision air empowerment
- Omni Bentidict Maledico Incursio Tardius Aevus Luminoc = abusive collision air empowerment slowly
- Omni Bentidict Maledico Incursio Accelero Aevus Luminoc = abusive collision air empowerment quickly
- Omni Bentidict Maledico Incursio Infinitio Luminoc = abusive collision air empowerment permanent
- Omni Bentidict Inanis Disturbatio Luminoc = destructive black fire shield
- Omni Bentidict Inanis Disturbatio Tardius Aevus Luminoc = destructive black fire shield of long duration
- Omni Bentidict Inanis Disturbatio Accelero Aevus Luminoc = destructive black fire shield of short duration
- Omni Bentidict Inanis Disturbatio Infinitio Luminoc = permanent destructive black fire shield
- Omni Bentidict Inanis Maledico Incursio Luminoc = abusive collision air black ice shield
- Omni Bentidict Inanis Maledico Incursio Tardius Aevus Luminoc = abusive collision air black ice shield of long duration
- Omni Bentidict Inanis Maledico Incursio Accelero Aevus Luminoc = abusive collision air black ice shield of short duration
- Omni Bentidict Inanis Maledico Incursio Infinitio Luminoc = permanent abusive collision air black ice shield
- Omni Bentidict Inanis Incursio Luminoc = collision air spacial shield
- Omni Bentidict Inanis Incursio Tardius Aevus Luminoc = collision air spacial shield long duration
- Omni Bentidict Inanis Incursio Accelero Aevus Luminoc = collision air spacial shield of short duration
- Omni Bentidict Inanis Incursio Infinitio Luminoc = collision air spacial shield shield
- Omni Bentidict Animus Chao Luminoc = chaos spirit empowerment
- Omni Bentidict Animus Chao Tardius Aevus Luminoc = chaos spirit empowerment slow
- Omni Bentidict Animus Chao Accelero Aevus Luminoc = chaos spirit empowerment fast
- Omni Bentidict Animus Chao Infinitio Luminoc = permanent chaos spirit empowerment
- Omni Bentidict Inanis Aero Chao Luminoc = chaotic shadow shield
- Omni Bentidict Inanis Aero Chao Tardius Aevus Luminoc = chaos shadow shield long duration
- Omni Bentidict Inanis Aero Chao Accelero Aevus Luminoc = chaos shadow shield fast
- Omni Bentidict Inanis Aero Chao Infinitio Luminoc = permanent chaos shadow shield
- Omni Bentidict Inanis Aero Disturbatio Luminoc = destructive plasma shield
- Omni Bentidict Inanis Aero Disturbatio Tardius Aevus Luminoc = destructive plasma shield long duration
- Omni Bentidict Inanis Aero Disturbatio Accelero Aevus Luminoc = destructive plasma shield short duration
- Omni Bentidict Inanis Aero Disturbatio Infinitio Luminoc = permanent destructive plasma shield
- Omni Bentidict Inanis Aero Animus Chao Disturbatio Luminoc = chaotic destruction black lava shield
- Omni Bentidict Inanis Aero Animus Chao Disturbatio Accelero Luminoc = chaotic destruction black lava shield long duration
- Omni Bentidict Inanis Aero Animus Chao Disturbatio Accelero Aevus Luminoc = short duration chaotic destruction black lava shield
- Omni Bentidict Inanis Aero Animus Chao Disturbatio Infinitio Luminoc = permanent chaotic destruction black lava shield

Imitation Empowerment

For the shields imagine the swirling of energy upwards after saying the spell.
Imagine the effected item or person otherwise after saying the spell.

- Omni Bentidocht Imitatio Luminocht = imitation empowerment
- Omni Bentidocht Imitatio Infinitio Luminocht = permanant imitation empowerment
- Omni Bentidocht Imitatio Magicus Neuro Luminocht = imagine the effects to enchant the object in a imitation enchantment
- Omni Bentidocht Imitatio Magicus Neuro Infinitio Luminocht = imagine the effects to permanantly enchant the object in a imitation enchantment
- Omni Bentidocht Imitatio Magicus Animus Luminocht = feel the effects to enchant the object in a imitation enchantment
- Omni Bentidocht Imitatio Magicus Animus Infinitio Luminocht = feel the effects to permanantly enchant the object in a imitation enchantment
- Omni Bentidocht Imitatio Magicus Cosmio Luminocht = feel the effect and imagine the results to enchant the object in a imitation enchantment
- Omni Bentidocht Imitatio Magicus Cosmio Infinitio Luminocht = feel the effect and imagine the results to permanantly enchant the object in a imitation enchantment
- Omni Bentidocht Efficio Luminocht = power empowerment
- Omni Bentidocht Efficio Tardius Aevus Luminocht = power empowerment slowly
- Omni Bentidocht Efficio Accelero Aevus Luminocht = power empowerment quickly
- Omni Bentidocht Efficio Infinitio Luminocht = power empowerment permenance
- Omni Bentidocht Efficio Taura Luminocht = power tap from earth
- Omni Bentidocht Efficio Taura Tardius Aevus Luminocht = power tap from earth slowly
- Omni Bentidocht Efficio Taura Accelero Aevus Luminocht = power tap from earth quickly
- Omni Bentidocht Efficio Taura Infinitio Luminocht = power tap from earth permenance
- Omni Bentidocht Descriptio Luminocht = copy empowerment.
- Omni Bentidocht Descriptio Tardius Aevus Luminocht = copy empowerment slowly
- Omni Bentidocht Descriptio Accelero Aevus Luminocht = copy empowerment quickly
- Omni Bentidocht Descriptio Infinitio Luminocht = copy empowerment permanent
- Omni Bentidocht Transcribo Luminocht = copy lightning empowerment.
- Omni Bentidocht Transcribo Tardius Aevus Luminocht = copy lightning empowerment slowly
- Omni Bentidocht Transcribo Accelero Aevus Luminocht = copy lightning empowerment quickly
- Omni Bentidocht Transcribo Infinitio Luminocht = copy lightning empowerment permanent
- Omni Bentidocht Imago Luminocht = empower person or object with mirror
- Omni Bentidocht Imago Tardius Aevus Luminocht = empower person or object with mirror slowly
- Omni Bentidocht Imago Accelero Aevus Luminocht = empower person or object with mirror quickly
- Omni Bentidocht Imago Infinitio Luminocht = permanant empower person or object with mirror
- Omni Bentidocht Communio Luminocht = sharing empowerment
- Omni Bentidocht Communio Tardius Aevus Luminocht = sharing empowerment slowly
- Omni Bentidocht Communio Accelero Aevus Luminocht = sharing empowerment quickly
- Omni Bentidocht Communio Infinitio Luminocht = sharing empowerment permanent
- Omni Bentidocht Efficio Descriptio Luminocht = power item empowerment
- Omni Bentidocht Efficio Descriptio Luminocht Aevus Luminocht = power item empowerment slowly
- Omni Bentidocht Efficio Descriptio Accelero Aevus Luminocht = power item empowerment quickly
- Omni Bentidocht Efficio Descriptio Infinitio Luminocht = permanant power item empowerment
- Omni Bentidocht Imago Communio Luminocht = permanant power item empowerment
- Omni Bentidocht Imago Communio Tardius Aevus Luminocht = permanant power item empowerment slowly
- Omni Bentidocht Imago Communio Accelero Aevus Luminocht = permanant power item empowerment quickly
- Omni Bentidocht Imago Communio Infinitio Luminocht = permanant power item empowerment permanent
- Omni Bentidocht Inanis Descriptio Luminocht = copy black fire shield
- Omni Bentidocht Inanis Descriptio Tardius Aevus Luminocht = copy black fire shield of long duration
- Omni Bentidocht Inanis Descriptio Accelero Aevus Luminocht = copy black fire shield of short duration
- Omni Bentidocht Inanis Descriptio Infinitio Luminocht = permanant copy black fire shield
- Omni Bentidocht Inanis Communio Imago Luminocht = sharing mirror black ice shield
- Omni Bentidocht Inanis Communio Imago Tardius Aevus Luminocht = sharing mirror black ice shield of long duration

Omni Bentidocht Inanis Communio Imago Accelero Aevus Luminoct = sharing mirror black ice shield of short duration
Omni Bentidocht Inanis Communio Imago Infinitio Luminoct = permanent sharing mirror black ice shield
Omni Bentidocht Inanis Imago Luminoct = sharing spacial shield
Omni Bentidocht Inanis Imago Tardius Aevus Luminoct = sharing spacial shield long duration
Omni Bentidocht Inanis Imago Accelero Aevus Luminoct = sharing spacial shield of short duration
Omni Bentidocht Inanis Imago Infinitio Luminoct = infinite sharing spacial shield shield
Omni Bentidocht Animus Efficio Luminoct = power spirit empowerment
Omni Bentidocht Animus Efficio Tardius Aevus Luminoct = power spirit empowerment slow
Omni Bentidocht Animus Efficio Accelero Aevus Luminoct = power spirit empowerment fast
Omni Bentidocht Animus Efficio Infinitio Luminoct = permanent power spirit empowerment
Omni Bentidocht Inanis Aero Efficio Luminoct = power shadow shield
Omni Bentidocht Inanis Aero Efficio Tardius Aevus Luminoct = power shadow shield long duration
Omni Bentidocht Inanis Aero Efficio Accelero Aevus Luminoct = power shadow shield fast
Omni Bentidocht Inanis Aero Efficio Infinitio Luminoct = permanent power shadow shield
Omni Bentidocht Inanis Aero Descriptio Luminoct = copy plasma shield
Omni Bentidocht Inanis Aero Descriptio Tardius Aevus Luminoct = copy plasma shield long duration
Omni Bentidocht Inanis Aero Descriptio Accelero Aevus Luminoct = copy plasma shield short duration
Omni Bentidocht Inanis Aero Descriptio Infinitio Luminoct = permanent copy plasma shield
Omni Bentidocht Inanis Aero Animus Efficio Descriptio Luminoct = power copy black lava shield
Omni Bentidocht Inanis Aero Animus Efficio Descriptio Accelero Luminoct = power copy flame black lava shield long duration
Omni Bentidocht Inanis Aero Animus Efficio Descriptio Accelero Aevus Luminoct = short duration power copy black lava shield
Omni Bentidocht Inanis Aero Animus Efficio Descriptio Infinitio Luminoct = permanent power copy black lava shield

Additive Empowerment

For the shields imagine the swirling of energy upwards after saying the spell.
Imagine the effected item or person otherwise after saying the spell.

Omni Bentidocht Adigo Luminoct = forcecraft empowerment with imagined event
Omni Bentidocht Adigo Infinitio Luminoct = permanent forcecraft empowerment with imagined event
Omni Bentidocht Adigo Magicus Neuro Luminoct = imagine the effects to enchant the object in a forcecraft enchantment
Omni Bentidocht Adigo Magicus Neuro Infinitio Luminoct = imagine the effects to permanently enchant the object in a forcecraft enchantment
Omni Bentidocht Adigo Magicus Animus Luminoct = feel the effects to enchant the object in a forcecraft enchantment
Omni Bentidocht Adigo Magicus Animus Infinitio Luminoct = feel the effects to permanently enchant the object in a forcecraft enchantment
Omni Bentidocht Adigo Magicus Cosmio Luminoct = feel the effect and imagine the results to enchant the object in a forcecraft enchantment
Omni Bentidocht Adigo Magicus Cosmio Infinitio Luminoct = feel the effect and imagine the results to permanently enchant the object in a forcecraft enchantment
Omni Bentidocht Appono Luminoct = glamour change
Omni Bentidocht Appono Tardius Aevus Luminoct = glamour change slowly
Omni Bentidocht Appono Accelero Aevus Luminoct = glamour change quickly
Omni Bentidocht Appono Infinitio Luminoct = glamour change permanence
Omni Bentidocht Multus Luminoct = energy empowerment.
Omni Bentidocht Multus Tardius Aevus Luminoct = energy empowerment slowly
Omni Bentidocht Multus Accelero Aevus Luminoct = energy empowerment quickly
Omni Bentidocht Multus Infinitio Luminoct = energy empowerment permanent

- Omni Bentidict Comformo Luminoc = empower person or object with adaption
- Omni Bentidict Comformo Tardius Aevus Luminoc = empower person or object with adaption slowly
- Omni Bentidict Comformo Accelero Aevus Luminoc = empower person or object with adaption quickly
- Omni Bentidict Comformo Infinitio Luminoc = permanant empower person or object with adaption
- Omni Bentidict Effectus Luminoc = effect empowerment - know the effect
- Omni Bentidict Effectus Tardius Aevus Luminoc = effect empowerment - know the effect slowly
- Omni Bentidict Effectus Accelero Aevus Luminoc = effect empowerment - know the effect quickly
- Omni Bentidict Effectus Infinitio Luminoc = compellation empowerment - know the effect permanent
- Omni Bentidict Compello Luminoc = compellation lightning empowerment
- Omni Bentidict Compello Tardius Aevus Luminoc = compellation lightning empowerment slowly
- Omni Bentidict Compello Accelero Aevus Luminoc = compellation lightning empowerment quickly
- Omni Bentidict Compello Infinitio Luminoc = compellation lightning empowerment permanent
- Omni Bentidict Appono Multus Luminoc = energy glamour empowerment
- Omni Bentidict Appono Multus Luminoc Aevus Luminoc = energy glamour empowerment slowly
- Omni Bentidict Appono Multus Accelero Aevus Luminoc = energy glamour empowerment quickly
- Omni Bentidict Appono Multus Infinitio Luminoc = permanant energy glamour empowerment
- Omni Bentidict Comformo Effectus Luminoc = adaptive effects item empowerment
- Omni Bentidict Comformo Effectus Tardius Aevus Luminoc = adaptive effects item empowerment slowly
- Omni Bentidict Comformo Effectus Accelero Aevus Luminoc = adaptive effects item empowerment quickly
- Omni Bentidict Comformo Effectus Infinitio Luminoc = permanent adaptive effects item empowerment
- Omni Bentidict Multus Ferreus Luminoc = mantle protection from all weapons
- Omni Bentidict Multus Ferreus Infinitio Luminoc = permanant mantle protection from all weapons
- Omni Bentidict Multus Ferreus Infinitio Luminoc = permanant mantle protection from all weapons
- Omni Bentidict Inanis Multus Luminoc = energy black fire shield
- Omni Bentidict Inanis Multus Tardius Aevus Luminoc = energy black fire shield of long duration
- Omni Bentidict Inanis Multus Accelero Aevus Luminoc = energy black fire shield of short duration
- Omni Bentidict Inanis Multus Infinitio Luminoc = permanant energy black fire shield
- Omni Bentidict Inanis Comformo Effectus Luminoc = adaptive effects black ice shield
- Omni Bentidict Inanis Comformo Effectus Tardius Aevus Luminoc = adaptive effects mirror black ice shield of long duration
- Omni Bentidict Inanis Comformo Effectus Accelero Aevus Luminoc = adaptive effects black ice shield of short duration
- Omni Bentidict Inanis Comformo Effectus Infinitio Luminoc = permanant adaptive effects black ice shield
- Omni Bentidict Inanis Effectus Luminoc = effects spacial shield
- Omni Bentidict Inanis Effectus Tardius Aevus Luminoc = effects spacial shield long duration
- Omni Bentidict Inanis Effectus Accelero Aevus Luminoc = effects spacial shield of short duration
- Omni Bentidict Inanis Effectus Infinitio Luminoc = permanant effects spacial shield
- Omni Bentidict Animus Appono Luminoc = glamour spirit empowerment
- Omni Bentidict Animus Appono Tardius Aevus Luminoc = glamour spirit empowerment slow
- Omni Bentidict Animus Appono Accelero Aevus Luminoc = glamour spirit empowerment fast
- Omni Bentidict Animus Appono Infinitio Luminoc = permanant glamour spirit empowerment
- Omni Bentidict Inanis Aero Appono Luminoc = glamour shadow shield
- Omni Bentidict Inanis Aero Appono Tardius Aevus Luminoc = glamour shadow shield long duration
- Omni Bentidict Inanis Aero Appono Accelero Aevus Luminoc = glamour shadow shield fast
- Omni Bentidict Inanis Aero Appono Infinitio Luminoc = permanant glamour shadow shield
- Omni Bentidict Inanis Aero Multus Luminoc = energy plasma shield
- Omni Bentidict Inanis Aero Multus Tardius Aevus Luminoc = energy shield long duration
- Omni Bentidict Inanis Aero Multus Accelero Aevus Luminoc = energy plasma shield short duration
- Omni Bentidict Inanis Aero Multus Infinitio Luminoc = permanant energy plasma shield
- Omni Bentidict Inanis Aero Animus Appono Multus Luminoc = energy glamour black lava shield
- Omni Bentidict Inanis Aero Animus Appono Multus Accelero Luminoc = energy glamour black lava shield long duration
- Omni Bentidict Inanis Aero Animus Appono Multus Accelero Aevus Luminoc = short duration energy glamour black lava shield

Omni Bentidocht Inanis Aero Animus Appono Multus Infinitio Luminocht = permanant energy glamour black lava shield

Omni Bentidocht Multus Cosmio Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Accelero Aevus Luminocht = protection from all elements

Omni Bentidocht Multus Cosmio Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Infinitio Luminocht = permanant protection from all elements

Subtractive Empowerment

For the shields imagine the swirling of energy upwards after saying the spell.

Imagine the effected item or person otherwise after saying the spell.

Omni Bentidocht Malus Luminocht = subtractive forcecraft empowerment with imagined event

Omni Bentidocht Malus Infinitio Luminocht = permanant subtractive forcecraft empowerment with imagined event

Omni Bentidocht Malus Magicus Neuro Luminocht = subtractive imagine the effects to enchant the object in a forcecraft enchantment

Omni Bentidocht Malus Magicus Neuro Infinitio Luminocht = imagine the effects to permanantly enchant the object in a subtractive forcecraft enchantment

Omni Bentidocht Malus Magicus Animus Luminocht = feel the effects to enchant the object in a subtractive forcecraft enchantment

Omni Bentidocht Malus Magicus Animus Infinitio Luminocht = feel the effects to permanantly enchant the object in a subtractive forcecraft enchantment

Omni Bentidocht Malus Magicus Cosmio Luminocht = feel the effect and imagine the results to enchant the object in a subtractive forcecraft enchantment

Omni Bentidocht Malus Magicus Cosmio Infinitio Luminocht = feel the effect and imagine the results to permanantly enchant the object in a subtractive forcecraft enchantment

Omni Bentidocht Caecus Luminocht = unseen change empowerment

Omni Bentidocht Caecus Tardius Aevus Luminocht = unseen change slowly

Omni Bentidocht Caecus Accelero Aevus Luminocht = unseen change quickly

Omni Bentidocht Caecus Infinitio Luminocht = unseen change permanence

Omni Bentidocht Retexo Luminocht = reverse empowerment.

Omni Bentidocht Retexo Tardius Aevus Luminocht = reverse empowerment slowly

Omni Bentidocht Retexo Accelero Aevus Luminocht = reverse empowerment quickly

Omni Bentidocht Retexo Infinitio Luminocht = reverse empowerment permanent

Omni Bentidocht Fabricatio Luminocht = empower person or object with undoing

Omni Bentidocht Fabricatio Tardius Aevus Luminocht = empower person or object with undoing slowly

Omni Bentidocht Fabricatio Accelero Aevus Luminocht = empower person or object with undoing quickly

Omni Bentidocht Fabricatio Infinitio Luminocht = permanant empower person or object with undoing

Omni Bentidocht Redeo Luminocht = nothing empowerment

Omni Bentidocht Redeo Tardius Aevus Luminocht = nothing empowerment slowly

Omni Bentidocht Redeo Accelero Aevus Luminocht = nothing empowerment quickly

Omni Bentidocht Redeo Infinitio Luminocht = nothing empowerment permanent

Omni Bentidocht Cesso Luminocht = nothing lightning empowerment

Omni Bentidocht Cesso Tardius Aevus Luminocht = nothing lightning empowerment slowly

Omni Bentidocht Cesso Accelero Aevus Luminocht = nothing lightning empowerment quickly

Omni Bentidocht Cesso Infinitio Luminocht = nothing lightning empowerment permanent

Omni Bentidocht Caecus Retexo Luminocht = unseen reverse empowerment

Omni Bentidocht Caecus Retexo Luminocht Aevus Luminocht = unseen reverse empowerment slowly

Omni Bentidocht Caecus Retexo Accelero Aevus Luminocht = unseen reverse empowerment quickly

Omni Bentidocht Caecus Retexo Infinitio Luminocht = permanant unseen reverse empowerment

Omni Bentidocht Retexo Fabricatio Luminocht = undo reverse empowerment

Omni Bentidocht Retexo Fabricatio Tardius Aevus Luminocht = undo reverse empowerment slowly

Omni Bentidict Retexo Fabricatio Accelero Aevus Luminoc = undo reverse empowerment quickly
Omni Bentidict Retexo Fabricatio Infinitio Luminoc = permanent undo reverse empowerment permanent
Omni Bentidict Fabricatio Redeo Luminoc = making empowerment .
Omni Bentidict Fabricatio Redeo Tardius Aevus Luminoc = making empowerment slowly
Omni Bentidict Fabricatio Redeo Accelero Aevus Luminoc = making empowerment quickly
Omni Bentidict Fabricatio Redeo Infinitio Luminoc = permanent making empowerment permanent
Omni Bentidict Inanis Retexo Luminoc = undoing black fire shield
Omni Bentidict Inanis Retexo Tardius Aevus Luminoc = undoing black fire shield of long duration
Omni Bentidict Inanis Retexo Accelero Aevus Luminoc = undoing energy black fire shield of short duration
Omni Bentidict Inanis Retexo Infinitio Luminoc = permanent undoing black fire shield
Omni Bentidict Inanis Fabricatio Redeo Luminoc = making black ice shield
Omni Bentidict Inanis Fabricatio Redeo Tardius Aevus Luminoc = making black ice shield of long duration
Omni Bentidict Inanis Fabricatio Redeo Accelero Aevus Luminoc = making black ice shield of short duration
Omni Bentidict Inanis Fabricatio Redeo Infinitio Luminoc = permanent making black ice shield
Omni Bentidict Inanis Redeo Luminoc = nothing spacial shield
Omni Bentidict Inanis Redeo Tardius Aevus Luminoc = nothing spacial shield long duration
Omni Bentidict Inanis Redeo Accelero Aevus Luminoc = nothing spacial shield of short duration
Omni Bentidict Inanis Redeo Infinitio Luminoc = permanent nothing spacial shield
Omni Bentidict Animus Caecus Luminoc = unseen spirit empowerment
Omni Bentidict Animus Caecus Tardius Aevus Luminoc = unseen spirit empowerment slow
Omni Bentidict Animus Caecus Accelero Aevus Luminoc = unseen spirit empowerment fast
Omni Bentidict Animus Caecus Infinitio Luminoc = permanent unseen spirit empowerment
Omni Bentidict Inanis Aero Caecus Luminoc = unseen shadow shield
Omni Bentidict Inanis Aero Caecus Tardius Aevus Luminoc = unseen shadow shield long duration
Omni Bentidict Inanis Aero Caecus Accelero Aevus Luminoc = unseen shadow shield fast
Omni Bentidict Inanis Aero Caecus Infinitio Luminoc = permanent unseen shadow shield
Omni Bentidict Inanis Aero Retexo Luminoc = undoing plasma shield
Omni Bentidict Inanis Aero Retexo Tardius Aevus Luminoc = undoing shield long duration
Omni Bentidict Inanis Aero Retexo Accelero Aevus Luminoc = undoing plasma shield short duration
Omni Bentidict Inanis Aero Retexo Infinitio Luminoc = permanent undoing plasma shield
Omni Bentidict Luminoc = unseen undoing black lava shield
Omni Bentidict Inanis Aero Animus Caecus Retexo Accelero Luminoc = unseen undoing glamour black lava shield long duration
Omni Bentidict Inanis Aero Animus Caecus Retexo Accelero Aevus Luminoc = short duration unseen undoing black lava shield
Omni Bentidict Inanis Aero Animus Caecus Retexo Infinitio Luminoc = permanent power unseen undoing black lava shield

Indirect Empowerment

For the shields imagine the swirling of energy upwards after saying the spell.
Imagine the effected item or person otherwise after saying the spell.

Omni Bentidict Obliquus Luminoc = indirect empowement with imagined event
Omni Bentidict Obliquus Infinitio Luminoc = permanent indirect empowerment with imagined event
Omni Bentidict Obliquus Magicus Neuro Luminoc = imagine the effects to enchant the object in a indirect enchantment
Omni Bentidict Obliquus Magicus Neuro Infinitio Luminoc = imagine the effects to permanently enchant the object in a indirect enchantment
Omni Bentidict Obliquus Magicus Animus Luminoc = feel the effects to enchant the object in a indirect enchantment
Omni Bentidict Obliquus Magicus Animus Infinitio Luminoc = feel the effects to permanently enchant the

- object in a indirect enchantment
- Omni Bentidoct Obliquus Magicus Cosmio Luminoct = feel the effect and imagine the results to enchant the object in a indirect enchantment
- Omni Bentidoct Obliquus Magicus Cosmio Infinitio Luminoct = feel the effect and imagine the results to permanantly enchant the object in a indirect enchantment
- Omni Bentidoct Ferreus Luminoct = antimagic control empowerment
- Omni Bentidoct Ferreus Tardius Aevus Luminoct = unseen change slowly
- Omni Bentidoct Ferreus Accelerero Aevus Luminoct = unseen change quickly
- Omni Bentidoct Ferreus Infinitio Luminoct = unseen change permenance
- Omni Bentidoct Ferreus Aevus Luminoct = antimagic backwards time empowerment.
- Omni Bentidoct Ferreus Aevus Tardius Aevus Luminoct = antimagic backwards time empowerment slowly
- Omni Bentidoct Ferreus Aevus Accelerero Aevus Luminoct = antimagic backwards time empowerment quickly
- Omni Bentidoct Ferreus Aevus Infinitio Luminoct = antimagic backwards time empowerment permanent
- Omni Bentidoct Aevus Luminoct = empower person or object with time
- Omni Bentidoct Aevus Tardius Aevus Luminoct = empower person or object with time slowly
- Omni Bentidoct Aevus Accelerero Aevus Luminoct = empower person or object with time quickly
- Omni Bentidoct Aevus Infinitio Luminoct = permanant empower person or object with time
- Omni Bentidoct Necro Luminoct = death empowerment
- Omni Bentidoct Necro Tardius Aevus Luminoct = death empowerment slowly
- Omni Bentidoct Necro Accelerero Aevus Luminoct = death empowerment quickly
- Omni Bentidoct Necro Infinitio Luminoct = death empowerment permanent
- Omni Bentidoct Necro Cedo Luminoct = death change empowerment
- Omni Bentidoct Necro Cedo Luminoct Aevus Luminoct = death change empowerment slowly
- Omni Bentidoct Necro Cedo Accelerero Aevus Luminoct = death change empowerment quickly
- Omni Bentidoct Necro Cedo Infinitio Luminoct = permanant death change empowerment
- Omni Bentidoct Cedo Taura Luminoct = shapeshift empowerment
- Omni Bentidoct Cedo Taura Tardius Aevus Luminoct = shapeshift empowerment slowly
- Omni Bentidoct Cedo Taura Accelerero Aevus Luminoct = shapeshift empowerment quickly
- Omni Bentidoct Cedo Taura Infinitio Luminoct = permanant shapeshift empowerment permanent
- Omni Bentidoct Demutatio Luminoct = nothing lightning empowerment
- Omni Bentidoct Demutatio Tardius Aevus Luminoct = nothing lightning empowerment slowly
- Omni Bentidoct Demutatio Accelerero Aevus Luminoct = nothing lightning empowerment quickly
- Omni Bentidoct Demutatio Infinitio Luminoct = permanant nothing lightning empowerment permanent
- Omni Bentidoct Cosmio Cedo Taura Luminoct = greater shapeshift empowerment .
- Omni Bentidoct Cosmio Cedo Taura Tardius Aevus Luminoct = greater shapeshift empowerment slowly
- Omni Bentidoct Cosmio Cedo Taura Accelerero Aevus Luminoct = greater shapeshift empowerment quickly
- Omni Bentidoct Cosmio Cedo Taura Infinitio Luminoct = permanant greater shapeshift empowerment permanent
- Omni Bentidoct Inanis Aevus Luminoct = time black fire shield
- Omni Bentidoct Inanis Tardius Aevus Luminoct = time black fire shield of long duration
- Omni Bentidoct Inanis Accelerero Aevus Luminoct = time black fire shield of short duration
- Omni Bentidoct Inanis Aevus Infinitio Luminoct = permanant time black fire shield
- Omni Bentidoct Inanis Necro Cedo Luminoct = death change black ice shield
- Omni Bentidoct Inanis Necro Cedo Tardius Aevus Luminoct = death change black ice shield of long duration
- Omni Bentidoct Inanis Necro Cedo Accelerero Aevus Luminoct = death change black ice shield of short duration
- Omni Bentidoct Inanis Necro Cedo Infinitio Luminoct = permanant death change black ice shield
- Omni Bentidoct Inanis Cedo Luminoct = reverse spacial shield
- Omni Bentidoct Inanis Cedo Tardius Aevus Luminoct = reverse spacial shield long duration
- Omni Bentidoct Inanis Cedo Accelerero Aevus Luminoct = reverse spacial shield of short duration
- Omni Bentidoct Inanis Cedo Infinitio Luminoct = reverse spacial shield
- Omni Bentidoct Animus Caecus Ferreus Luminoct = antimagic spirit empowerment
- Omni Bentidoct Animus Caecus Ferreus Tardius Aevus Luminoct = antimagic spirit empowerment slow

Omni Bentidocht Animus Caecus Ferreus Accelerero Aevus Luminocht = antimagic spirit empowerment fast
Omni Bentidocht Animus Caecus Ferreus Infinitio Luminocht = permanent antimagic spirit empowerment
Omni Bentidocht Inanis Aero Caecus Ferreus Luminocht = antimagic shadow shield
Omni Bentidocht Inanis Aero Caecus Ferreus Tardius Aevus Luminocht = antimagic shadow shield long duration
Omni Bentidocht Inanis Aero Caecus Ferreus Accelerero Aevus Luminocht = antimagic shadow shield fast
Omni Bentidocht Inanis Aero Caecus Ferreus Infinitio Luminocht = permanent antimagic shadow shield
Omni Bentidocht Inanis Aero Aevus Luminocht = time plasma shield
Omni Bentidocht Inanis Aero Aevus Tardius Aevus Luminocht = time plasma shield long duration
Omni Bentidocht Inanis Aero Aevus Accelerero Aevus Luminocht = time plasma shield short duration
Omni Bentidocht Inanis Aero Aevus Infinitio Luminocht = permanent time plasma shield
Omni Bentidocht Inanis Aero Animus Ferreus Luminocht = antimagic time black lava shield
Omni Bentidocht Inanis Aero Animus Ferreus Luminocht Accelerero Luminocht = antimagic time black lava shield long duration
Omni Bentidocht Inanis Aero Animus Ferreus Luminocht Accelerero Aevus Luminocht = short duration antimagic time black lava shield
Omni Bentidocht Inanis Aero Animus Ferreus Luminocht Infinitio Luminocht = permanent power antimagic time black lava shield

Purifications

Omni Bentidocht Thundora Luminocht = Cleanses the spirit
Omni Bentidocht Thundora Tardius Aevus Luminocht = Cleanses the spirit slowly
Omni Bentidocht Thundora Accelerero Aevus Luminocht = Cleanses the spirit faster
Omni Bentidocht Inversio Thundora Luminocht = unages the spirit
Omni Bentidocht Inversio Thundora Tardius Aevus Luminocht = unages the spirit slowly
Omni Bentidocht Inversio Thundora Accelerero Aevus Luminocht = unaging the spirit faster
Omni Bentidocht Defluo Luminocht = disperses the spirit
Omni Bentidocht Defluo Tardius Aevus Luminocht = disperses the spirit slowly
Omni Bentidocht Defluo Accelerero Aevus Luminocht = disperses the spirit faster
Omni Bentidocht Fulmeneus Luminocht = dominates the spirit
Omni Bentidocht Fulmeneus Tardius Aevus Luminocht = dominates the spirit slowly
Omni Bentidocht Fulmeneus Accelerero Aevus Luminocht = dominates the spirit faster
Omni Bentidocht Obscuro Luminocht = cloak the spirit
Omni Bentidocht Obscuro Tardius Aevus Luminocht = cloak the spirit slowly
Omni Bentidocht Obscuro Accelerero Aevus Luminocht = cloak the spirit faster
Omni Bentidocht Simultudo Luminocht = make illusion of spirit
Omni Bentidocht Simultudo Tardius Aevus Luminocht = make illusion of spirit slowly
Omni Bentidocht Simultudo Accelerero Aevus Luminocht = make illusion of spirit faster
Omni Bentidocht Exuro Luminocht = empower the spirit
Omni Bentidocht Exuro Tardius Aevus Luminocht = empower the spirit slowly
Omni Bentidocht Exuro Accelerero Aevus Luminocht = empower the spirit faster
Omni Bentidocht Conlido Luminocht = Empower the spirit
Omni Bentidocht Conlido Tardius Aevus Luminocht = empower the spirit slowly
Omni Bentidocht Conlido Accelerero Aevus Luminocht = empower the spirit faster
Omni Bentidocht Transcribo Luminocht = copy the spirit
Omni Bentidocht Transcribo Tardius Aevus Luminocht = copy the spirit slowly
Omni Bentidocht Transcribo Accelerero Aevus Luminocht = copy the spirit faster
Omni Bentidocht Compello Luminocht = compell the spirit
Omni Bentidocht Compello Tardius Aevus Luminocht = compell the spirit slowly
Omni Bentidocht Compello Accelerero Aevus Luminocht = compell the spirit faster
Omni Bentidocht Cesso Luminocht = compell the spirit
Omni Bentidocht Cesso Tardius Aevus Luminocht = compell the spirit slowly
Omni Bentidocht Cesso Accelerero Aevus Luminocht = compell the spirit faster

Omni Bentidoct Demutatio Luminoct = change the spirit
Omni Bentidoct Demutatio Tardius Aevus Luminoct = change the spirit slowly
Omni Bentidoct Demutatio Accelerero Aevus Luminoct = change the spirit faster
Omni Bentidoct Hydro Luminoct = makes an object sacred
Omni Bentidoct Hydro Tardius Aevus Luminoct = makes an object sacred slowly
Omni Bentidoct Hydro Accelerero Aevus Luminoct = makes an object sacred faster
Omni Taura Luminoct Omoptio = purify earth
Omni Taura Luminoct Tardius Aevus Omoptio = purify earth slowly
Omni Taura Luminoct Accelerero Aevus Omoptio = purify earth fast
Omni Aero Luminoct Omoptio = purify air
Omni Aero Luminoct Tardius Aevus Omoptio = purify air slowly
Omni Aero Luminoct Accelerero Aevus Omoptio = purify air fast
Omni Hydro Luminoct Omoptio = purify water
Omni Hydro Luminoct Tardious Aevus Omoptio = purify water slowly
Omni Hydro Luminoct Accelerero Aevus Omoptio = purify water fast
Omni Pyro Luminoct Omoptio = fire cleansing
Omni Pyro Luminoct Tardius Aevus Omoptio = fire cleansing slowly
Omni Pyro Luminoct Accelerero Aevus Omoptio = fire cleansing quickly
Omni Neuro Luminoct Omoptio = cleanse mind and cure insanity
Omni Neuro Luminoct Tardius Aevus Omoptio = cleanse mind and cure insanity slowly
Omni Neuro Luminoct Accelerero Aevus Omoptio = cleanse mind and cure insanity fast
Omni Inanis Luminoct Omoptio = erasure of essence
Omni Inanis Luminoct Tardius Aevus Omoptio = erasure of essence slowly
Omni Inanis Luminoct Accelerero Aevus Omoptio = erasure of essence quickly
Omni Animus Luminoct Omoptio = purify spirit and lessen anger
Omni Animus Luminoct Tardius Aevus Omoptio = purify spirit and lessen anger slowly
Omni Animus Luminoct Accelerero Aevus Omoptio = purify spirit and lessen anger fast
Omni Necro Luminoct Omoptio = purify death area
Omni Necro Luminoct Tardius Aevus Omoptio = purify death area slowly
Omni Necro Luminoct Accelerero Aevus Omoptio = purify death area fast
Omni Inanis Aero Taura Luminoct Omoptio = removal of disruptive influence by shadows
Omni Inanis Aero Taura Luminoct Tardius Aevus Omoptio = removal of disruptive influence by shadows slowly
Omni Inanis Aero Taura Luminoct Accelerero Aevus Omoptio = removal of disruptive influence by shadows quickly
Omni Inanis Neuro Luminoct Omoptio = remove memory
Omni Inanis Neuro Luminoct Tardius Aevus Omoptio = remove memory slowly
Omni Inanis Neuro Luminoct Accelerero Aevus Omoptio = remove memory fast
Omni Cosmio Luminoct Omoptio = cleanse mind and spirit
Omni Cosmio Luminoct Tardius Aevus Omoptio = cleanse mind and spirit slowly
Omni Cosmio Luminoct Accelerero Aevus Omoptio = cleanse mind and spirit fast
Omni Inanis Cosmio Luminoct Omoptio = erase the being entire
Omni Inanis Cosmio Luminoct Tardius Aevus Omoptio = erase the being entire slowly
Omni Inanis Cosmio Luminoct Accelerero Aevus Omoptio = erase the being entire fast
Omni Inanis Aero Animus Luminoct Omoptio = removal of chaotic effect
Omni Inanis Aero Animus Luminoct Tardius Aevus Omoptio = removal of chaotic effect slowly
Omni Inanis Aero Animus Luminoct Accelerero Aevus Omoptio = removal of chaotic effect fast
Omni Magicus Luminoct Omoptio= removes magic corruption
Omni Inversio Taura Luminoct Omoptio = purify and strengthen enchantment
Omni Inversio Pyro Luminoct Omoptio = purify and strengthen with faery fire
Omni Inversio Hydro Luminoct Omoptio = purify and strengthen enchantments with faery water
Omni Inversio Hydro Accelerero Aevus Luminoct Omoptio = purify and strengthen enchantments with faery water quickly

- Omni Inversio Aero Luminoc Optio = purify and unage with faery air
- Omni Inversio Aero Accelro Aevus Luminoc Optio = purify and unage with faery air quickly
- Omni Neuro Inversio Taura Luminoc Optio = strengthen mind and cure insanity
- Omni Neuro Inversio Taura Tardius Aevus Luminoc Optio = strengthen mind and cure insanity slowly
- Omni Neuro Inversio Taura Accelero Aevus Luminoc Optio = strengthen mind and cure insanity fast
- Omni Inanis Neuro Inversio Taura Luminoc Optio = remove memory
- Omni Inanis Neuro Inversio Taura Luminoc Tardius Aevus Optio = remove memory slowly
- Omni Inanis Neuro Inversio Taura Luminoc Accelero Aevus Optio = remove memory fast
- Omni Cosmio Inversio Pyro Luminoc Optio = cleanse mind and spirit
- Omni Cosmio Inversio Pyro Luminoc Tardius Aevus Optio = cleanse mind and spirit slowly
- Omni Cosmio Inversio Pyro Luminoc Accelero Aevus Optio = cleanse mind and spirit fast
- Omni Inanis Cosmio Inversio Pyro Luminoc Optio = erase life entire
- Omni Inanis Cosmio Inversio Pyro Luminoc Tardius Aevus Optio = erase life entire slowly
- Omni Inanis Cosmio Inversio Pyro Luminoc Accelero Aevus Optio = erase life entire fast
- Omni Iniquus Luminoc Optio= removes hostility from area
- Omni Iniquus Accelero Aevus Infinitio Luminoc Optio= removes hostility from area quickly and permanantly
- Omni Penetro Luminoc Optio = purify and strengthen from within
- Omni Penetro Luminoc Accelero Aevus Optio = purify and strengthen from within quickly
- Omni Commutatus Luminoc Optio = change enchantment
- Omni Potus Luminoc Optio = purify through absorbtion
- Omni Potus Accelero Aevus Luminoc Optio = purify through absorbtion quickly
- Omni Abfabricatio Luminoc Optio = make item sacred as if it already was
- Omni Abfabricatio Accelro Aevus Luminoc Optio = make item sacred as if it already was quickly
- Omni Neuro Penetro Luminoc Optio = penetrate mind and cure insanity
- Omni Neuro Penetro Tardius Aevus Luminoc Optio = penetrate mind and cure insanity slowly
- Omni Neuro Penetro Accelero Aevus Luminoc Optio = penetrate mind and cure insanity fast
- Omni Inanis Neuro Penetro Luminoc Optio = penetrating remove memory
- Omni Inanis Neuro Penetro Luminoc Tardius Aevus Optio = penetrating remove memory slowly
- Omni Inanis Neuro Penetro Luminoc Accelero Aevus Optio = penetrating remove memory fast
- Omni Cosmio Commutatus Luminoc Optio = cleanse mind and spirit by change
- Omni Cosmio Commutatus Luminoc Tardius Aevus Optio = cleanse mind and spirit slowly by change
- Omni Cosmio Commutatus Luminoc Accelero Aevus Optio = cleanse mind and spirit fast by change
- Omni Inanis Cosmio Commutatus Luminoc Optio = change life entire
- Omni Inanis Cosmio Commutatus Luminoc Tardius Aevus Optio = change life entire slowly
- Omni Inanis Cosmio Commutatus Luminoc Accelero Aevus Optio = change life entire fast
- Omni Optio Cosmio Necro Magicus Iniquus Infinitio Exhaurio Bentidoc = blockage removal
- Omni Maleficus Luminoc Optio= removes evil from area
- Omni Maleficus Accelero Aevus Infinitio Luminoc Optio= removes evil from area quickly and permanantly
- Omni Medicatus Luminoc Optio = remove charm
- Omni Medicatus Luminoc Accelero Aevus Optio = remove charm quickly
- Omni Medicatus Mutus Luminoc Optio = undo charm mutae enchantment
- Omni Mutus Luminoc Optio = undo mutation
- Omni Mutus Accelero Aevus Luminoc Optio = undo mutation quickly
- Omni Moderatus Luminoc Optio = remove control
- Omni Moderatus Accelero Aevus Luminoc Optio = remove control quickly
- Omni Moderatus Enervatus Luminoc Optio = remove dire charm
- Omni Moderatus Enervatus Accelero Aevus Luminoc Optio = dire charm quickly
- Omni Enervatus Luminoc Optio = remove mental domination
- Omni Enervatus Accelero Aevus Luminoc Optio = remove mental domination quickly
- fast
- Omni Cosmio Moderatus Luminoc Optio = cleanse mind and spirit by ouvisabas
- Omni Cosmio Moderatus Luminoc Tardius Aevus Optio = cleanse mind and spirit slowly by ouvisabas

- Omni Cosmio Moderatus Luminoct Accelero Aevus Omoptio = cleanse mind and spirit fast by ouvisabas
- Omni Subduco Luminoct Omoptio = reveals stealthy people in area
- Omni Subduco Accelero Aevus Infinitio Luminoct Omoptio= reveals stealthy people from area quickly and permanantly
- Omni Occultatio Luminoct Omoptio = remove concealment
- Omni Occultatio Luminoct Accelero Aevus Omoptio = remove concealment
- Omni Simulo Luminoct Omoptio = undo cloning
- Omni Simulo Accelero Aevus Luminoct Omoptio = undo cloning quickly
- Omni Exhaurio Luminoct Omoptio = cleanses item or person by draining impurity energy
- Omni Exhaurio Accelero Aevus Luminoct Omoptio = cleanses item or person by draining impurity energy quickly
- Omni Exhaurio Aspectus Luminoct Omoptio = remove illusions and give the energy to yourself
- Omni Exhaurio Aspectus Accelero Aevus Luminoct Omoptio = remove illusions and give the energy to yourself quickly
- Omni Aspectus Luminoct Omoptio = remove illusions
- Omni Aspectus Accelero Aevus Luminoct Omoptio = remove illusions quickly
- Omni Cosmio Exhaurio Luminoct Omoptio = cleanse mind and spirit by draining the bad things
- Omni Cosmio Exhaurio Luminoct Tardius Aevus Omoptio = cleanse mind and spirit slowly by draining the bad things slowly
- Omni Cosmio Exhaurio Luminoct Accelero Aevus Omoptio = cleanse mind and spirit fast by draining the bad things quickly
- Omni Caecus Luminoct Omoptio = cleanse dark power from area
- Omni Caecus Luminoct Accelero Aevus Omoptio = cleanse dark power from area quickly
- Omni Opacus Luminoct Omoptio = cleanse shadows
- Omni Opacus Accelero Aevus Luminoct Omoptio = cleanse shadows quickly
- Omni Reductio Luminoct Omoptio = cleanses item or person by restoration flame
- Omni Reductio Accelero Aevus Luminoct Omoptio = cleanses item or person by restoration flame quickly
- Omni Solidus Luminoct Omoptio = cleanse substance
- Omni Solidus Accelero Aevus Luminoct Omoptio = cleanse substance quickly
- Omni Solidus Integumentum Luminoct Omoptio = strengthen substance cloak
- Omni Solidus Integumentum Accelero Aevus Luminoct Omoptio = strengthen substance cloak quickly
- Omni Integumentum Luminoct Omoptio = remove shadow cloak
- Omni Integumentum Accelero Aevus Luminoct Omoptio = remove shadow cloak quickly
- Omni Cosmio Opacus Reductio Luminoct Omoptio = cleanse mind and spirit by shadow restoration flame
- Omni Cosmio Opacus Reductio Luminoct Tardius Aevus Omoptio = cleanse mind and spirit slowly by shadow restoration flame slowly
- Omni Cosmio Opacus Reductio Luminoct Accelero Aevus Omoptio = cleanse mind and spirit fast by shadow restoration flame quickly
- Omni Cosmio Solidus Luminoct Omoptio = cleanse mind and spirit by substance
- Omni Cosmio Solidus Luminoct Tardius Aevus Omoptio = cleanse mind and spirit slowly by substance slowly
- Omni Cosmio Solidus Luminoct Accelero Aevus Omoptio = cleanse mind and spirit fast by substance quickly
- Omni Apricatio Luminoct Omoptio = cleanse by sunlight
- Omni Apricatio Accelero Aevus Luminoct Omoptio = cleanse by sunlight quickly
- Omni Genero Luminoct Omoptio = cleanse life of corruption
- Omni Genero Accelero Aevus Luminoct Omoptio = cleanse life of corruption quickly
- Omni Genero Elevo Luminoct Omoptio = cleanse by life light lava
- Omni Genero Elevo Accelero Aevus Luminoct Omoptio = cleanse by life light lava quickly
- Omni Elevo Luminoct Omoptio = cleanse by light
- Omni Elevo Accelero Aevus Luminoct Omoptio = cleanse by light quickly
- Omni Facio Luminoct Omoptio = cleanse by positive water
- Omni Facio Accelero Aevus Luminoct Omoptio = cleanse by positive water quickly
- Omni Elevo Incalfacio Luminoct Omoptio = cleanse by positive heat water
- Omni Elevo Incalfacio Accelero Aevus Luminoct Omoptio = cleanse by positive heat water quickly

- Omni Cosmio Genero Luminoct Omoptio = cleanse mind and spirit by life
- Omni Cosmio Genero Luminoct Tardius Aevus Omoptio = cleanse mind and spirit slowly by life slowly
- Omni Cosmio Genero Luminoct Accelerero Aevus Omoptio = cleanse mind and spirit fast by life quickly
- Omni Cosmio Elevo Luminoct Omoptio = cleanse mind and spirit by light
- Omni Cosmio Elevo Luminoct Tardius Aevus Omoptio = cleanse mind and spirit slowly by light slowly
- Omni Cosmio Elevo Luminoct Accelerero Aevus Omoptio = cleanse mind and spirit fast by light quickly
- Omni Cosmio Facio Luminoct Omoptio = cleanse mind and spirit by positive heat water
- Omni Cosmio Facio Luminoct Tardius Aevus Omoptio = cleanse mind and spirit slowly by positive heat water slowly
- Omni Cosmio Facio Luminoct Accelerero Aevus Omoptio = cleanse mind and spirit fast by positive heat water quickly
- Omni Concertatio Luminoct Omoptio = remove strife
- Omni Concertatio Accelerero Aevus Luminoct Omoptio = remove strife quickly
- Omni Chao Luminoct Omoptio = cleanse by chaos
- Omni Chao Accelerero Aevus Luminoct Omoptio = cleanse by chaos quickly
- Omni Maledico Luminoct Omoptio = remove abusive water
- Omni Maledico Accelerero Aevus Luminoct Omoptio = remove abusive water quickly
- Omni Maledico Incursio Luminoct Omoptio = remove abusive collision ice
- Omni Maledico Incursio Accelerero Aevus Luminoct Omoptio = remove abusive collisive ice
- Omni Incursio Luminoct Omoptio = remove collisive air
- Omni Incursio Accelerero Aevus Luminoct Omoptio = remove collisive air quickly
- Omni Cosmio Chao Luminoct Omoptio = cleanse mind and spirit of chaos
- Omni Cosmio Chao Luminoct Tardius Aevus Omoptio = cleanse mind and spirit of chaos slowly
- Omni Cosmio Chao Luminoct Accelerero Aevus Omoptio = cleanse mind and spirit of chaos quickly
- Omni Cosmio Maledico Incursio Luminoct Omoptio = cleanse mind and spirit of abusive collisive air
- Omni Cosmio Maledico Incursio Luminoct Tardius Aevus Omoptio = cleanse mind and spirit of abusive collisive slowly
- Omni Cosmio Maledico Incursio Luminoct Accelerero Aevus Omoptio = cleanse mind and spirit fast of abusive collisive quickly
- Omni Imitatio Luminoct Omoptio = remove mimic
- Omni Imitatio Accelerero Aevus Luminoct Omoptio = remove mimic quickly
- Omni Efficio Luminoct Omoptio = cleanse by power
- Omni Efficio Accelerero Aevus Luminoct Omoptio = cleanse by power quickly
- Omni Efficio Taura Luminoct Omoptio = regulate power tap
- Omni Efficio Taura Accelerero Aevus Luminoct Omoptio = regulate power tap quickly
- Omni Efficio Descriptio Luminoct Omoptio = cleanse power item
- Omni Efficio Descriptio Accelerero Aevus Luminoct Omoptio = cleanse power item quickly
- Omni Descriptio Luminoct Omoptio = purify item
- Omni Descriptio Accelerero Aevus Luminoct Omoptio = purify item quickly
- Omni Imago Luminoct Omoptio = remove mirror image
- Omni Imago Accelerero Aevus Luminoct Omoptio = remove mirror image
- Omni Imago Communio Luminoct Omoptio = remove simaelcrum
- Omni Imago Communio Accelerero Aevus Luminoct Omoptio = remove simaelcrum image
- Omni Communio Luminoct Omoptio = remove sharing
- Omni Communio Accelerero Aevus Luminoct Omoptio = remove sharing
- Omni Cosmio Efficio Luminoct Omoptio = cleanse mind and spirit by power
- Omni Cosmio Efficio Luminoct Tardius Aevus Omoptio = cleanse mind and spirit by power slowly
- Omni Cosmio Efficio Luminoct Accelerero Aevus Omoptio = cleanse mind and spirit by power quickly
- Omni Adigo Luminoct Omoptio = cleanse by force
- Omni Adigo Accelerero Aevus Luminoct Omoptio = cleanse by force quickly
- Omni Appono Luminoct Omoptio = remove glamour
- Omni Appono Accelerero Aevus Luminoct Omoptio = remove glamour quickly
- Omni Appono Multus Luminoct Omoptio = remove permanant glamour
- Omni Appono Multus Accelerero Aevus Luminoct Omoptio = remove permanent glamour quickly

Omni Multus Luminoc Optio = cleanse by energy
Omni Multus Accelero Aevus Luminoc Optio = cleanse by energy quickly
Omni Conformo Luminoc Optio = cleanse by adaptation
Omni Comformo Accelero Aevus Luminoc Optio = cleanse by adaptation quickly
Omni Comformo Effectus Luminoc Optio = remove adaptive effects
Omni Comformo Effectus Accelero Aevus Luminoc Optio = remove adaptive effects
Omni Effectus Luminoc Optio = remove effect
Omni Effectus Accelero Aevus Luminoc Optio = remove effect
Omni Cosmio Adigo Luminoc Optio = cleanse mind and spirit by forcecraft
Omni Cosmio Adigo Luminoc Tardius Aevus Optio = cleanse mind and spirit by forcecraft slowly
Omni Cosmio Adigo Luminoc Accelero Aevus Optio = cleanse mind and spirit by forcecraft quickly
Omni Malus Luminoc Optio = remove by subtractive forcecraft
Omni Malus Accelero Aevus Luminoc Optio = remove by subtractive forcecraft quickly
Omni Caecus Luminoc Optio = reveal unseen
Omni Caecus Accelero Aevus Luminoc Optio = reveal unseen quickly
Omni Fabricatio Luminoc Optio = cleanse by undoing
Omni Fabricatio Accelero Aevus Luminoc Optio = cleanse by undoing quickly
Omni Redeo Luminoc Optio = cleanse by nothing or anull
Omni Redeo Accelero Aevus Luminoc Optio = cleanse by nothing quickly anull
Omni Cosmio Fabricatio Luminoc Optio = cleanse mind and spirit by undoing
Omni Cosmio Fabricatio Luminoc Tardius Aevus Optio = cleanse mind and spirit by undoing slowly
Omni Cosmio Fabricatio Luminoc Accelero Aevus Optio = cleanse mind and spirit by unseen quickly
Omni Obliquus Luminoc Optio = cleanse by antimagic
Omni Obliquus Accelero Aevus Luminoc Optio = cleanse by antimagic quickly
Omni Aevus Luminoc Optio = cleanse by time
Omni Accelero Aevus Luminoc Optio = cleanse by time quickly
Omni Necro Luminoc Optio = cleanse by death
Omni Necro Accelero Aevus Luminoc Optio = cleanse by death quickly
Omni Necro Cedo Luminoc Optio = undo death transform
Omni Necro Cedo Accelero Aevus Luminoc Optio = undo death trasnform quickly
Omni Cedo Luminoc Optio = cleanse by change
Omni Cedo Accelero Aevus Luminoc Optio = cleanse by change quickly
Omni Cosmio Aevus Luminoc Optio = cleanse mind and spirit by time
Omni Cosmio Tardius Aevus Luminoc Optio = cleanse mind and spirit by time slowly
Omni Cosmio Accelero Aevus Luminoc Optio = cleanse mind and spirit by time quickly
Omni Cosmio Necro Luminoc Optio = cleanse mind and spirit by death
Omni Cosmio Necro Luminoc Tardius Aevus Optio = cleanse mind and spirit by death slowly
Omni Cosmio Necro Luminoc Accelero Aevus Optio = cleanse mind and spirit by death quickly

Gate

To use these gates imagine the place you want to go and then imagine yourself appearing in the place doing something. State the spell after doing so. "Finite Incantatem" ends the spell.

Omni Maximus Penetro Bentidoc Luminoc = gate shift
Omni Maximus Penetro Pyro Bentidoc Luminoc = fire gate shift
Omni Maximus Penetro Hydro Bentidoc Luminoc = water gate shift - focus on a pool of water when casting and then step in. The focus is on the place you want to be.
Omni Maximus Penetro Aero Bentidoc Luminoc = air gate shift
Omni Maximus Penetro Thundora Bentidoc Luminoc = lightning gate shift
Omni Maximus Penetro Inversio Thundora Accelero Aevus Bentidoc Luminoc = lightning unaging others gate - This gate will unage the the people whom are around it

Omni Maximus Penetro Defluo Accelero Aevus Bentidocht Luminocht = lightning dispersion gate - the people who make trouble will disappear from sight completely

Omni Maximus Penetro Fulmeneus Accelero Aevus Bentidocht Luminocht = domination lightning gate - the gate will dominate those whom will make trouble while you escape

Omni Maximus Penetro Obscuro Accelero Aevus Bentidocht Luminocht = cloaked lightning gate

Omni Maximus Penetro Simultudo Accelero Aevus Bentidocht Luminocht = shadow lightning door - Make a false lightning gate and be invisible while you escape.

Omni Maximus Penetro Exuro Accelero Aevus Bentidocht Luminocht = heat lightning gate - this gate will make anything that is near it dead by intensive lightning on escape

Omni Maximus Penetro Conlido Accelero Aevus Bentidocht Luminocht = conflicting lightning gate - This gate will send confliction and lightning death to those around the gate while the person escapes.

Omni Maximus Penetro Transcribo Accelero Aevus Bentidocht Luminocht = copy lightning gate - this gate will copy peoples attributes to the person who escapes through it.

Omni Maximus Penetro Compello Accelero Aevus Bentidocht Luminocht = compellation lightning gate - this gate will make anything the escapee through this gate wills that is near it.

Omni Maximus Penetro Cesso Accelero Aevus Bentidocht Luminocht = lightning stop gate - the gate to stop time around the gate while escaping.

Omni Maximus Penetro Demutatio Accelero Aevus Bentidocht Luminocht = lightning change gate - change the people in some form while the person escapes.

Omni Maximus Penetro Necro Bentidocht Luminocht = cenotaph death gate - Use this on the spot where a person died or on a dead body. While saying the spell. Afterwords just lay in the spot near midnight and you shift to a place you imagine or an unknown place.

Omni Maximus Penetro Inanis Bentidocht Luminocht = void gate shift - This is always unseen

Omni Maximus Penetro Inanis Pyro Bentidocht Luminocht = black fire gate shift - This is unseen.

Omni Maximus Penetro Inanis Aero Animus Bentidocht Luminocht = chaos gate shift - This is unseen unless decay is looked for or shift things to you of your desire.

Omni Maximus Penetro Maleficus Bentidocht Luminocht = evil gate - Use this gate to make draining of energies by evil thoughts and other on people.

Omni Maximus Penetro Occultatio Bentidocht Luminocht = undetectable gate shift

Omni Maximus Penetro Aspectus Bentidocht Luminocht = shadow door - This wil make an illusion of a gate as you walk through but you will be invisible to flee unnoticed.

Omni Maximus Penetro Opacus Bentidocht Luminocht = shadow gate shift

Omni Maximus Penetro Solidus Bentidocht Luminocht = substance gate shift - This works from within the body.

Omni Maximus Penetro Integumentum Bentidocht Luminocht = cloaked gate shift

Omni Maximus Penetro Caecus Bentidocht Luminocht = dark gate shift - Use darkness to shift.

Omni Maximus Penetro Aero Bentidocht Luminocht = air gate shift

Omni Maximus Penetro Genero Bentidocht Luminocht = life gate - this will bring you to a new life entire

Omni Maximus Penetro Elevo Bentidocht Luminocht = light gate shift

Omni Maximus Penetro Apricatus Bentidocht Luminocht = sunlight gate shift

Omni Maximus Penetro Disturbatio Bentidocht Luminocht = destructive gate shift - On exit the gate will everything around it.

Omni Maximus Penetro Imago Bentidocht Luminocht = mirror gate - Use a mirror to travel to someplace. Focus on the image of the area before stepping through.

Omni Maximus Penetro Effectus Bentidocht Luminocht = effects gate shift - This gate will do an effect of your choice to make your leavetaking showy.

Omni Maximus Penetro Comformo Effectus Bentidocht Luminocht = adapting showy gate shift - make people accept that the effect had happened of the gate itself.

Omni Maximus Penetro Adigo Bentidocht Luminocht = force shift - Shift to a place of your choice as if you were not there.

Omni Maximus Penetro Caecus Effectus Bentidocht Luminocht = unseen gate shift - This gate is none detectable even in front of the person.

Omni Maximus Penetro Caecus Retexo Effectus Bentidocht Luminocht = reverse unseen gate - This is the unseen gate that will unage you as you travel it as you want.

Omni Maximus Penetro Retexo Bentidoc Luminoc = reverse gate - This gate will unage you while you travel.

Omni Maximus Penetro Fabricatio Bentidoc Luminoc = undoing gate - This will undo your presence and anything you do when you shift.

Omni Maximus Penetro Fabricatio Redeo Bentidoc Luminoc = making gate - This will make a gate anywhere you imagine. It can go anywhere.

Omni Maximus Penetro Ferreus Bentidoc Luminoc = antimagic gate - Use antimagic to gate somewhere while unnoticed.

Omni Maximus Penetro Necro Bentidoc Luminoc = cenotaph death gate - Use this on the spot where a person died or on a dead body. While saying the spell. Afterwords just lay in the spot near midnight and you shift to a place you imagine or an unknown place.

Omni Maximus Penetro Aevus Bentidoc Luminoc = time gate - Focus on the time of place to go there and imagine the date when saying the spell.

Permanent Gates

To use these gates imagine the place and then you appearing in it and then say the spell. Where you appear will be the way back. Step in the spot and imagine yourself at the place you want to go. You will appear without having to say the words. "finite" ends the spell.

Omni Maximus Penetro Infinitio Bentidoc Luminoc = gate shift

Omni Maximus Penetro Pyro Infinitio Bentidoc Luminoc = fire gate shift

Omni Maximus Penetro Hydro Infinitio Bentidoc Luminoc = water gate shift - focus on a pool of water when casting and then step in. The focus is on the place you want to be.

Omni Maximus Penetro Aero Infinitio Bentidoc Luminoc = air gate shift

Omni Maximus Penetro Thundora Infinitio Bentidoc Luminoc = lightning gate shift

Omni Maximus Penetro Inversio Thundora Infinitio Bentidoc Luminoc = permanent lightning unaging others gate - This gate will unage the the people whom are around it

Omni Maximus Penetro Defluo Infinitio Bentidoc Luminoc = permanent lightning dispersion gate - the people who make trouble will disappear from sight completely

Omni Maximus Penetro Fulmeneus Infinitio Bentidoc Luminoc = permanent domination lightning gate - the gate will dominate those whom will make trouble while you escape

Omni Maximus Penetro Obscuro Infinitio Bentidoc Luminoc = permanent cloaked lightning gate

Omni Maximus Penetro Simultudo Infinitio Bentidoc Luminoc = permanent shadow lightning door - Make a false lightning gate and be invisible while you escape.

Omni Maximus Penetro Exuro Infinitio Bentidoc Luminoc = permanent heat lightning gate - this gate will make anything that is near it dead by intensive lightning on escape

Omni Maximus Penetro Conlido Infinitio Bentidoc Luminoc = permanent coflicting lightning gate - This gate will send confliction and lightning death to those around the gate while the person escapes.

Omni Maximus Penetro Transcribo Infinitio Bentidoc Luminoc = permanent copy lightning gate - this gate will copy peoples attributes to the person who escapes through it.

Omni Maximus Penetro Compello Infinitio Bentidoc Luminoc = permanent compellation lightning gate - this gate will make anything the escapee through this gate wills that is near it.

Omni Maximus Penetro Cesso Infinitio Bentidoc Luminoc = permanent lightning stop gate - the gate to stop time around the gate while escaping.

Omni Maximus Penetro Demutatio Infinitio Bentidoc Luminoc = permanent lightning change gate - change the people in some form while the person escapes.

Omni Maximus Penetro Inanis Infinitio Bentidoc Luminoc = permanent void gate shift - This is always unseen

Omni Maximus Penetro Inanis Pyro Infinitio Bentidoc Luminoc = permanent black fire gate shift - This is unseen.

Omni Maximus Penetro Inanis Aero Animus Infinitio Bentidoc Luminoc = permanent chaos gate - This is unseen unless decay is looked for or shift things to you of your desire to you.

Omni Maximus Penetro Maleficus Infinitio Bentidocht Luminocht = permanent evil gate - Use this gate to make draining of energies by evil thoughts and other on people.

Omni Maximus Penetro Occultatio Infinitio Bentidocht Luminocht = permanent undetectable gate

Omni Maximus Penetro Opacus Infinitio Bentidocht Luminocht = permanent shadow gate shift

Omni Maximus Penetro Solidus Infinitio Bentidocht Luminocht = permanent substance gate shift - This works from within the body.

Omni Maximus Penetro Integumentum Infinitio Bentidocht Luminocht = permanent cloaked gate shift

Omni Maximus Penetro Caecus Infinitio Bentidocht Luminocht = permanent dark gate shift - Use darkness to shift.

Omni Maximus Penetro Aero Infinitio Bentidocht Luminocht = permanent air gate shift

Omni Maximus Penetro Genero Infinitio Bentidocht Luminocht = permanent life gate - this will bring you to a new life entire

Omni Maximus Penetro Elevo Infinitio Bentidocht Luminocht = permanent light gate shift

Omni Maximus Penetro Apricatus Infinitio Bentidocht Luminocht = permanent sunlight gate shift

Omni Maximus Penetro Imago Infinitio Bentidocht Luminocht = permanent mirror gate - Use a mirror to travel to someplace. Focus on the image of the area before stepping through.

Omni Maximus Penetro Effectus Infinitio Bentidocht Luminocht = permanent effects gate shift - This gate will do an effect of your choice to make your leavetaking showy.

Omni Maximus Penetro Comformo Effectus Infinitio Bentidocht Luminocht = permanent adapting showy gate shift - make people accept that the effect had happened of the gate itself.

Omni Maximus Penetro Adigo Infinitio Bentidocht Luminocht = permanent force shift - Shift to a place of your choice as if you were not there.

Omni Maximus Penetro Caecus Effectus Infinitio Bentidocht Luminocht = permanent unseen gate shift - This gate is none detectable even in front of the person.

Omni Maximus Penetro Caecus Retexo Infinitio Bentidocht Luminocht = permanent reverse unseen gate - This is the unseen gate that will unage you as you travel it as you want.

Omni Maximus Penetro Retexo Infinitio Bentidocht Luminocht = permanent reverse gate - This gate will unage you while you travel.

Omni Maximus Penetro Fabricatio Infinitio Bentidocht Luminocht = permanent undoing gate - This will undo your presence and anything you do when you shift.

Omni Maximus Penetro Fabricatio Redeo Infinitio Bentidocht Luminocht = permanent making gate - This will make a gate anywhere you imagine. It can go anywhere.

Omni Maximus Penetro Ferreus Infinitio Bentidocht Luminocht = permanent antimagic gate - Use antimagic to gate somewhere while unnoticed.

Omni Maximus Penetro Necro Infinitio Bentidocht Luminocht = cenotaph death gate - Use this on the spot where a person died or on a dead body. While saying the spell. Afterwords just lay in the spot near midnight and you shift to a place you imagine or an unknown place.

Omni Maximus Penetro Aevus Infinitio Bentidocht Luminocht = permanent time gate - Focus on the time of place to go there and imagine the date when saying the spell.

Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidocht Ancile Taura Luminocht = earth shield

Omni Bentidocht Ancile Pyro Luminocht = fire shield

Omni Bentidocht Ancile Hydro Luminocht = water shield

Omni Bentidocht Ancile Cyro Luminocht = ice shield

Omni Bentidocht Ancile Thundora Luminocht = air and lightning shield

Omni Bentidocht Ancile Visus Luminocht = vision shield

Omni Bentidocht Ancile Pyro Taura Luminocht = lava shield

Omni Bentidocht Ancile Necro Luminocht = death shield

Omni Bentidocht Ancile Neuro Luminocht = mental shield

Omni Bentidocht Ancile Aevus Luminoct = time bubble shield
Omni Bentidocht Ancile Inanis Luminoct = void shield
Omni Bentidocht Ancile Inanis Pyro Luminoct = black fire shield
Omni Bentidocht Ancile Inanis Cyro Luminoct = black ice shield
Omni Bentidocht Ancile Inanis Aero Luminoct = spacial shield
Omni Bentidocht Ancile Animus Luminoct = spirit shield
Omni Bentidocht Ancile Inanis Neuro Luminoct = memory removal shield
Omni Bentidocht Ancile Inanis Neuro Thundora Luminoct = mind control shield
Omni Bentidocht Ancile Inanis Aero Animus Luminoct = chaos shield
Omni Bentidocht Ancile Inanis Aero Taura Luminoct = shadow shield
Omni Bentidocht Ancile Inanis Aero Animus Liquentis Luminoct = black lava shield
Omni Bentidocht Ancile Infinitio Luminoct = infinity shield
Omni Bentidocht Ancile Taura Inifinitio Luminoct = infinite earth shield
Omni Bentidocht Ancile Pyro Infinitio Luminoct = infinite fire shield
Omni Bentidocht Ancile Hydro Infinitio Luminoct = infinite earth shield
Omni Bentidocht Ancile Aevus Infinitio Luminoct = infinite water shield
Omni Bentidocht Ancile Cyro Infinitio Luminoct = infinite ice shield
Omni Bentidocht Ancile Thundora Infinitio Luminoct = infinite air and lightning shield
Omni Bentidocht Ancile Visus Infinitio Luminoct = infinite vision shield
Omni Bentidocht Ancile Pyro Taura Infinitio Luminoct = infinite lava shield
Omni Bentidocht Ancile Necro Infinitio Luminoct = infinite death shield
Omni Bentidocht Ancile Neuro Infinitio Luminoct = infinite mind shield
Omni Bentidocht Ancile Animus Infinitio Luminoct = infinite spirit shield
Omni Bentidocht Ancile Inanis Opacus Infinitio Luminoct = permanant void shadow shield
Omni Bentidocht Ancile Inanis Aero Animus Liquentis Infinitio Luminoct = permanant black lava shield
Omni Bentidocht Ancile Aevus Inanis Aero Luminoct = minor shield of invulnerablity
Omni Bentidocht Ancile Cosmio Inanis Aero Aevus Luminoct = major shield of invulnerablity
Omni Bentidocht Ancile Neuro Inanis Aero Animus Pyro Aevus Luminoct = bubble of sealed inactivity
Omni Bentidocht Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus
Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminoct = all elements shield

Reverse Attack Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidocht Inanis Ancile Luminoct = shield breaker
Omni Bentidocht Inanis Ancile Inanis Aero Animus Luminoct = a reversed shield
Omni Bentidocht Inanis Ancile Taura Luminoct = a damaging to others earth shield
Omni Bentidocht Inanis Ancile Pyro Luminoct = a damaging to others pyro shield
Omni Bentidocht Inanis Ancile Hydro Luminoct = a damaging to others water shield
Omni Bentidocht Inanis Ancile Cyro Luminoct = a damaging to others ice shield
Omni Bentidocht Inanis Ancile Thundora Luminoct = a damaging to others black lightning shield
Omni Bentidocht Inanis Ancile Visus Luminoct = a damaging to others blindness shield
Omni Bentidocht Inanis Ancile Necro Luminoct = a damaging to others death shield
Omni Bentidocht Inanis Ancile Neuro Luminoct = a damaging to others insanity shield
Omni Bentidocht Inanis Ancile Tardius Aevus Luminoct = a time slow shield
Omni Bentidocht Inanis Ancile Opacus Aevus Luminoct = a void shadow shield
Omni Bentidocht Inanis Ancile Pyro Taura Luminoct = a damaging to others lava shield
Omni Bentidocht Inanis Ancile Inanis Aero Animus Pyro Taura Luminoct = a damaging to others black lava shield
Omni Bentidocht Inanis Ancile Liquentis Taura Hydro Pyro Cyro Thundoris Visus Necro Neuro Tardius Aevus Luminoct = a permanant damaging to others all elements shield
Omni Bentidocht Inanis Ancile Taura Infinitio Luminoct = a permanant damaging to others earth shield
Omni Bentidocht Inanis Ancile Pyro Infinitio Luminoct = a permanant damaging to others pyro shield

Omni Bentidocht Inanis Ancile Hydro Infinitio Luminoct = a permanant damaging to others water shield
Omni Bentidocht Inanis Ancile Cyro Infinitio Luminoct = a permanant damaging to others ice shield
Omni Bentidocht Inanis Ancile Thundora Infinitio Luminoct = a permanant damaging to others black lightning and warp shield
Omni Bentidocht Inanis Ancile visus Infinitio Luminoct = a permanant damaging to others blindness shield
Omni Bentidocht Inanis Ancile Necro Infinitio Luminoct = a permanant damaging to others death shield
Omni Bentidocht Inanis Ancile Neuro Infinitio Luminoct = a permanant damaging to others insanity shield
Omni Bentidocht Inanis Ancile Tardius Aevus Infinitio Luminoct = a permanant time slow shield
Omni Bentidocht Inanis Ancile Pyro Taura Infinitio Luminoct = a permanant damaging to others lava shield
Omni Bentidocht Inanis Ancile Inanis Aero Animus Pyro Taura Infinitio Luminoct = a permanant damaging to others black lava shield
Omni Bentidocht Inanis Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminoct = reversed all elements shield

Inverted Faery Shields

To use these shields imagine a swirling upward of energy while saying the spell.

Omni Bentidocht Inversio Ancile Taura Luminoct = inverted earth shield
Omni Bentidocht Inversio Ancile Pyro Luminoct = inverted fire shield
Omni Bentidocht Inversio Ancile Hydro Luminoct = inverted water shield
Omni Bentidocht Inversio Ancile Cyro Luminoct = inverted ice shield
Omni Bentidocht Inversio Ancile Thundora Luminoct = unaging air and lightning shield
Omni Bentidocht Inversio Ancile Visus Luminoct = inverted vision shield
Omni Bentidocht Inversio Ancile Pyro Taura Luminoct = inverted lava shield
Omni Bentidocht Inversio Ancile Necro Luminoct = inverted death shield
Omni Bentidocht Inversio Ancile Neuro Luminoct = inverted mental shield
Omni Bentidocht Inversio Ancile Aevus Luminoct = inverted time bubble shield
Omni Bentidocht Inversio Ancile Inanis Cyro Accelero Aevus Luminoct = spell trap - use any spell cast at you

Omni Bentidocht Inversio Ancile Inanis Cyro Accelero Aevus Luminoct = spell trap - use any spell cast at you

Omni Bentidocht Inversio Ancile Inanis Luminoct = inverted void shield
Omni Bentidocht Inversio Ancile Inanis Opacus Luminoct = inverted void shadow shield
Omni Bentidocht Inversio Ancile Inanis Pyro Luminoct = inverted black fire shield
Omni Bentidocht Inversio Ancile Inanis Cyro Luminoct = inverted black ice shield
Omni Bentidocht Inversio Ancile Inanis Aero Luminoct = inverted spacial shield
Omni Bentidocht Inversio Ancile Animus Luminoct = inverted spirit shield
Omni Bentidocht Inversio Ancile Inanis Neuro Luminoct = inverted memeoiry removal shield
Omni Bentidocht Inversio Ancile Inanis Neuro Thundora Luminoct = inverted mind control shield
Omni Bentidocht Inversio Ancile Inanis Aero Animus Luminoct = inverted chaos shield
Omni Bentidocht Inversio Ancile Inanis Aero Taura Luminoct = inverted shadow shield
Omni Bentidocht Inversio Ancile Inanis Aero Animus Liquentis Luminoct = inverted black lava shield
Omni Bentidocht Inversio Ancile Infinitio Luminoct = inverted infinity shield
Omni Bentidocht Inversio Ancile Taura Inifinitio Luminoct = inverted infinite earth shield
Omni Bentidocht Inversio Ancile Pyro Infinitio Luminoct = inverted infinite fire shield
Omni Bentidocht Inversio Ancile Hydro Infinitio Luminoct = inverted infinite earth shield
Omni Bentidocht Inversio Ancile Aevus Infinitio Luminoct = inverted infinite water shield
Omni Bentidocht Inversio Ancile Cyro Infinitio Luminoct = inverted infinite ice shield
Omni Bentidocht Inversio Ancile Thundora Infinitio Luminoct = unaging infinite air and lightning shield
Omni Bentidocht Inversio Ancile Visus Infinitio Luminoct = inverted infinite vision shield

Omni Bentidocht Inversio Ancile Pyro Taura Infinitio Luminoct = inverted infinite lava shield
Omni Bentidocht Inversio Ancile Necro Infinitio Luminoct = inverted infinite death shield
Omni Bentidocht Inversio Ancile Neuro Infinitio Luminoct = inverted infinite mind shield
Omni Bentidocht Inversio Ancile Animus Infinitio Luminoct = inverted infinite spirit shield
Omni Bentidocht Inversio Ancile Inanis Cyro Infinitio Luminoct = permanent spell trap - use any spell cast at you
Omni Bentidocht Inversio Ancile Inanis Opacus Infinitio Luminoct = inverted permanent void shadow shield
Omni Bentidocht Inversio Ancile Inanis Aero Animus Liquentis Infinitio Luminoct = permanent inverted black lava shield
Omni Bentidocht Inversio Ancile Aevus Inanis Aero Luminoct = inverted minor shield of invulnerability
Omni Bentidocht Inversio Ancile Cosmio Inanis Aero Aevus Luminoct = inverted major shield of invulnerability
Omni Bentidocht Inversio Ancile Neuro Inanis Aero Animus Pyro Aevus Luminoct = inverted bubble of sealed inactivity
Omni Bentidocht Inversio Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminoct = inverted all elements shield

Adversion Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidocht Iniquus Ancile Taura Luminoct = passthrough shield
Omni Bentidocht Iniquus Ancile Pyro Luminoct = change shield
Omni Bentidocht Iniquus Ancile Hydro Luminoct = absorbtion shield
Omni Bentidocht Iniquus Ancile Cyro Luminoct = absorbing remake shield
Omni Bentidocht Iniquus Ancile Aero Luminoct = remaking shield
Omni Bentidocht Iniquus Ancile Thundora Luminoct = disappearing lightning shield
Omni Bentidocht Iniquus Ancile Visus Luminoct = adverted vision shield
Omni Bentidocht Iniquus Ancile Pyro Taura Luminoct = adverted lava shield
Omni Bentidocht Iniquus Ancile Necro Luminoct = adverted death shield
Omni Bentidocht Iniquus Ancile Neuro Luminoct = adverted mental shield
Omni Bentidocht Iniquus Ancile Aevus Luminoct = adverted time bubble shield
Omni Bentidocht Iniquus Ancile Inanis Luminoct = adverted void shield
Omni Bentidocht Iniquus Ancile Inanis Opacus Luminoct = adverted void shadow shield
Omni Bentidocht Iniquus Ancile Inanis Pyro Luminoct = black fire passthrough shield
Omni Bentidocht Iniquus Ancile Inanis Cyro Luminoct = black ice absorption remaking shield
Omni Bentidocht Iniquus Ancile Inanis Aero Luminoct = remaking spacial shield
Omni Bentidocht Iniquus Ancile Animus Luminoct = adverted spirit shield
Omni Bentidocht Iniquus Ancile Inanis Neuro Luminoct = adverted memory removal shield
Omni Bentidocht Iniquus Ancile Inanis Neuro Thundora Luminoct = adverted mind control shield
Omni Bentidocht Iniquus Ancile Inanis Aero Animus Luminoct = adverted chaos shield
Omni Bentidocht Iniquus Ancile Inanis Aero Taura Luminoct = adverted shadow shield
Omni Bentidocht Iniquus Ancile Inanis Aero Animus Liquentis Luminoct = black lava change passthrough shield
Omni Bentidocht Iniquus Ancile Infinitio Luminoct = adverted infinity shield
Omni Bentidocht Iniquus Ancile Taura Infinitio Luminoct = infinite passthrough shield
Omni Bentidocht Iniquus Ancile Pyro Infinitio Luminoct = infinite change shield
Omni Bentidocht Iniquus Ancile Hydro Infinitio Luminoct = infinite absorbtion shield
Omni Bentidocht Iniquus Ancile Aevus Infinitio Luminoct = adverted infinite time shield
Omni Bentidocht Iniquus Ancile Cyro Infinitio Luminoct = infinite absortion remaking shield
Omni Bentidocht Iniquus Ancile Thundora Infinitio Luminoct = infinite disappearing lightning shield
Omni Bentidocht Iniquus Ancile Visus Infinitio Luminoct = adverted infinite vision shield
Omni Bentidocht Iniquus Ancile Pyro Taura Infinitio Luminoct = infinite lava shield
Omni Bentidocht Iniquus Ancile Necro Infinitio Luminoct = adverted infinite death shield

Omni Bentidocht Iniquus Ancile Neuro Infinitio Luminoct = adverted infinite mind shield
Omni Bentidocht Iniquus Ancile Animus Infinitio Luminoct = adverted infinite spirit shield
Omni Bentidocht Iniquus Ancile Inanis Opacus Infinitio Luminoct = adverted permanent void shadow shield
Omni Bentidocht Iniquus Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Maleficus
Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminoct = adverted all elements shield

Manipulation Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidocht Maleficus Ancile Luminoct = manipulation shield
Omni Bentidocht Maleficus Ancile Taura Luminoct = charm shield
Omni Bentidocht Maleficus Ancile Pyro Luminoct = mutation shield
Omni Bentidocht Maleficus Ancile Hydro Luminoct = control shield
Omni Bentidocht Maleficus Ancile Cyro Luminoct = controlled domination shield
Omni Bentidocht Maleficus Ancile Aero Luminoct = dominate shield
Omni Bentidocht Maleficus Ancile Thundora Luminoct = dominative lightning shield
Omni Bentidocht Maleficus Ancile Visus Luminoct = demon vision shield
Omni Bentidocht Maleficus Ancile Pyro Taura Luminoct = charm mutation lava shield
Omni Bentidocht Maleficus Ancile Necro Luminoct = manipulation death shield
Omni Bentidocht Maleficus Ancile Neuro Luminoct = mental charm shield
Omni Bentidocht Maleficus Ancile Aevus Luminoct = manipulating time bubble shield
Omni Bentidocht Maleficus Ancile Inanis Luminoct = manipulating void shield
Omni Bentidocht Maleficus Ancile Inanis Opacus Luminoct = manipulating void shadow shield
Omni Bentidocht Maleficus Ancile Inanis Pyro Luminoct = black fire mutation shield
Omni Bentidocht Maleficus Ancile Inanis Cyro Luminoct = black ice controlled domination shield
Omni Bentidocht Maleficus Ancile Inanis Aero Luminoct = dominating spacial shield
Omni Bentidocht Maleficus Ancile Animus Luminoct = evil spirit shield
Omni Bentidocht Maleficus Ancile Inanis Neuro Luminoct = manipulating memory removal shield
Omni Bentidocht Maleficus Ancile Inanis Neuro Thundora Luminoct = manipulating mind control shield
Omni Bentidocht Maleficus Ancile Inanis Aero Animus Luminoct = manipulating chaos shield
Omni Bentidocht Maleficus Ancile Inanis Aero Taura Luminoct = charm shadow shield
Omni Bentidocht Maleficus Ancile Inanis Aero Animus Liquentis Luminoct = black lava charm mutation shield
Omni Bentidocht Maleficus Ancile Infinitio Luminoct = evil infinity shield
Omni Bentidocht Maleficus Ancile Taura Infinitio Luminoct = infinite charm shield
Omni Bentidocht Maleficus Ancile Pyro Infinitio Luminoct = infinite mutation shield
Omni Bentidocht Maleficus Ancile Hydro Infinitio Luminoct = infinite control shield
Omni Bentidocht Maleficus Ancile Aevus Infinitio Luminoct = manipulating infinite time shield
Omni Bentidocht Maleficus Ancile Cyro Infinitio Luminoct = infinite controlled domination shield
Omni Bentidocht Maleficus Ancile Thundora Infinitio Luminoct = dominating infinite lightning shield
Omni Bentidocht Maleficus Ancile Visus Infinitio Luminoct = infinite demon vision shield
Omni Bentidocht Maleficus Ancile Pyro Taura Infinitio Luminoct = infinite charm mutation lava shield
Omni Bentidocht Maleficus Ancile Necro Infinitio Luminoct = manipulating infinite death shield
Omni Bentidocht Maleficus Ancile Neuro Infinitio Luminoct = manipulating infinite mind shield
Omni Bentidocht Maleficus Ancile Animus Infinitio Luminoct = manipulating infinite spirit shield
Omni Bentidocht Maleficus Ancile Inanis Opacus Infinitio Luminoct = manipulating permanent void shadow shield
Omni Bentidocht Maleficus Ancile Inanis Aero Animus Liquentis Infinitio Luminoct = permanent black lava charm mutating shield
Omni Bentidocht Maleficus Ancile Liquentis Hydro Cyro Thundora Visus Pyro Taura Necro Aevus Neuro Inanis Animus Inanis Aero Cosmio Luminoct = adverted all elements shield
Omni Bentidocht Maleficus Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminoct = manipulating all elements

shield

Omni Bentidocht Cosmio Liquentis Inanis Taura Pyrus Hydro Luminocht = all elements shield
Omni Bentidocht Maleficus Cosmio Liquentis Inanis Taura Pyrus Hydro Luminocht = all corrupted elements shield

Stealth Shields

To use these shields imagine a swirling upward of energy after saying the spell.

- Omni Bentidocht Subduco Ancile Luminocht = stealth shield
- Omni Bentidocht Subduco Ancile Taura Luminocht = concealed shield
- Omni Bentidocht Subduco Ancile Pyro Luminocht = cloning shield
- Omni Bentidocht Subduco Ancile Hydro Luminocht = draining shield
- Omni Bentidocht Subduco Ancile Cyro Luminocht = remove illusion shield
- Omni Bentidocht Subduco Ancile Aero Luminocht = illusion shield
- Omni Bentidocht Subduco Ancile Thundora Luminocht = shadow lightning shield
- Omni Bentidocht Subduco Ancile Visus Luminocht = night vision shield
- Omni Bentidocht Subduco Ancile Pyro Taura Luminocht = concealed cloning lava shield
- Omni Bentidocht Subduco Ancile Necro Luminocht = concealed death shield
- Omni Bentidocht Subduco Ancile Neuro Luminocht = stealth mental shield
- Omni Bentidocht Subduco Ancile Aevus Luminocht = concealed time bubble shield
- Omni Bentidocht Subduco Ancile Inanis Luminocht = concealed void shield
- Omni Bentidocht Subduco Ancile Inanis Opacus Luminocht = concealed void shadow shield
- Omni Bentidocht Subduco Ancile Inanis Pyro Luminocht = black fire cloning shield
- Omni Bentidocht Subduco Ancile Inanis Cyro Luminocht = black ice remove illusion shield
- Omni Bentidocht Subduco Ancile Inanis Aero Luminocht = illusion spacial shield
- Omni Bentidocht Subduco Ancile Animus Luminocht = concealed spirit shield
- Omni Bentidocht Subduco Ancile Inanis Neuro Luminocht = concealed memory removal shield
- Omni Bentidocht Subduco Ancile Inanis Neuro Thundora Luminocht = concealed mind control shield
- Omni Bentidocht Subduco Ancile Inanis Aero Animus Luminocht = concealed chaos shield
- Omni Bentidocht Subduco Ancile Inanis Aero Taura Luminocht = concealed shadow shield
- Omni Bentidocht Subduco Ancile Inanis Aero Animus Liquentis Luminocht = black lava concealed cloning shield
- Omni Bentidocht Subduco Ancile Infinitio Luminocht = concealed infinity shield
- Omni Bentidocht Subduco Ancile Taura Infinitio Luminocht = infinite concealed shield
- Omni Bentidocht Subduco Ancile Pyro Infinitio Luminocht = infinite cloning shield
- Omni Bentidocht Subduco Ancile Hydro Infinitio Luminocht = infinite draining shield
- Omni Bentidocht Subduco Ancile Aevus Infinitio Luminocht = concealed infinite time shield
- Omni Bentidocht Subduco Ancile Cyro Infinitio Luminocht = infinite remove illusion shield
- Omni Bentidocht Subduco Ancile Thundora Infinitio Luminocht = infinite concealed lightning shield
- Omni Bentidocht Subduco Ancile Visus Infinitio Luminocht = infinite night vision shield
- Omni Bentidocht Subduco Ancile Pyro Taura Infinitio Luminocht = infinite concealed cloning lava shield
- Omni Bentidocht Subduco Ancile Necro Infinitio Luminocht = concealed infinite death shield
- Omni Bentidocht Subduco Ancile Neuro Infinitio Luminocht = concealed infinite mind shield
- Omni Bentidocht Subduco Ancile Animus Infinitio Luminocht = manipulating infinite shield
- Omni Bentidocht Subduco Ancile Inanis Opacus Infinitio Luminocht = concealed permanant void shadow shield
- Omni Bentidocht Subduco Ancile Inanis Aero Animus Liquentis Infinitio Luminocht = permanant black lava concealed cloning shield
- Omni Bentidocht Subduco Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminocht = concealed all elements shield

Dark Shields

To use these shields imagine a swirling upward of energy after saying the spell.

- Omni Bentidocht Caecus Ancile Luminocht = dark shield
- Omni Bentidocht Caecus Ancile Taura Luminocht = shadow shield
- Omni Bentidocht Caecus Ancile Pyro Luminocht = restoration flame shield
- Omni Bentidocht Caecus Ancile Hydro Luminocht = solidus shield
- Omni Bentidocht Caecus Ancile Cyro Luminocht = substance cloaking shield
- Omni Bentidocht Caecus Ancile Aero Luminocht = cloaking shield
- Omni Bentidocht Caecus Ancile Thundora Luminocht = cloaked lightning shield
- Omni Bentidocht Caecus Ancile Visus Luminocht = shadow vision shield
- Omni Bentidocht Caecus Ancile Pyro Taura Luminocht = shadow restoration lava shield
- Omni Bentidocht Caecus Ancile Necro Luminocht = dark death shield
- Omni Bentidocht Caecus Ancile Neuro Luminocht = shadow mental shield
- Omni Bentidocht Caecus Ancile Aevus Luminocht = cloaked time bubble shield
- Omni Bentidocht Caecus Ancile Inanis Luminocht = cloaked void shield
- Omni Bentidocht Caecus Ancile Inanis Opacus Luminocht = cloaked void shadow shield
- Omni Bentidocht Caecus Ancile Inanis Pyro Luminocht = black restoration fire shield
- Omni Bentidocht Caecus Ancile Inanis Cyro Luminocht = black ice substance cloaking shield
- Omni Bentidocht Caecus Ancile Inanis Aero Luminocht = shadow spacial shield
- Omni Bentidocht Caecus Ancile Animus Luminocht = shadow spirit shield
- Omni Bentidocht Caecus Ancile Inanis Neuro Luminocht = shadow memory removal shield
- Omni Bentidocht Caecus Ancile Inanis Neuro Thundora Luminocht = cloaked mind control shield
- Omni Bentidocht Caecus Ancile Inanis Aero Animus Luminocht = cloaked chaos shield
- Omni Bentidocht Caecus Ancile Inanis Aero Taura Luminocht = shadow shadow shield
- Omni Bentidocht Caecus Ancile Inanis Aero Animus Liquentis Luminocht = black lava shadow restoration shield
- Omni Bentidocht Caecus Ancile Infinitio Luminocht = concealed infinity shield
- Omni Bentidocht Caecus Ancile Taura Inifinitio Luminocht = infinite shadow shield
- Omni Bentidocht Caecus Ancile Pyro Infinitio Luminocht = infinite shadow restoration shield
- Omni Bentidocht Caecus Ancile Hydro Infinitio Luminocht = infinite substance shield
- Omni Bentidocht Caecus Ancile Aevus Infinitio Luminocht = dark infinite time shield
- Omni Bentidocht Caecus Ancile Cyro Infinitio Luminocht = infinite substance cloaking shield
- Omni Bentidocht Caecus Ancile Thundora Infinitio Luminocht = cloaked infinite lightning shield
- Omni Bentidocht Caecus Ancile Visus Infinitio Luminocht = infinite shadow vision shield
- Omni Bentidocht Caecus Ancile Pyro Taura Infinitio Luminocht = infinite shadow restoration lava shield
- Omni Bentidocht Caecus Ancile Necro Infinitio Luminocht = infinite death shield
- Omni Bentidocht Caecus Ancile Neuro Infinitio Luminocht = dark infinite mind shield
- Omni Bentidocht Caecus Ancile Animus Infinitio Luminocht = dark infinite spirit shield
- Omni Bentidocht Caecus Ancile Inanis Opacus Infinitio Luminocht = cloaked infinite void shadow shield
- Omni Bentidocht Caecus Ancile Inanis Aero Animus Liquentis Infinitio Luminocht = permanant black shadow restoration shield
- Omni Bentidocht Caecus Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Obliquus Luminocht = dsrk all elements shield

Light Shields

To use these shields imagine a swirling upward of energy while saying the spell.

- Omni Bentidocht Apricatio Ancile Luminocht = sunlight shield
- Omni Bentidocht Apricatio Ancile Taura Luminocht = life shield

Omni Bentidict Apricatio Ancile Pyro Luminoct = life light shield
Omni Bentidict Apricatio Ancile Hydro Luminoct = positive charged shield
Omni Bentidict Apricatio Ancile Cyro Luminoct = heat positive charged shield
Omni Bentidict Apricatio Ancile Aero Luminoct = heat shield
Omni Bentidict Apricatio Ancile Thundora Luminoct = heat lightning shield
Omni Bentidict Apricatio Ancile Visus Luminoct = star vision shield
Omni Bentidict Apricatio Ancile Pyro Taura Luminoct = shadow restoration lava shield
Omni Bentidict Apricatio Ancile Necro Luminoct = sunlight death shield
Omni Bentidict Apricatio Ancile Neuro Luminoct = sunlight mental shield
Omni Bentidict Apricatio Ancile Aevus Luminoct = sunlight time bubble shield
Omni Bentidict Apricatio Ancile Inanis Luminoct = sunlight void shield
Omni Bentidict Apricatio Ancile Opacus Luminoct = sun shadow shield
Omni Bentidict Apricatio Ancile Inanis Pyro Luminoct = black restoration light shield
Omni Bentidict Apricatio Ancile Inanis Cyro Luminoct = black heat positive charged shield
Omni Bentidict Apricatio Ancile Inanis Aero Luminoct = heat spacial shield
Omni Bentidict Apricatio Ancile Animus Luminoct = sunlight spirit shield
Omni Bentidict Apricatio Ancile Inanis Neuro Luminoct = sunlight memory removal shield
Omni Bentidict Apricatio Ancile Inanis Neuro Thundora Luminoct = sunlight mind control shield
Omni Bentidict Apricatio Ancile Inanis Aero Animus Luminoct = sunlight chaos shield
Omni Bentidict Apricatio Ancile Inanis Aero Taura Luminoct = life shield
Omni Bentidict Apricatio Ancile Inanis Aero Animus Liquentis Luminoct = black life light shield
Omni Bentidict Apricatio Ancile Infinitio Luminoct = sunlight infinity shield
Omni Bentidict Apricatio Ancile Taura Infinitio Luminoct = infinite life shield
Omni Bentidict Apricatio Ancile Pyro Infinitio Luminoct = infinite light shield
Omni Bentidict Apricatio Ancile Hydro Infinitio Luminoct = infinite positive charged shield
Omni Bentidict Apricatio Ancile Aevus Infinitio Luminoct = sunlight infinite time shield
Omni Bentidict Apricatio Ancile Cyro Infinitio Luminoct = infinite heat positive charged shield
Omni Bentidict Apricatio Ancile Thundora Infinitio Luminoct = infinite heat lightning shield
Omni Bentidict Apricatio Ancile Visus Infinitio Luminoct = infinite star vision shield
Omni Bentidict Apricatio Ancile Opacus Infinitio Luminoct = sun shadow shield
Omni Bentidict Apricatio Ancile Pyro Taura Infinitio Luminoct = infinite life light shield
Omni Bentidict Apricatio Ancile Necro Infinitio Luminoct = infinite sunlight death shield
Omni Bentidict Apricatio Ancile Neuro Infinitio Luminoct = sunlight infinite mind shield
Omni Bentidict Apricatio Ancile Animus Infinitio Luminoct = sunlight infinite spirit shield
Omni Bentidict Apricatio Ancile Inanis Aero Animus Liquentis Infinitio Luminoct = permanant black life light shield
Omni Bentidict Apricatio Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Subduco Caecus Concertatio Imitatio Adigo Malus Obliquus Luminoct = all elements sunlight shield

Strife Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidict Concertatio Ancile Luminoct = strife shield
Omni Bentidict Concertatio Ancile Taura Luminoct = chaos shield
Omni Bentidict Concertatio Ancile Pyro Luminoct = destructive fire shield
Omni Bentidict Concertatio Ancile Hydro Luminoct = abusive shield
Omni Bentidict Concertatio Ancile Cyro Luminoct = abusive collisive shield
Omni Bentidict Concertatio Ancile Aero Luminoct = collisive shield
Omni Bentidict Concertatio Ancile Thundora Luminoct = collision lightning shield
Omni Bentidict Concertatio Ancile Visus Luminoct = strife vision shield
Omni Bentidict Concertatio Ancile Pyro Taura Luminoct = chaotic destruction shield
Omni Bentidict Concertatio Ancile Necro Luminoct = strife death shield

Omni Bentidocht Concertatio Ancile Neuro Luminocht = strife mental shield
Omni Bentidocht Concertatio Ancile Aevus Luminocht = strife time bubble shield
Omni Bentidocht Concertatio Ancile Inanis Luminocht = strife void shield
Omni Bentidocht Concertatio Ancile Inanis Pyro Luminocht = black destruction shield
Omni Bentidocht Concertatio Ancile Inanis Cyro Luminocht = black abusive collisive shield
Omni Bentidocht Concertatio Ancile Inanis Aero Luminocht = collisive spacial shield
Omni Bentidocht Concertatio Ancile Animus Luminocht = strife spirit shield
Omni Bentidocht Concertatio Ancile Inanis Neuro Luminocht = strife memory removal shield
Omni Bentidocht Concertatio Ancile Inanis Neuro Thundora Luminocht = strife mind control shield
Omni Bentidocht Concertatio Ancile Chao Luminocht = chaos shield
Omni Bentidocht Concertatio Ancile Inanis Aero Taura Luminocht = chaos spacial shield
Omni Bentidocht Concertatio Ancile Inanis Aero Animus Liquentis Luminocht = black chaos destructive shield
Omni Bentidocht Concertatio Ancile Infinitio Luminocht = strife infinity shield
Omni Bentidocht Concertatio Ancile Taura Infinitio Luminocht = infinite chaos shield
Omni Bentidocht Concertatio Ancile Pyro Infinitio Luminocht = infinite destruction shield
Omni Bentidocht Concertatio Ancile Hydro Infinitio Luminocht = infinite abuse shield
Omni Bentidocht Concertatio Ancile Aevus Infinitio Luminocht = strife infinite time shield
Omni Bentidocht Concertatio Ancile Cyro Infinitio Luminocht = infinite abusive collision shield
Omni Bentidocht Concertatio Ancile Thundora Infinitio Luminocht = infinite collisive lightning shield
Omni Bentidocht Concertatio Ancile Visus Infinitio Luminocht = infinite strife vision shield
Omni Bentidocht Concertatio Ancile Pyro Taura Infinitio Luminocht = infinite chaos destructive shield
Omni Bentidocht Concertatio Ancile Necro Infinitio Luminocht = infinite strife death shield
Omni Bentidocht Concertatio Ancile Neuro Infinitio Luminocht = strife infinite mind shield
Omni Bentidocht Concertatio Ancile Animus Infinitio Luminocht = strife infinite spirit shield
Omni Bentidocht Concertatio Ancile Inanis Aero Animus Liquentis Infinitio Luminocht = permanant black chaos destruction shield
Omni Bentidocht Concertatio Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Subduco Caecus Apricatio Imitatio Adigo Malus Obliquus Luminocht = all elements strife shield

Imitation Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidocht Imitatio Ancile Luminocht = imitation shield
Omni Bentidocht Imitatio Ancile Taura Luminocht = power shield
Omni Bentidocht Imitatio Ancile Pyro Luminocht = copy shield
Omni Bentidocht Imitatio Ancile Hydro Luminocht = mirror shield
Omni Bentidocht Imitatio Ancile Cyro Luminocht = mirroring sharing shield
Omni Bentidocht Imitatio Ancile Aero Luminocht = sharing shield
Omni Bentidocht Imitatio Ancile Thundora Luminocht = copying lightning shield
Omni Bentidocht Imitatio Ancile Visus Luminocht = illusion vision shield
Omni Bentidocht Imitatio Ancile Pyro Taura Luminocht = power copy shield
Omni Bentidocht Imitatio Ancile Necro Luminocht = false death shield
Omni Bentidocht Imitatio Ancile Neuro Luminocht = imitation mental shield
Omni Bentidocht Imitatio Ancile Aevus Luminocht = imitation time bubble shield
Omni Bentidocht Imitatio Ancile Inanis Luminocht = imitation void shield
Omni Bentidocht Imitatio Ancile Inanis Pyro Luminocht = black copying shield
Omni Bentidocht Imitatio Ancile Inanis Cyro Luminocht = black power copy shield
Omni Bentidocht Imitatio Ancile Inanis Aero Luminocht = copy spacial shield
Omni Bentidocht Imitatio Ancile Animus Luminocht = imitation spirit shield

Omni Bentidocht Imitatio Ancile Inanis Neuro Luminoct = imitation memory removal shield
Omni Bentidocht Imitatio Ancile Inanis Neuro Thundora Luminoct = imitation mind control shield
Omni Bentidocht Imitatio Ancile Chao Luminoct = imitation chaos shield
Omni Bentidocht Imitatio Ancile Inanis Aero Taura Luminoct = power spacial shield
Omni Bentidocht Imitatio Ancile Inanis Aero Animus Liquentis Luminoct = black power copy shield
Omni Bentidocht Imitatio Ancile Infinitio Luminoct = imitation infinity shield
Omni Bentidocht Imitatio Ancile Taura Inifinitio Luminoct = infinite power shield
Omni Bentidocht Imitatio Ancile Pyro Infinitio Luminoct = infinite copy shield
Omni Bentidocht Imitatio Ancile Hydro Infinitio Luminoct = infinite mirror shield
Omni Bentidocht Imitatio Ancile Aevus Infinitio Luminoct = imitation infinite time shield
Omni Bentidocht Imitatio Ancile Cyro Infinitio Luminoct = infinite mirroring sharing shield
Omni Bentidocht Imitatio Ancile Thundora Infinitio Luminoct = infinite copying lighting shield
Omni Bentidocht Imitatio Ancile Visus Infinitio Luminoct = infinite illusion vision shield
Omni Bentidocht Imitatio Ancile Pyro Taura Infinitio Luminoct = infinite power copy shield
Omni Bentidocht Imitatio Ancile Necro Infinitio Luminoct = infinite imitation death shield
Omni Bentidocht Imitatio Ancile Neuro Infinitio Luminoct = imitation infinite mind shield
Omni Bentidocht Imitatio Ancile Animus Infinitio Luminoct = imitation infinite spirit shield
Omni Bentidocht Imitatio Ancile Inanis Aero Animus Liquentis Infinitio Luminoct = permanent black power copy shield
Omni Bentidocht Imitatio Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Adigo Malus Obliquus Luminoct = all elements strife shield

Additive Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidocht Adigo Ancile Luminoct = force shield
Omni Bentidocht Adigo Ancile Taura Luminoct = glamour shield
Omni Bentidocht Adigo Ancile Pyro Luminoct = energy shield
Omni Bentidocht Adigo Ancile Hydro Luminoct = adaptation shield
Omni Bentidocht Adigo Ancile Cyro Luminoct = adaptive effects shield
Omni Bentidocht Adigo Ancile Aero Luminoct = effects shield
Omni Bentidocht Adigo Ancile Thundora Luminoct = lightning compelling shield
Omni Bentidocht Adigo Ancile Visus Luminoct = force vision shield
Omni Bentidocht Adigo Ancile Pyro Taura Luminoct = energy glamour shield
Omni Bentidocht Adigo Ancile Necro Luminoct = death force shield
Omni Bentidocht Adigo Ancile Neuro Luminoct = mental force shield
Omni Bentidocht Adigo Ancile Aevus Luminoct = force time bubble shield
Omni Bentidocht Adigo Ancile Inanis Luminoct = void force shield
Omni Bentidocht Adigo Ancile Inanis Pyro Luminoct = black glamour shield
Omni Bentidocht Adigo Ancile Inanis Cyro Luminoct = black adaptive effects shield
Omni Bentidocht Adigo Ancile Inanis Aero Luminoct = force spacial shield
Omni Bentidocht Adigo Ancile Animus Luminoct = spirit force shield
Omni Bentidocht Adigo Ancile Inanis Neuro Luminoct = force memory removal shield
Omni Bentidocht Adigo Ancile Inanis Neuro Thundora Luminoct = force mind control shield
Omni Bentidocht Adigo Ancile Chao Luminoct = force chaos shield
Omni Bentidocht Adigo Ancile Inanis Aero Taura Luminoct = glamour shadow shield
Omni Bentidocht Adigo Ancile Inanis Aero Animus Liquentis Luminoct = black energy glamour shield
Omni Bentidocht Adigo Ancile Infinitio Luminoct = force infinity shield
Omni Bentidocht Adigo Ancile Taura Inifinitio Luminoct = infinite glamour shield
Omni Bentidocht Adigo Ancile Pyro Infinitio Luminoct = infinite energy shield
Omni Bentidocht Adigo Ancile Hydro Infinitio Luminoct = infinite adaptation shield
Omni Bentidocht Adigo Ancile Aevus Infinitio Luminoct = infinite force time shield

Omni Bentidocht Adigo Ancile Cyro Infinitio Luminocht = infinite adaptive effects shield
Omni Bentidocht Adigo Ancile Thundora Infinitio Luminocht = infinite lightning compelling shield
Omni Bentidocht Adigo Ancile Visus Infinitio Luminocht = infinite force vision shield
Omni Bentidocht Adigo Ancile Pyro Taura Infinitio Luminocht = infinite energy glamour shield
Omni Bentidocht Adigo Ancile Necro Infinitio Luminocht = infinite death force shield
Omni Bentidocht Adigo Ancile Neuro Infinitio Luminocht = infinite mind force shield
Omni Bentidocht Adigo Ancile Animus Infinitio Luminocht = imitation infinite spirit force shield
Omni Bentidocht Adigo Ancile Inanis Aero Animus Liquentis Infinitio Luminocht = permanent black power copy shield
Omni Bentidocht Adigo Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus
Subduco Caecus Apricatio Concertatio Imitatio Malus Obliquus Luminocht = all elements force shield

Subtractive Shields

To use these shields imagine a swirling upward of energy after saying the spell.

Omni Bentidocht Malus Ancile Luminocht = subtraction shield
Omni Bentidocht Malus Ancile Taura Luminocht = unseen shield
Omni Bentidocht Malus Ancile Pyro Luminocht = reverse shield
Omni Bentidocht Malus Ancile Hydro Luminocht = undoing shield
Omni Bentidocht Malus Ancile Cyro Luminocht = making shield
Omni Bentidocht Malus Ancile Aero Luminocht = nothing shield
Omni Bentidocht Malus Ancile Thundora Luminocht = lightning stop shield
Omni Bentidocht Malus Ancile Visus Luminocht = unseeing vision shield
Omni Bentidocht Malus Ancile Pyro Taura Luminocht = unseen reverse shield
Omni Bentidocht Malus Ancile Necro Luminocht = subtraction death shield
Omni Bentidocht Malus Ancile Neuro Luminocht = mental subtraction shield
Omni Bentidocht Malus Ancile Aevus Luminocht = subtraction time bubble shield
Omni Bentidocht Malus Ancile Inanis Luminocht = void subtraction shield
Omni Bentidocht Malus Ancile Inanis Pyro Luminocht = black reverse shield
Omni Bentidocht Malus Ancile Inanis Cyro Luminocht = black making shield
Omni Bentidocht Malus Ancile Inanis Aero Luminocht = nothing spacial shield
Omni Bentidocht Malus Ancile Animus Luminocht = spirit subtractive shield
Omni Bentidocht Malus Ancile Inanis Neuro Luminocht = subtractive memory removal shield
Omni Bentidocht Malus Ancile Inanis Neuro Thundora Luminocht = subtractive mind control shield
Omni Bentidocht Malus Ancile Chao Luminocht = subtraction chaos shield
Omni Bentidocht Malus Ancile Inanis Aero Taura Luminocht = unseen shadow shield
Omni Bentidocht Malus Ancile Inanis Aero Animus Liquentis Luminocht = black unseen reverse shield
Omni Bentidocht Malus Ancile Infinitio Luminocht = subtraction infinity shield
Omni Bentidocht Malus Ancile Taura Infinitio Luminocht = infinite unseen shield
Omni Bentidocht Malus Ancile Pyro Infinitio Luminocht = infinite reverse shield
Omni Bentidocht Malus Ancile Hydro Infinitio Luminocht = infinite undoing shield
Omni Bentidocht Malus Ancile Aevus Infinitio Luminocht = infinite subtraction time shield
Omni Bentidocht Malus Ancile Cyro Infinitio Luminocht = infinite making shield
Omni Bentidocht Malus Ancile Thundora Infinitio Luminocht = infinite lightning stop shield
Omni Bentidocht Malus Ancile Visus Infinitio Luminocht = infinite unseeing vision shield
Omni Bentidocht Malus Ancile Pyro Taura Infinitio Luminocht = infinite unseen reverse shield
Omni Bentidocht Malus Ancile Necro Infinitio Luminocht = infinite death subtraction shield
Omni Bentidocht Malus Ancile Neuro Infinitio Luminocht = infinite mind subtraction shield
Omni Bentidocht Malus Ancile Animus Infinitio Luminocht = imitation infinite spirit subtraction shield
Omni Bentidocht Malus Ancile Inanis Aero Animus Liquentis Infinitio Luminocht = permanent black unseen reverse shield
Omni Bentidocht Malus Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus
Subduco Caecus Apricatio Concertatio Imitatio Adigo Obliquus Luminocht = all elements subtraction shield

Indirect Shields

To use these shields imagine a swirling upward of energy after saying the spell.

- Omni Bentidocht Obliquus Ancile Luminoct = indirection shield
- Omni Bentidocht Obliquus Ancile Taura Luminoct = antimagic shield
- Omni Bentidocht Obliquus Ancile Pyro Luminoct = time bubble shield
- Omni Bentidocht Obliquus Ancile Hydro Luminoct = death shield
- Omni Bentidocht Obliquus Ancile Cyro Luminoct = death change shield
- Omni Bentidocht Obliquus Ancile Aero Luminoct = change shield
- Omni Bentidocht Obliquus Ancile Thundora Luminoct = lightning change shield
- Omni Bentidocht Obliquus Ancile Visus Luminoct = other vision shield
- Omni Bentidocht Obliquus Ancile Pyro Taura Luminoct = antimagic time shield
- Omni Bentidocht Obliquus Ancile Neuro Luminoct = mental indirection shield
- Omni Bentidocht Obliquus Ancile Inanis Luminoct = void indirection shield
- Omni Bentidocht Obliquus Ancile Inanis Pyro Luminoct = black time shield
- Omni Bentidocht Obliquus Ancile Inanis Cyro Luminoct = black death change shield
- Omni Bentidocht Obliquus Ancile Inanis Aero Luminoct = reverse spacial shield
- Omni Bentidocht Obliquus Ancile Animus Luminoct = spirit indirection shield
- Omni Bentidocht Obliquus Ancile Inanis Neuro Luminoct = indirect memory removal shield
- Omni Bentidocht Obliquus Ancile Inanis Neuro Thundora Luminoct = indirect mind control shield
- Omni Bentidocht Obliquus Ancile Chao Luminoct = indirect chaos shield
- Omni Bentidocht Obliquus Ancile Inanis Aero Taura Luminoct = indirect shadow shield
- Omni Bentidocht Obliquus Ancile Inanis Aero Animus Liquentis Luminoct = black antimagic time shield
- Omni Bentidocht Obliquus Ancile Infinitio Luminoct = indirect infinity shield
- Omni Bentidocht Obliquus Ancile Taura Inifinitio Luminoct = infinite antimagic shield
- Omni Bentidocht Obliquus Ancile Pyro Infinitio Luminoct = infinite time shield
- Omni Bentidocht Obliquus Ancile Hydro Infinitio Luminoct = infinite death shield
- Omni Bentidocht Obliquus Ancile Cyro Infinitio Luminoct = infinite death change shield
- Omni Bentidocht Obliquus Ancile Thundora Infinitio Luminoct = infinite lightning stop shield
- Omni Bentidocht Obliquus Ancile Visus Infinitio Luminoct = infinite other vision shield
- Omni Bentidocht Obliquus Ancile Pyro Taura Infinitio Luminoct = infinite antimagic time shield
- Omni Bentidocht Obliquus Ancile Neuro Infinitio Luminoct = infinite mind indirection shield
- Omni Bentidocht Obliquus Ancile Animus Infinitio Luminoct = infinite spirit indirection shield
- Omni Bentidocht Obliquus Ancile Inanis Aero Animus Liquentis Infinitio Luminoct = permanant black antimagic time shield
- Omni Bentidocht Obliquus Ancile Liquentis Hydro Cyro Aero Thundora Cosmio Inanis Magicus Iniquus Maleficus Subduco Caecus Apricatio Concertatio Imitatio Adigo Malus Luminoct = all elements indirection shield

Control

Use the focused thought of the effect to happen and feel it happen while saying spell.

- Omni Neuro Taura Bentidocht = earth and mind control
- Omni Animus Taura Bentidocht = earth and spirit manipulation
- Omni Cosmio Taura Bentidocht = earth and total domination

- Omni Neuro Liquentis Bentidocht = lava control
- Omni Animus Liquentis Bentidocht = lava manipulation
- Omni Cosmio Liquentis Bentidocht = lava mastery

Omni Neuro Pyro Bentidocht = fire control
Omni Animus Pyro Bentidocht = fire manipulation
Omni Cosmio Pyro Bentidocht = fire mastery

Omni Neuro Hydro Bentidocht = water control
Omni Animus Hydro Bentidocht = water manipulation
Omni Cosmio Hydro Bentidocht = water mastery

Omni Neuro Cyro Bentidocht = ice control
Omni Animus Cyro Bentidocht = ice manipulation
Omni Cosmio Cyro Bentidocht = ice mastery

Omni Neuro Thundora Bentidocht = air control
Omni Animus Thundora Bentidocht = air manipulation
Omni Cosmio Thundora Bentidocht = air mastery

Omni Neuro Bentidocht = aether control
Omni Animus Bentidocht = ether manipulation
Omni Cosmio Bentidocht = akasha mastery

Omni Neuro Inanis Pyro Bentidocht = black fire control
Omni Animus Inanis Pyro Bentidocht = black fire manipulation
Omni Cosmio Inanis Pyro Bentidocht = black fire mastery

Omni Neuro Inanis Aero Animus Liquentis Bentidocht = black lava control
Omni Animus Inanis Aero Animus Liquentis Bentidocht = black lava manipulation
Omni Cosmio Inanis Aero Animus Liquentis Bentidocht = black lava mastery

Omni Neuro Inanis Cyro Bentidocht = black ice control
Omni Animus Inanis Cyro Bentidocht = black ice manipulation
Omni Cosmio Inanis Cyro Bentidocht = black ice mastery

Omni Neuro Inanis Aero Bentidocht = space control
Omni Animus Inanis Aero Bentidocht = space manipulation
Omni Cosmio Inanis Aero Bentidocht = space mastery

Omni Neuro Inanis Aero Pyro Bentidocht = plasma control
Omni Animus Inanis Aero Pyro Bentidocht = plasma manipulation
Omni Cosmio Inanis Aero Pyro Bentidocht = plasma mastery

Omni Neuro Inanis Aero Animus Bentidocht = chaos control
Omni Animus Inanis Aero Animus Bentidocht = chaos manipulation
Omni Cosmio Inanis Aero Animus Bentidocht = chaos mastery

Omni Neuro Inanis Bentidocht = void control
Omni Animus Taura Bentidocht = void manipulation
Omni Cosmio Taura Bentidocht = void mastery

Omni Neuro Inanis Pyro Bentidocht = black fire control
Omni Animus Inanis Pyro Bentidocht = black fire manipulation
Omni Cosmio Inanis Pyro Bentidocht = black fire mastery

Omni Neuro Inanis Cyro Bentidocht = black ice control
Omni Animus Inanis Cyro Bentidocht = black ice manipulation
Omni Cosmio Inanis Cyro Bentidocht = black ice mastery

- Omni Neuro Inanis Aero Bentidocht = space control
- Omni Animus Inanis Aero Bentidocht = space manipulation
- Omni Cosmio Inanis Aero Bentidocht = space mastery

- Omni Neuro Inanis Thundora Bentidocht = black lightning control
- Omni Animus Inanis Thundora Bentidocht = black lightning manipulation
- Omni Cosmio Inanis Thundora Bentidocht = black lightning mastery

- Omni Neuro Inanis Animus Bentidocht = soul space control
- Omni Animus Inanis Animus Bentidocht = soul space manipulation
- Omni Cosmio Inanis Animus Bentidocht = soul space mastery

- Omni Neuro Inanis Aero Pyro Bentidocht = black plasma control
- Omni Animus Inanis Aero Pyro Bentidocht = black plasma manipulation
- Omni Cosmio Inanis Aero Pyro Bentidocht = black plasma mastery

- Omni Neuro Inanis Aero Animus Lipientis Bentidocht = black lava control
- Omni Animus Inanis Aero Animus Lipientis Bentidocht = black lava manipulation
- Omni Cosmio Inanis Aero Animus Lipientis Bentidocht = black lava mastery

- Omni Neuro Inversio Taura Bentidocht = faery earth control
- Omni Animus Inversio Taura Bentidocht = faery earth manipulation
- Omni Cosmio Inversio Taura Bentidocht = faery earth mastery

- Omni Neuro Inversio Pyro Bentidocht = faery fire control
- Omni Animus Inversio Pyro Bentidocht = faery fire manipulation
- Omni Cosmio Inversio Pyro Bentidocht = faery fire mastery

- Omni Neuro Inversio Cyro Bentidocht = faery ice control
- Omni Animus Inversio Cyro Bentidocht = faery ice manipulation
- Omni Cosmio Inversio Cyro Bentidocht = faery ice mastery

- Omni Neuro Inversio Aero Bentidocht = faery air control
- Omni Animus Inversio Aero Bentidocht = faery air manipulation
- Omni Cosmio Inversio Aero Bentidocht = faery air mastery

- Omni Neuro Inversio Thundora Bentidocht = faery lightning control
- Omni Animus Inversio Thundora Bentidocht = faery lightning manipulation
- Omni Cosmio Inversio Thundora Bentidocht = faery lightning mastery

- Omni Neuro Magicus Bentidocht = magical control
- Omni Animus Magicus Bentidocht = magical manipulation
- Omni Cosmio Magicus Bentidocht = magical mastery

- Omni Neuro Inanis Inversio Aero Bentidocht = breathable space control
- Omni Animus Inanis Inversio Aero Bentidocht = breathable space manipulation
- Omni Cosmio Inanis Inversio Aero Bentidocht = breathable space mastery

- Omni Neuro Inanis Inversio Pyro Bentidocht = absorbtion black fire control
- Omni Animus Inanis Inversio Pyro Bentidocht = absorbtion black fire manipulation
- Omni Cosmio Inanis Inversio Pyro Bentidocht = absorbtion black fire space mastery

- Omni Neuro Inanis Inversio Cyro Bentidocht = healing black ice control

Omni Animus Inanis Inversio Cyro Bentidocht = healing black ice manipulation
Omni Cosmio Inanis Inversio Cyro Bentidocht = healing black ice space mastery

Omni Neuro Inanis Aero Inversio Pyro Bentidocht = absorbing plasma control
Omni Animus Inanis Inversio Pyro Bentidocht = absorbing plasma manipulation
Omni Cosmio Inanis Inversio Pyro Bentidocht = absorbing plasma space mastery

Omni Neuro Inanis Inversio Liquentis Bentidocht = mutative black lava control
Omni Animus Inanis Inversio Liquentis Bentidocht = mutative black lava manipulation
Omni Cosmio Inanis Inversio Liquentis Bentidocht = mutative black lava mastery

Omni Neuro Penetro Bentidocht = penetrating earth control
Omni Animus Penetro Bentidocht = penetrating earth manipulation
Omni Cosmio Penetro Bentidocht = penetrating earth mastery

Omni Neuro Penetro Commutatus Bentidocht = penetrating change earth control
Omni Animus Penetro Commutatus Bentidocht = penetrating change earth manipulation
Omni Cosmio Penetro Commutatus Bentidocht = penetrating change earth mastery

Omni Neuro Commutatus Bentidocht = change fire control
Omni Animus Commutatus Bentidocht = change fire control manipulation
Omni Cosmio Commutatus Bentidocht = change fire control mastery

Omni Neuro Potus Bentidocht = absorbing water control
Omni Animus Potus Bentidocht = absorbing water manipulation
Omni Cosmio Potus Bentidocht = absorbing water mastery

Omni Neuro Potus Abfabricatio Bentidocht = absorbing remaking ice control
Omni Animus Potus Abfabricatio Bentidocht = absorbing remaking ice manipulation
Omni Cosmio Abfabricatio Bentidocht = absorbing remaking ice mastery

Omni Neuro Abfabricatio Bentidocht = remaking air control
Omni Animus Abfabricatio Bentidocht = remaking air manipulation
Omni Cosmio Abfabricatio Bentidocht = remaking air mastery

Omni Neuro Defluo Bentidocht = disappearing lightning control
Omni Animus Defluo Bentidocht = disappearing lightning manipulation
Omni Cosmio Defluo Bentidocht = disappearing lightning mastery

Omni Neuro Iniquus Bentidocht = adverse control
Omni Animus Iniquus Bentidocht = adverse manipulation
Omni Cosmio Iniquus Bentidocht = adverse mastery

Omni Neuro Inanis Abfabricatio Bentidocht = remaking space control
Omni Animus Inanis Abfabricatio Bentidocht = remaking space manipulation
Omni Cosmio Inanis Abfabricatio Bentidocht = remaking space mastery

Omni Neuro Inanis Commutatus Bentidocht = black fire change control
Omni Animus Inanis Commutatus Bentidocht = black fire change manipulation
Omni Cosmio Inanis Commutatus Bentidocht = black fire change mastery

Omni Neuro Inanis Potus Abfabricatio Bentidocht = black ice absorbing remaking control
Omni Animus Inanis Potus Abfabricatio Bentidocht = black ice absorbing remaking manipulation
Omni Cosmio Inanis Potus Abfabricatio Bentidocht = black ice absorbing remaking mastery

Omni Neuro Inanis Commutatus Bentidocht = change plasma control
Omni Animus Inanis Commutatus Bentidocht = change plasma manipulation
Omni Cosmio Inanis Aero Commutatus Bentidocht = change plasma mastery

Omni Neuro Inanis Abfabricatio Bentidocht = remaking space control
Omni Animus Inanis Abfabricatio Bentidocht = remaking space manipulation
Omni Cosmio Inanis Abfabricatio Bentidocht = remaking space mastery

Omni Neuro Inanis Penetro Commutatus Bentidocht = mutative black lava control
Omni Animus Inanis Penetro Commutatus Bentidocht = mutative black lava manipulation
Omni Cosmio Inanis Penetro Commutatus Bentidocht = mutative black lava mastery

Omni Neuro Medicatus Bentidocht = charm earth control
Omni Animus Medicatus Bentidocht = charm earth manipulation
Omni Cosmio Medicatus Bentidocht = charm earth mastery

Omni Neuro Medicatus Mutus Bentidocht = charmed mutation earth control
Omni Animus Medicatus Mutus Bentidocht = charmed mutation earth manipulation
Omni Cosmio Medicatus Mutus Bentidocht = charmed mutation

earth mastery
Omni Neuro Mutus Bentidocht = mutation fire control
Omni Animus Mutus Bentidocht = mutation fire control manipulation
Omni Cosmio Mutus Bentidocht = mutation fire control mastery

Omni Neuro Moderatus Bentidocht = control water control
Omni Animus Moderatus Bentidocht = control water manipulation
Omni Cosmio Moderatus Bentidocht = control water mastery

Omni Neuro Moderatus Ennervatus Bentidocht = controlled domination ice control
Omni Animus Moderatus Ennervatus Bentidocht = controlled domination ice manipulation
Omni Cosmio Moderatus Ennervatus Bentidocht = controlled domination ice mastery

Omni Neuro Ennervatus Bentidocht = dominating air control
Omni Animus Ennervatus Bentidocht = dominating air manipulation
Omni Cosmio Ennervatus Bentidocht = dominating air mastery

Omni Neuro Fulmeneu Bentidocht = disappearing lightning control
Omni Animus Fulmeneu Bentidocht = disappearing lightning manipulation
Omni Cosmio Fulmeneu Bentidocht = disappearing lightning mastery

Omni Neuro Maleficus Bentidocht = evil control
Omni Animus Maleficus Bentidocht = evil manipulation
Omni Cosmio Maleficus Bentidocht = evil mastery

Omni Neuro Inanis Ennervatus Bentidocht = dominating space control
Omni Animus Inanis Ennervatus Bentidocht = domination space manipulation
Omni Cosmio Inanis Ennervatus Bentidocht = dominating space mastery

Omni Neuro Inanis Mutus Bentidocht = black fire mutation control
Omni Animus Inanis Mutus Bentidocht = black fire mutation manipulation
Omni Cosmio Inanis Mutus Bentidocht = black fire mutation mastery

- Omni Neuro Inanis Moderatus Ennervatus Bentidocht = black ice controlled domination control
- Omni Animus Inanis Moderatus Ennervatus Bentidocht = black ice controlled domination manipulation
- Omni Cosmio Inanis Moderatus Ennervatus Bentidocht = black ice controlled domination mastery

- Omni Neuro Inanis Mutus Bentidocht = mutation plasma control
- Omni Animus Inanis Mutus Bentidocht = mutation plasma manipulation
- Omni Cosmio Inanis Aero Mutus Bentidocht = mutation plasma mastery

- Omni Neuro Inanis Medicatus Mutus Bentidocht = charm mutative black lava control
- Omni Animus Inanis Penetro Commutatus Bentidocht = charm mutative black lava manipulation
- Omni Cosmio Inanis Penetro Commutatus Bentidocht = charm mutative black lava mastery

- Omni Neuro Occultatio Bentidocht = concealment earth control
- Omni Animus Occultatio Bentidocht = concealment earth manipulation
- Omni Cosmio Occultatio Bentidocht = concealment earth mastery

- Omni Neuro Occultatio Simulo Bentidocht = concealed cloning control
- Omni Animus Occultatio Simulo Bentidocht = concealed cloning manipulation
- Omni Cosmio Occultatio Simulo Bentidocht = concealed cloning mastery

- Omni Neuro Simulo Bentidocht = cloning fire control
- Omni Animus Simulo Bentidocht = cloning fire manipulation
- Omni Cosmio Simulo Bentidocht = cloning fire mastery

- Omni Neuro Exhaurio Bentidocht = draining water control
- Omni Animus Exhaurio Bentidocht = draining water manipulation
- Omni Cosmio Exhaurio Bentidocht = draining water mastery

- Omni Neuro Exhaurio Aspectus Bentidocht = remove illusion ice control
- Omni Animus Exhaurio Aspectus Bentidocht = remove illusion ice manipulation
- Omni Cosmio Exhaurio Aspectus Bentidocht = remove illusion ice mastery

- Omni Neuro Aspectus Bentidocht = illusion air control
- Omni Animus Aspectus Bentidocht = illusion air manipulation
- Omni Cosmio Aspectus Bentidocht = illusion air mastery

- Omni Neuro Simultudo Bentidocht = illusion lightning control
- Omni Animus Simultudo Bentidocht = illusion lightning manipulation
- Omni Cosmio Simultudo Bentidocht = illusion lightning mastery

- Omni Neuro Imitatio Bentidocht = imitation control
- Omni Animus Imitatio Bentidocht = imitation manipulation
- Omni Cosmio Imitatio Bentidocht = imitation mastery

- Omni Neuro Inanis Aspectus Bentidocht = illusion space control
- Omni Animus Inanis Aspectus Bentidocht = illusion space manipulation
- Omni Cosmio Inanis Aspectus Bentidocht = illusion space mastery

- Omni Neuro Inanis Simulo Bentidocht = cloning fire mutation control
- Omni Animus Inanis Simulo Bentidocht = cloning fire mutation manipulation
- Omni Cosmio Inanis Simulo Bentidocht = cloning fire mutation mastery

- Omni Neuro Inanis Exhaurio Aspectus Bentidocht = black ice remove illusion control
- Omni Animus Inanis Exhaurio Aspectus Bentidocht = black ice remove illusion control manipulation
- Omni Cosmio Inanis Exhaurio Aspectus Bentidocht = black ice remove illusion control mastery

- Omni Neuro Inanis Simulo Bentidocht = cloning plasma control
- Omni Animus Inanis Simulo Bentidocht = cloning plasma manipulation
- Omni Cosmio Inanis Simulo Bentidocht = cloning plasma mastery

- Omni Neuro Inanis Occultatio Simulo Bentidocht = concealed cloning black lava control
- Omni Animus Inanis Occultatio Simulo Bentidocht = concealed cloning black lava manipulation
- Omni Cosmio Inanis Occultatio Simulo Bentidocht = concealed cloning black lava black lava mastery

- Omni Neuro Occultatio Bentidocht = concealment earth control
- Omni Animus Occultatio Bentidocht = concealment earth manipulation
- Omni Cosmio Occultatio Bentidocht = concealment earth mastery

- Omni Neuro Occultatio Simulo Bentidocht = concealed cloning control
- Omni Animus Occultatio Simulo Bentidocht = concealed cloning manipulation
- Omni Cosmio Occultatio Simulo Bentidocht = concealed cloning mastery

- Omni Neuro Simulo Bentidocht = cloning fire control
- Omni Animus Simulo Bentidocht = cloning fire manipulation
- Omni Cosmio Simulo Bentidocht = cloning fire mastery

- Omni Neuro Exhaurio Bentidocht = draining water control
- Omni Animus Exhaurio Bentidocht = draining water manipulation
- Omni Cosmio Exhaurio Bentidocht = draining water mastery

- Omni Neuro Exhaurio Aspectus Bentidocht = remove illusion ice control
- Omni Animus Exhaurio Aspectus Bentidocht = remove illusion ice manipulation
- Omni Cosmio Exhaurio Aspectus Bentidocht = remove illusion ice mastery

- Omni Neuro Aspectus Bentidocht = illusion air control
- Omni Animus Aspectus Bentidocht = illusion air manipulation
- Omni Cosmio Aspectus Bentidocht = illusion air mastery

- Omni Neuro Simultudo Bentidocht = illusion lightning control
- Omni Animus Simultudo Bentidocht = illusion lightning manipulation
- Omni Cosmio Simultudo Bentidocht = illusion lightning mastery

- Omni Neuro Imitatio Bentidocht = imitation control
- Omni Animus Imitatio Bentidocht = imitation manipulation
- Omni Cosmio Imitatio Bentidocht = imitation mastery

- Omni Neuro Inanis Aspectus Bentidocht = illusion space control
- Omni Animus Inanis Aspectus Bentidocht = illusion space manipulation
- Omni Cosmio Inanis Aspectus Bentidocht = illusion space mastery

- Omni Neuro Inanis Simulo Bentidocht = cloning fire mutation control
- Omni Animus Inanis Simulo Bentidocht = cloning fire mutation manipulation
- Omni Cosmio Inanis Simulo Bentidocht = cloning fire mutation mastery

- Omni Neuro Inanis Exhaurio Aspectus Bentidocht = black ice remove illusion control
- Omni Animus Inanis Exhaurio Aspectus Bentidocht = black ice remove illusion control manipulation
- Omni Cosmio Inanis Exhaurio Aspectus Bentidocht = black ice remove illusion control mastery

- Omni Neuro Inanis Simulo Bentidocht = cloning plasma control
- Omni Animus Inanis Simulo Bentidocht = cloning plasma manipulation
- Omni Cosmio Inanis Simulo Bentidocht = cloning plasma mastery

- Omni Neuro Inanis Occultatio Simulo Bentidoct = concealed cloning black lava control
- Omni Animus Inanis Occultatio Simulo Bentidoct = concealed cloning black lava manipulation
- Omni Cosmio Inanis Occultatio Simulo Bentidoct = concealed cloning black lava black lava mastery

- Omni Neuro Opacus Bentidoct = shadow earth control
- Omni Animus Opacus Bentidoct = shadow earth manipulation
- Omni Cosmio Opacus Bentidoct = shadow earth mastery

- Omni Neuro Opacus Reductio Simulo Bentidoct = shadow restoration lava control
- Omni Animus Opacus Reductio Simulo Bentidoct = shadow restoration lava manipulation
- Omni Cosmio Opacus Reductio Simulo Bentidoct = shadow restoration lava mastery

- Omni Neuro Reductio Bentidoct= restoration fire control
- Omni Animus Reductio Bentidoct= restoration fire manipulation
- Omni Cosmio Reductio Bentidoct= restoration fire mastery

- Omni Neuro Solidus Bentidoct = substance water control
- Omni Animus Solidus Bentidoct = substance water manipulation
- Omni Cosmio Solidus Bentidoct = substance water mastery

- Omni Neuro Solidus Integumentum Bentidoct = substance cloaking ice control
- Omni Animus Solidus Integumentum Bentidoct = substance cloaking ice manipulation
- Omni Cosmio Solidus Integumentum Bentidoct = substance cloaking ice mastery

- Omni Neuro Integumentum Bentidoct = cloaking air control
- Omni Animus Integumentum Bentidoct = cloaking air manipulation
- Omni Cosmio Integumentum Bentidoct = cloaking air mastery

- Omni Neuro Obscuro Bentidoct = cloaked lightning control
- Omni Animus Obscuro Bentidoct = cloaked lightning manipulation
- Omni Cosmio Obscuro Bentidoct = cloaked lightning mastery

- Omni Neuro Caecus Bentidoct = dark control
- Omni Animus Caecus Bentidoct = dark manipulation
- Omni Cosmio Caecus Bentidoct = dark mastery

- Omni Neuro Inanis Opacus Bentidoct = void shadow control
- Omni Animus Inanis Opacus Bentidoct = void shadow manipulation
- Omni Cosmio Inanis Opacus Bentidoct = void shadow mastery

- Omni Neuro Inanis Integumentum Bentidoct = shadow space control
- Omni Animus Inanis Integumentum Bentidoct = shadow space manipulation
- Omni Cosmio Inanis Integumentum Bentidoct = shadow space mastery

- Omni Neuro Inanis Reductio Bentidoct = restoration fire mutation control
- Omni Animus Inanis Reductio Bentidoct = restoration fire mutation manipulation
- Omni Cosmio Inanis Reductio Bentidoct = restoration fire mutation mastery

- Omni Neuro Inanis Solidus Integumentum Bentidoct = black ice substance cloaking control
- Omni Animus Inanis Solidus Integumentum Bentidoct = black ice substance cloaking control manipulation
- Omni Cosmio Inanis Solidus Integumentum Bentidoct = black ice substance cloaking control mastery

- Omni Neuro Inanis Reductio Bentidoct = dark restoration plasma control
- Omni Animus Inanis Reductio Bentidoct = dark restoration plasma manipulation

Omni Cosmio Inanis Reductio Bentidocht = dark restoration plasma mastery

Omni Neuro Inanis Opacus Reductio Bentidocht = shadow restoration black lava control
Omni Animus Inanis Opacus Reductio Bentidocht = shadow restoration black lava manipulation
Omni Cosmio Inanis Opacus Reductio Bentidocht = shadow restoration black lava mastery

Omni Neuro Genero Bentidocht = life earth control
Omni Animus Genero Bentidocht = life earth manipulation
Omni Cosmio Genero Bentidocht = life earth mastery

Omni Neuro Genero Elevo Bentidocht = life light lava control
Omni Animus Genero Elevo Bentidocht = life light lava manipulation
Omni Cosmio Genero Elevo Bentidocht = life light lava mastery

Omni Neuro Elevo Bentidocht = light control
Omni Animus Elevo Bentidocht= light manipulation
Omni Cosmio Elevo Bentidocht= light mastery

Omni Neuro Facio Bentidocht = positive water control
Omni Animus Facio Bentidocht = positive water manipulation
Omni Cosmio Facio Bentidocht = positive water mastery

Omni Neuro Facio Incalfacio Bentidocht = positive heat ice control
Omni Animus Facio Incalfacio Bentidocht = positive heat ice manipulation
Omni Cosmio Facio Incalfacio Bentidocht = positive heat ice mastery

Omni Neuro Incalfacio Bentidocht = heat control
Omni Animus Facio Incalfacio Bentidocht = positive heat ice manipulation
Omni Cosmio Facio Incalfacio Bentidocht = positive heat ice mastery

Omni Neuro Exuro Bentidocht = heat lightning control
Omni Animus Exuro Bentidocht = heat lightning manipulation
Omni Cosmio Exuro Bentidocht = heat lightning mastery

Omni Neuro Apricatio Bentidocht = sunlight control
Omni Animus Apricatio Bentidocht = sunlight manipulation
Omni Cosmio Apricatio Bentidocht = sunlight mastery

Omni Neuro Inanis Genero Bentidocht = life black fire control
Omni Animus Inanis Genero Bentidocht = life black fire manipulation
Omni Cosmio Inanis Genero Bentidocht = life black fire mastery

Omni Neuro Inanis Incalfacio Bentidocht = heat space control
Omni Animus Inanis Incalfacio Bentidocht = heat space manipulation
Omni Cosmio Inanis Incalfacio Bentidocht = heat space mastery

Omni Neuro Inanis Elevo Bentidocht = black light control
Omni Animus Inanis Elevo Bentidocht = black light manipulation
Omni Cosmio Inanis Elevo Bentidocht = black light mastery

Omni Neuro Inanis Facio Incalfacio Bentidocht = black ice positive heat control
Omni Animus Inanis Facio Incalfacio Bentidocht = black ice positive heat control manipulation
Omni Cosmio Inanis Facio Incalfacio Bentidocht = black ice positive heat cloaking control mastery

Omni Neuro Inanis Elevo Bentidocht = light plasma control

Omni Animus Inanis Elevo Bentidoct = light plasma manipulation
Omni Cosmio Inanis Elevo Bentidoct = light plasma mastery

Omni Neuro Inanis Genero Elevo Bentidoct = life light black lava control
Omni Animus Inanis Genero Elevo Bentidoct = life light black lava black lava manipulation
Omni Cosmio Inanis Genero Elevo Bentidoct = life light black lava black lava mastery

Omni Neuro Chao Bentidoct = chaos control
Omni Animus Chao Bentidoct = chaos manipulation
Omni Cosmio Chao Bentidoct = chaos mastery

Omni Neuro Chao Disturbatio Bentidoct = chaotic destruction lava control
Omni Animus Chao Disturbatio Bentidoct = chaotic destruction lava manipulation
Omni Cosmio Chao Disturbatio Bentidoct = chaotic destruction lava mastery

Omni Neuro Disturbato Bentidoct = destruction fire control
Omni Animus Disturbato Bentidoct = destruction fire manipulation
Omni Cosmio Disturbato Bentidoct = destruction fire mastery

Omni Neuro Maledico Bentidoct = abusive control
Omni Animus Maledico Bentidoct = abusive manipulation
Omni Cosmio Maledico Bentidoct = abusive mastery

Omni Neuro Maledico Incursio Bentidoct = abusive collision ice control
Omni Animus Incursio Bentidoct = abusive collision ice manipulation
Omni Cosmio Incursio Bentidoct = abusive collision ice mastery

Omni Neuro Incursio Bentidoct = collision air control
Omni Animus Incursio Bentidoct = collision air manipulation
Omni Cosmio Incursio Bentidoct = collision air mastery

Omni Neuro Conlido Bentidoct = collision lightning control
Omni Animus Conlido Bentidoct = collision lightning manipulation
Omni Cosmio Conlido Bentidoct = collision lightning mastery

Omni Neuro Concertatio Bentidoct = strife control
Omni Animus Concertatio Bentidoct = strife manipulation
Omni Cosmio Concertatio Bentidoct = strife mastery

Omni Neuro Inanis Disturbatio Bentidoct = destruction black fire control
Omni Animus Inanis Disturbatio Bentidoct = destruction black fire manipulation
Omni Cosmio Inanis Disturbatio Bentidoct = destruction black fire mastery

Omni Neuro Inanis Incursio Bentidoct = collision space control
Omni Animus Inanis Incursio Bentidoct = collision space manipulation
Omni Cosmio Inanis Incursio Bentidoct = collision space mastery

Omni Neuro Inanis Maledico Incursio Bentidoct = black ice abusive collisive control
Omni Animus Inanis Maledico Incursio Bentidoct = black ice abusive collisive control manipulation
Omni Cosmio Inanis Maledico Incursio Bentidoct = black ice abusive collisive cloaking control mastery

Omni Neuro Inanis Disturbatio Bentidoct = destruction plasma control

- Omni Animus Inanis Disturbatio Bentidoct = destruction plasma manipulation
- Omni Cosmio Inanis Disturbatio Bentidoct = destruction plasma mastery
- Omni Neuro Inanis Chao Disturbatio Bentidoct = chaotic destructive black lava control
- Omni Animus Inanis Chao Disturbatio Bentidoct = chaotic destructive black lava black lava manipulation
- Omni Cosmio Inanis Chao Disturbatio Bentidoct = chaotic destructive black lava black lava mastery
- Omni Neuro Efficio Bentidoct = power control
- Omni Animus Efficio Bentidoct = power manipulation
- Omni Cosmio Efficio Bentidoct = power mastery
- Omni Neuro Efficio Descriptio Bentidoct = lava control
- Omni Animus Chao Disturbatio Bentidoct = chaotic destruction lava manipulation
- Omni Cosmio Chao Disturbatio Bentidoct = chaotic destruction lava mastery
- Omni Neuro Descriptio Bentidoct = copy fire control
- Omni Animus Descriptio Bentidoct = copy fire manipulation
- Omni Cosmio Descriptio Bentidoct = copy fire mastery
- Omni Neuro Imago Bentidoct = mirror control
- Omni Animus Imago Bentidoct = mirror manipulation
- Omni Cosmio Imago Bentidoct = mirror mastery
- Omni Neuro Imago Communio Bentidoct = sharing mirror ice control
- Omni Animus Imago Communio Bentidoct = sharing mirror ice manipulation
- Omni Cosmio Imago Communio Bentidoct = sharing mirror ice mastery
- Omni Neuro Communio Bentidoct = sharing air control
- Omni Animus Communio Bentidoct = sharing air manipulation
- Omni Cosmio Communio Bentidoct = sharing air mastery
- Omni Neuro Transcribo Bentidoct = copy lightning control
- Omni Animus Transcribo Bentidoct = copy lightning manipulation
- Omni Cosmio Transcribo Bentidoct = copy lightning mastery
- Omni Neuro Imitatio Bentidoct = imitation control
- Omni Animus Imitatio Bentidoct = imitation manipulation
- Omni Cosmio Imitatio Bentidoct = imitation mastery
- Omni Neuro Inanis Descriptio Bentidoct = copy black fire control
- Omni Animus Inanis Descriptio Bentidoct = copy black fire manipulation
- Omni Cosmio Inanis Descriptio Bentidoct = copy black fire mastery
- Omni Neuro Inanis Communio Bentidoct = copy space control
- Omni Animus Inanis Communio Bentidoct = copy space manipulation
- Omni Cosmio Inanis Communio Bentidoct = copy space mastery
- Omni Neuro Inanis Imago Communio Bentidoct = black ice sharing mirror control
- Omni Animus Inanis Imago Communio Bentidoct = black ice sharing mirror control manipulation
- Omni Cosmio Inanis Imago Communio Bentidoct = black ice sharing mirror collisive cloaking control mastery

Omni Neuro Inanis Descriptio Bentidocht = copy plasma control	
Omni Animus Inanis Descriptio Bentidocht = copy plasma manipulation	
Omni Cosmio Inanis Descriptio Bentidocht = copy plasma mastery	
Omni Neuro Inanis Efficio Descriptio Bentidocht = power copy black lava control	
Omni Animus Inanis Efficio Descriptio Bentidocht = power copy black lava black lava manipulation	
Omni Cosmio Inanis Efficio Descriptio Bentidocht = power copy black lava black lava mastery	
Omni Neuro Appono Bentidocht = glamour control	
Omni Animus Appono Bentidocht = glamour manipulation	
Omni Cosmio Appono Bentidocht = glamour mastery	
Omni Neuro Appono Multus Bentidocht = permanent glamour lava control	
Omni Animus Appono Multus Bentidocht = permanent glamour lava manipulation	
Omni Cosmio Appono Multus Bentidocht = permanent glamour lava mastery	
Omni Neuro Multus Bentidocht = energy fire control	
Omni Animus Multus Bentidocht = energy fire manipulation	
Omni Cosmio Multus Bentidocht = energy fire mastery	
Omni Neuro Comformo Bentidocht = adaptation control	
Omni Animus Comformo Bentidocht = adaptation manipulation	
Omni Cosmio Comformo Bentidocht = adaptation mastery	
Omni Neuro Comformo Effectus Bentidocht = adaptive effects ice control	
Omni Animus Comformo Effectus Bentidocht = adaptive effects ice manipulation	
Omni Cosmio Comformo Effectus Bentidocht = adaptive effects ice mastery	
Omni Neuro Effectus Bentidocht = effects air control	
Omni Animus Effectus Bentidocht = effects air manipulation	
Omni Cosmio Effectus Bentidocht = effects air mastery	
Omni Neuro Compello Bentidocht = compelling lightning control	
Omni Animus Compello Bentidocht = compelling lightning manipulation	
Omni Cosmio Compello Bentidocht = compelling lightning mastery	
Omni Neuro Adigo Bentidocht = force control	
Omni Animus Adigo Bentidocht = force manipulation	
Omni Cosmio Adigo Bentidocht = force mastery	
Omni Neuro Inanis Multus Bentidocht = energy black fire control	
Omni Animus Inanis Multus Bentidocht = energy black fire manipulation	
Omni Cosmio Inanis Multus Bentidocht = energy black fire mastery	
Omni Neuro Inanis Effectus Bentidocht = energy space control	
Omni Animus Inanis Effectus Bentidocht = energy space manipulation	
Omni Cosmio Inanis Effectus Bentidocht = energy space mastery	
Omni Neuro Inanis Comformo Effectus Bentidocht = black ice adaptive effects control	
Omni Animus Inanis Comformo Effectus Bentidocht = black ice adaptive effects control manipulation	
Omni Cosmio Inanis Comformo Effectus Bentidocht = black ice adaptive effects control mastery	

- Omni Neuro Inanis Multus Bentidocht = energy plasma control
- Omni Animus Inanis Multus Bentidocht = energy plasma manipulation
- Omni Cosmio Inanis Multus Bentidocht = energy plasma mastery

- Omni Neuro Inanis Appono Multus Bentidocht = permanent glamour black lava control
- Omni Animus Inanis Appono Multus Bentidocht = permanent glamour black lava black lava manipulation
- Omni Cosmio Inanis Appono Multus Bentidocht = permanent glamour black lava black lava mastery

- Omni Neuro Caecus Bentidocht = unseen control
- Omni Animus Caecus Bentidocht = unseen manipulation
- Omni Cosmio Caecus Bentidocht = unseen mastery

- Omni Neuro Caecus Retexo Bentidocht = unseen reverse lava control
- Omni Animus Caecus Retexo Bentidocht = unseen reverse lava manipulation
- Omni Cosmio Caecus Retexo Bentidocht = unseen reverse lava mastery

- Omni Neuro Retexo Bentidocht = reverse fire control
- Omni Animus Retexo Bentidocht = reverse fire manipulation
- Omni Cosmio Retexo Bentidocht = reverse fire mastery

- Omni Neuro Fabricatio Bentidocht = undoing control
- Omni Animus Fabricatio Bentidocht = undoing manipulation
- Omni Cosmio Fabricatio Bentidocht = undoing mastery

- Omni Neuro Fabricatio Redeo Bentidocht = making ice control
- Omni Animus Fabricatio Redeo Bentidocht = making ice manipulation
- Omni Cosmio Fabricatio Redeo Bentidocht = making ice mastery

- Omni Neuro Redeo Bentidocht = nothing air control
- Omni Animus Redeo Bentidocht = nothing air manipulation
- Omni Cosmio Redeo Bentidocht = nothing air mastery

- Omni Neuro Cesso Bentidocht = nothing lightning control
- Omni Animus Cesso Bentidocht = nothing lightning manipulation
- Omni Cosmio Cesso Bentidocht = nothing lightning mastery

- Omni Neuro Malus Bentidocht = subtractive control
- Omni Animus Malus Bentidocht = subtractive manipulation
- Omni Cosmio Malus Bentidocht = subtractive mastery

- Omni Neuro Inanis Retexo Bentidocht = reverse black fire control
- Omni Animus Inanis Retexo Bentidocht = reverse black fire manipulation
- Omni Cosmio Inanis Retexo Bentidocht = reverse black fire mastery

- Omni Neuro Inanis Redeo Bentidocht = nothing space control
- Omni Animus Inanis Redeo Bentidocht = nothing space manipulation
- Omni Cosmio Inanis Redeo Bentidocht = nothing space mastery

- Omni Neuro Inanis Fabricatio Redeo Bentidocht = black ice making control
- Omni Animus Inanis Fabricatio Redeo Bentidocht = black ice making control manipulation
- Omni Cosmio Inanis Fabricatio Redeo Bentidocht = black ice making effects control mastery

- Omni Neuro Inanis Retexo Bentidocht = reverse plasma control
- Omni Animus Inanis Retexo Bentidocht = reverse plasma manipulation
- Omni Cosmio Inanis Retexo Bentidocht = reverse plasma mastery

- Omni Neuro Inanis Caecus Retexo Bentidoct = permanant unseen reverse black lava control
- Omni Animus Inanis Caecus Retexo Bentidoct = permanant unseen reverse black lava black lava manipulation
- Omni Cosmio Inanis Caecus Retexo Bentidoct = permanant unseen reverse black lava black lava mastery

- Omni Neuro Ferreus Bentidoct = antimagic control
- Omni Animus Ferreus Bentidoct = antimagic manipulation
- Omni Cosmio Ferreus Bentidoct = antimagic mastery

- Omni Neuro Ferreus Aevus Bentidoct = antimagic time lava control
- Omni Animus Ferreus Aevus Bentidoct = antimagic time lava manipulation
- Omni Cosmio Ferreus Aevus Bentidoct = antimagic time lava mastery

- Omni Neuro Aevus Bentidoct = mental time control
- Omni Animus Aevus Bentidoct = spirit time manipulation
- Omni Cosmio Aevus Bentidoct = time mastery

- Omni Neuro Necro Bentidoct = control undead
- Omni Animus Necro Bentidoct = undead manipulation
- Omni Cosmio Necro Bentidoct = undead mastery

- Omni Neuro Necro Cedo Bentidoct = death change control
- Omni Animus Necro Cedo Bentidoct = death change manipulation
- Omni Cosmio Necro Cedo Bentidoct = death change mastery

- Omni Neuro Cedo Bentidoct = change air control
- Omni Animus Cedo Bentidoct = change air manipulation
- Omni Cosmio Cedo Bentidoct = change air mastery

- Omni Neuro Demutatio Bentidoct = indirect change lightning control
- Omni Animus Demutatio Bentidoct = indirect change lightning manipulation
- Omni Cosmio Demutatio Bentidoct = indirect change lightning mastery

- Omni Neuro Malus Bentidoct = subtractive control
- Omni Animus Malus Bentidoct = subtractive manipulation
- Omni Cosmio Malus Bentidoct = subtractive mastery

- Omni Neuro Inanis Aevus Bentidoct = time black fire control
- Omni Animus Inanis Aevus Bentidoct = time black fire manipulation
- Omni Cosmio Inanis Aevus Bentidoct = time black fire mastery

- Omni Neuro Inanis Cedo Bentidoct = other space control
- Omni Animus Inanis Cedo Bentidoct = other space manipulation
- Omni Cosmio Inanis Cedo Bentidoct = other space mastery

- Omni Neuro Inanis Necro Cedo Bentidoct = black ice death change control
- Omni Animus Inanis Necro Cedo Bentidoct = black ice death change manipulation
- Omni Cosmio Inanis Necro Cedo Bentidoct = black ice death change mastery

- Omni Neuro Inanis Aevus Bentidoct = time plasma control
- Omni Animus Inanis Aevus Bentidoct = time plasma manipulation
- Omni Cosmio Inanis Aevus Bentidoct = time plasma mastery

- Omni Neuro Inanis Ferreus Aevus Bentidoct = permanant antimagic time black lava control

- Omni Animus Inanis Ferreus Aevus Bentidocht = permanent antimagic time black lava black lava manipulation
- Omni Cosmio Inanis Ferreus Aevus Bentidocht = permanent antimagic time black lava black lava mastery
- Omni Neuro Ancile Bentidocht = mind shield control
- Omni Animus Ancile Bentidocht = aura shield manipulation
- Omni Cosmio Ancile Bentidocht = shield mastery
- Omni Neuro Inanis Ancile Bentidocht = void shield control
- Omni Animus Inanis Ancile Bentidocht = void shield manipulation
- Omni Cosmio Inanis Ancile Bentidocht = void shield mastery
- Omni Neuro Inversio Ancile Bentidocht = inverted shield control
- Omni Animus Inversio Ancile Bentidocht = inverted shield manipulation
- Omni Cosmio Inversio Ancile Bentidocht = inverted shield mastery
- Omni Neuro Iniquus Ancile Bentidocht = adversive shield control
- Omni Animus Iniquus Ancile Bentidocht = adversive shield manipulation
- Omni Cosmio Iniquus Ancile Bentidocht = adversive shield mastery
- Omni Neuro Maleficus Ancile Bentidocht = manipulation shield control
- Omni Animus Maleficus Ancile Bentidocht = evil shield manipulation
- Omni Cosmio Maleficus Ancile Bentidocht = manipulation shield mastery
- Omni Neuro Subduco Ancile Bentidocht = concealed illusion shield control
- Omni Animus Subduco Ancile Bentidocht = concealed illusion shield manipulation
- Omni Cosmio Maleficus Ancile Bentidocht = concealed illusion shield mastery
- Omni Neuro Caecus Ancile Bentidocht = shadow shield control
- Omni Animus Caecus Ancile Bentidocht = shadow shield manipulation
- Omni Cosmio Caecus Ancile Bentidocht = shadow shield mastery
- Omni Neuro Aprecatio Ancile Bentidocht = sunlight shield control
- Omni Animus Aprecatio Ancile Bentidocht = sunlight shield manipulation
- Omni Cosmio Aprecatio Ancile Bentidocht = sunlight shield mastery
- Omni Neuro Concertatio Ancile Bentidocht = strife shield control
- Omni Animus Concertatio Ancile Bentidocht = strife shield manipulation
- Omni Cosmio Concertatio Ancile Bentidocht = strife shield mastery
- Omni Neuro Imitatio Ancile Bentidocht = illusionous sharing shield control
- Omni Animus Imitatio Ancile Bentidocht = illusionous sharing shield manipulation
- Omni Cosmio Imitatio Ancile Bentidocht = illusionous sharing shield mastery
- Omni Neuro Adigo Ancile Bentidocht = force shield control
- Omni Animus Adigo Ancile Bentidocht = force shield manipulation
- Omni Cosmio Adigo Ancile Bentidocht = force shield mastery
- Omni Neuro Malus Ancile Bentidocht = subtractive shield control
- Omni Animus Malus Ancile Bentidocht = subtractive shield manipulation
- Omni Cosmio Malus Ancile Bentidocht = subtractive shield mastery
- Omni Neuro Obliquus Ancile Bentidocht = indirect shield control
- Omni Animus Obliquus Ancile Bentidocht = indirect shield manipulation
- Omni Cosmio Obliquus Ancile Bentidocht = indirect shield mastery

- Omni Neuro Inanis Aevus Bentidoct = reverse time control
- Omni Animus Inanis Aevus Bentidoct = reverse time manipulation
- Omni Cosmio Inanis Aevus Bentidoct = reverse time mastery

- Omni Neuro Inversio Aevus Bentidoct = magical time control
- Omni Animus Inversio Aevus Bentidoct = magical time manipulation
- Omni Cosmio Inversio Aevus Bentidoct = magical time mastery

- Omni Neuro Iniquus Aevus Bentidoct = moment time control
- Omni Animus Iniquus Aevus Bentidoct = moment time manipulation
- Omni Cosmio Iniquus Aevus Bentidoct = moment time mastery

- Omni Neuro Maleficus Aevus Bentidoct = manipulated time control
- Omni Animus Maleficus Aevus Bentidoct = manipulated time manipulation
- Omni Cosmio Maleficus Aevus Bentidoct = manipulated time mastery

- Omni Neuro Subduco Aevus Bentidoct = concealed time control
- Omni Animus Subduco Aevus Bentidoct = concealed time manipulation
- Omni Cosmio Subduco Aevus Bentidoct = concealed time mastery

- Omni Neuro Caecus Aevus Bentidoct = dark restoration time control
- Omni Animus Caecus Aevus Bentidoct = dark restoration time manipulation
- Omni Cosmio Caecus Aevus Bentidoct = dark restoration time mastery

- Omni Neuro Aprecatio Aevus Bentidoct = positive time control
- Omni Animus Aprecatio Aevus Bentidoct = positive time manipulation
- Omni Cosmio Aprecatio Aevus Bentidoct = positive time mastery

- Omni Neuro Concertatio Aevus Bentidoct = chaotic time control
- Omni Animus Concertatio Aevus Bentidoct = chaotic time manipulation
- Omni Cosmio Concertatio Aevus Bentidoct = chaotic time mastery

- Omni Neuro Imitatio Aevus Bentidoct = sharing time control
- Omni Animus Imitatio Aevus Bentidoct = sharing time manipulation
- Omni Cosmio Imitatio Aevus Bentidoct = sharing time mastery

- Omni Neuro Adigo Aevus Bentidoct = adaptive time control
- Omni Animus Adigo Aevus Bentidoct = adaptive time manipulation
- Omni Cosmio Adigo Aevus Bentidoct = adaptive time mastery

- Omni Neuro Infinitio Bentidoct = infinity control
- Omni Animus Infinitio Bentidoct = infinity manipulation
- Omni Cosmio Infinitio Bentidoct = infinity mastery

Manifestation of objects

Imagine the item appearing or changing after saying the spell and where for ensured success.

- Omni Maximus Neuro Accelero Aevus Bentidoct = create an object using aether

- Omni Maximus Animus Accelero Aevus Bentidocht = create an object using ether
- Omni Maximus Cosmio Accelero Aevus Bentidocht = create an object using Akasha
- Omni Maximus Chao Accelero Aevus Bentidocht = morph an object from air or another object using chaos
- Omni Maximus Cosmio Commutatus Accelero Aevus Bentidocht = change an object from an object using change fire to another fast
- Omni Maximus Cosmio Mutus Accelero Aevus Bentidocht = change an object from an object using mutation to another fast
- Omni Maximus Cosmio Aspectus Accelero Aevus Bentidocht = Make an illusion of an object.
- Omni Maximus Cosmio Simulo Accelero Aevus Bentidocht = clone an object from an object to make another fast
- Omni Maximus Cosmio Solidus Accelero Aevus Bentidocht = Make an object using substance to another fast
- Omni Maximus Cosmio Efficio Descriptio Accelero Aevus Bentidocht = Make a power object from an object using imitation to another fast
- Omni Maximus Cosmio Appono Accelero Aevus Bentidocht = make an object appear as another object using glamour fast
- Omni Maximus Cosmio Appono Multus Accelero Aevus Bentidocht = make an object appear as another object using power glamour until it is dispelled
- Omni Maximus Cosmio Fabricatio Redeo Accelero Aevus Bentidocht = Make an object from nothing fast
- Omni Maximus Cosmio Abfabricatio Accelero Aevus Bentidocht = Make an object using remaking air as if it was already there

Normal Attack

To use these focus on the target after saying the spell.

- Omni Maximus Taura Luminocht = earth spheres
- Omni Maximus Taura Tardius Aevus Luminocht = delayed earth spheres
- Omni Maximus Taura Accelero Aevus Luminocht = fast earth spheres
- Omni Maximus Pyro Luminocht = fire ball
- Omni Maximus Pyro Tardius Aevus Luminocht = delayed blast fire ball
- Omni Maximus Pyro Accelero Aevus Luminocht = fast fire ball
- Omni Maximus Hydro Luminocht = water spheres
- Omni Maximus Hydro Tardius Aevus Luminocht = delayed water
- Omni Maximus Hydro Accelero Aevus Luminocht = fast water spheres
- Omni Maximus Cyro Luminocht = ice spheres
- Omni Maximus Cyro Tardius Aevus Luminocht = delayed ice spheres
- Omni Maximus Cyro Accelero Aevus Luminocht = fast ice spheres
- Omni Maximus Aero Luminocht = air spheres
- Omni Maximus Aero Tardius Aevus Luminocht = delayed air spheres
- Omni Maximus Aero Accelero Aevus Luminocht = fast air spheres
- Omni Maximus Thundora Luminocht = lightning
- Omni Maximus Thundora Tardius Aevus Luminocht = delayed lightning
- Omni Maximus Thundora Accelero Aevus Luminocht = fast lightning
- Omni Maximus Visus Luminocht = blindness
- Omni Maximus Visus Tardius Aevus Luminocht = delayed blindness
- Omni Maximus Visus Accelero Aevus Luminocht = fast blindness
- Omni Maximus Liquentis Luminocht = lava spheres
- Omni Maximus Liquentis Tardius Aevus Luminocht = delayed lava spheres
- Omni Maximus Liquentis Accelero Aevus Luminocht = fast lava spheres
- Omni Maximus Aevus Luminocht = time attack
- Omni Maximus Tardius Aevus Luminocht = slow spell
- Omni Maximus Accelero Aevus Luminocht = speed spell
- Omni Maximus Necro Luminocht = death ball
- Omni Maximus Necro Tardius Aevus Luminocht = delayed death ball

- Omni Maximus Necro Accelero Aevus Luminoc = instant death ball
- Omni Maximus Infinitio Luminoc = time stop spheres
- Omni Maximus Infinitio Tardius Aevus Luminoc = delayed time stop spheres
- Omni Maximus Infinitio Accelero Aevus Luminoc = instant time stop spheres
- Omni Maximus Penetro Luminoc = penetrating energy spheres
- Omni Maximus Penetro Tardius Aevus Luminoc = delayed penetrating energy spheres
- Omni Maximus Penetro Accelero Aevus Luminoc = instant penetrating energy spheres
- Omni Maximus Commutatus Luminoc = fire change energy spheres
- Omni Maximus Commutatus Tardius Aevus Luminoc = delayed fire change energy spheres
- Omni Maximus Commutatus Accelero Aevus Luminoc = instant fire change energy spheres
- Omni Maximus Potus Luminoc = energy absorption spheres
- Omni Maximus Potus Tardius Aevus Luminoc = delayed energy absorption spheres
- Omni Maximus Potus Accelero Aevus Luminoc = instant penetrating energy spheres
- Omni Maximus Abfabricatio Luminoc = unmaking spheres
- Omni Maximus Abfabricatio Tardius Aevus Luminoc = delayed unmaking spheres
- Omni Maximus Abfabricatio Accelero Aevus Luminoc = instant unmaking balls
- Omni Maximus Taura Penetro Luminoc = penetrating earth spheres
- Omni Maximus Taura Penetro Tardius Aevus Luminoc = delayed penetrating earth spheres
- Omni Maximus Taura Penetro Accelero Aevus Luminoc = fast penetrating earth spheres
- Omni Maximus Pyro Penetro Luminoc = penetrating fire spheres
- Omni Maximus Pyro Penetro Tardius Aevus Luminoc = delayed blast penetrating fire spheres
- Omni Maximus Pyro Penetro Accelero Aevus Luminoc = fast penetrating fire spheres
- Omni Maximus Hydro Penetro Luminoc = penetrating water spheres
- Omni Maximus Hydro Penetro Tardius Aevus Luminoc = delayed penetrating water spheres
- Omni Maximus Hydro Penetro Accelero Aevus Luminoc = fast penetrating water spheres
- Omni Maximus Cyro Penetro Luminoc = ice penetrating shot
- Omni Maximus Cyro Penetro Tardius Aevus Luminoc = delayed penetrating ice spheres
- Omni Maximus Cyro Penetro Accelero Aevus Luminoc = fast penetrating ice spheres
- Omni Maximus Aero Penetro Luminoc = air penetrating spheres
- Omni Maximus Aero Penetro Tardius Aevus Luminoc = delayed penetrating air spheres
- Omni Maximus Aero Penetro Accelero Aevus Luminoc = fast penetrating air spheres
- Omni Maximus Thundora Penetro Luminoc = penetrating lightning
- Omni Maximus Thundora Penetro Tardius Aevus Luminoc = delayed penetrating lightning
- Omni Maximus Thundora Penetro Accelero Aevus Luminoc = fast penetrating lightning
- Omni Maximus Visus Penetro Luminoc = penetrating blindness
- Omni Maximus Visus Penetro Tardius Aevus Luminoc = delayed penetrating blindness
- Omni Maximus Visus Penetro Accelero Aevus Luminoc = fast penetrating blindness
- Omni Maximus Liquentis Penetro Luminoc = penetrating lava spheres
- Omni Maximus Liquentis Penetro Tardius Aevus Luminoc = delayed penetrating lava spheres
- Omni Maximus Liquentis Penetro Accelero Aevus Luminoc = fast penetrating lava spheres
- Omni Maximus Aevus Penetro Luminoc = penetrating time attack
- Omni Maximus Tardius Aevus Penetro Luminoc = penetrating slow spell
- Omni Maximus Accelero Aevus Penetro Luminoc = penetrating speed spell
- Omni Maximus Necro Penetro Luminoc = penetrating death ball
- Omni Maximus Necro Penetro Tardius Aevus Luminoc = delayed penetrating death ball
- Omni Maximus Necro Penetro Accelero Aevus Luminoc = instant penetrating death ball
- Omni Maximus Infinitio Penetro Luminoc = penetrating time stop spheres
- Omni Maximus Infinitio Penetro Tardius Aevus Luminoc = delayed penetrating time stop spheres
- Omni Maximus Infinitio Penetro Accelero Aevus Luminoc = instant penetrating time stop spheres
- Omni Maximus Tardius Neuro Luminoc = mental stupidity spheres
- Omni Maximus Tardius Neuro Tardius Aevus Luminoc = delayed mental stupidity spheres
- Omni Maximus Tardius Neuro Accelero Aevus Luminoc = fast mental stupidity spheres
- Omni Maximus Accelero Neuro Luminoc = mental intelligence spheres
- Omni Maximus Accelero Neuro Tardius Aevus Luminoc = delayed mental intelligence spheres

- Omni Maximus Accelero Neuro Accelero Aevus Luminoc = fast mental intelligence spheres
- Omni Maximus Medicatus Neuro Luminoc = mental charm spheres
- Omni Maximus Medicatus Neuro Accelero Aevus Luminoc = fast mental charm spheres
- Omni Maximus Medicatus Neuro Penetro Accelero Aevus Luminoc = fast mental pentrating charm spheres
- Omni Maximus Medicatus Neuro Infinitio Luminoc = infinite mental charm spheres
- Omni Maximus Medicatus Neuro Potus Luminoc = remove charm spheres
- Omni Maximus Medicatus Neuro Potus Tardius Aevus Luminoc = delayed remove charm spheres
- Omni Maximus Medicatus Neuro Potus Accelero Aevus Luminoc = fast remove charm spheres
- Omni Maximus Medicatus Neuro Potus Infinitio Luminoc = remove permanant charm spheres
- Omni Maximus Medicatus Mutus Neuro Luminoc = mental charm mutation spheres
- Omni Maximus Medicatus Mutus Neuro Accelero Aevus Luminoc = fast mental charm mutation spheres
- Omni Maximus Medicatus Mutus Neuro Penetro Accelero Aevus Luminoc = fast mental pentrating charm mutation spheres
- Omni Maximus Medicatus Mutus Neuro Infinitio Luminoc = infinite mental charm mutation spheres
- Omni Maximus Medicatus Mutus Potus Neuro Luminoc = mental charm mutation spheres
- Omni Maximus Medicatus Mutus Potus Neuro Accelero Aevus Luminoc = fast mental charm mutation spheres
- Omni Maximus Medicatus Mutus Potus Neuro Penetro Accelero Aevus Luminoc = fast mental pentrating charm mutation spheres
- Omni Maximus Medicatus Mutus Potus Neuro Infinitio Luminoc = infinite mental charm mutation spheres
- Omni Maximus Medicatus Magicus Iniquus Luminoc = miscast magic spheres
- Omni Maximus Medicatus Magicus Iniquus Accelero Aevus Luminoc = delayed miscast magic spheres
- Omni Maximus Medicatus Magicus Iniquus Penetro Accelero Aevus Luminoc = fast penetrating miscast magic spheres
- Omni Maximus Medicatus Magicus Iniquus Infinitio Luminoc = fast miscast magic spheres
- Omni Maximus Medicatus Magicus Iniquus Potus Luminoc = miscast magic removal spheres
- Omni Maximus Medicatus Magicus Iniquus Potus Infinitio Luminoc = permanant miscast magic removal spheres
- Omni Maximus Moderatus Luminoc = control spheres
- Omni Maximus Moderatus Accelero Aevus Luminoc = control spheres
- Omni Maximus Moderatus Penetro Accelero Aevus Luminoc = fast penetrating control spheres
- Omni Maximus Moderatus Infinitio Luminoc = permanant control spheres
- Omni Maximus Moderatus Potus Luminoc = remove control spheres
- Omni Maximus Moderatus Potus Accelero Aevus Luminoc = remove control spheres
- Omni Maximus Moderatus Penetro Potus Accelero Aevus Luminoc = fast penetrating remove control spheres
- Omni Maximus Moderatus Potus Infinitio Luminoc = permanant remove control spheres
- Omni Maximus Moderatus Ennervatus Luminoc = dire charm spheres
- Omni Maximus Moderatus Ennervatus Accelero Aevus Luminoc = dire charm spheres
- Omni Maximus Moderatus Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating dire charm spheres
- Omni Maximus Moderatus Ennervatus Infinitio Luminoc = permanant dire charm spheres
- Omni Maximus Moderatus Ennervatus Potus Luminoc = dire charm removal spheres
- Omni Maximus Moderatus Ennervatus Potus Accelero Aevus Luminoc = dire charm removal spheres
- Omni Maximus Moderatus Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating dire charm removal spheres
- Omni Maximus Moderatus Ennervatus Potus Infinitio Luminoc = permanant dire charm removal spheres
- Omni Maximus Ennervatus Luminoc = domination spheres
- Omni Maximus Ennervatus Accelero Aevus Luminoc = domination spheres
- Omni Maximus Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating domination spheres
- Omni Maximus Ennervatus Infinitio Luminoc = permanant domination spheres
- Omni Maximus Ennervatus Potus Luminoc = domination removal spheres
- Omni Maximus Ennervatus Potus Accelero Aevus Luminoc = domination removal spheres
- Omni Maximus Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating domination removal

- spheres
- Omni Maximus Ennervatus Potus Infinitio Luminoc = permanant domination removal spheres
- Omni Maximus Exhaustio Luminoc = draining spheres
- Omni Maximus Exhaustio Accelero Aevus Luminoc = draining spheres
- Omni Maximus Exhaustio Penetro Potus Accelero Aevus Luminoc = fast penetrating draining spheres
- Omni Maximus Exhaustio Infinitio Luminoc = permanant draining spheres
- Omni Maximus Exhaustio Genero Luminoc = life draining spheres
- Omni Maximus Exhaustio Genero Accelero Aevus Luminoc = life draining spheres
- Omni Maximus Exhaustio Genero Penetro Potus Accelero Aevus Luminoc = fast penetrating life draining spheres
- Omni Maximus Exhaustio Genero Infinitio Luminoc = permanant life draining spheres
- Omni Maximus Exhaustio Genero Multus Luminoc = vampiric draining spheres
- Omni Maximus Exhaustio Genero Multus Accelero Aevus Luminoc = vampiric draining spheres
- Omni Maximus Exhaustio Genero Multus Penetro Potus Accelero Aevus Luminoc = fast penetrating vampiric draining spheres
- Omni Maximus Exhaustio Genero Multus Infinitio Luminoc = permanant vampiric draining spheres
- Omni Maximus Exhaustio Aspectus Potus Luminoc = remove illusion spheres
- Omni Maximus Exhaustio Aspectus Potus Accelero Aevus Luminoc = remove illusion spheres
- Omni Maximus Exhaustio Aspectus Penetro Potus Accelero Aevus Luminoc = fast penetrating remove illusion spheres
- Omni Maximus Exhaustio Aspectus Potus Infinitio Luminoc = permanant remove illusion spheres
- Omni Maximus Aspectus Luminoc = illusionous spheres think of the element when saying
- Omni Maximus Aspectus Accelero Aevus Luminoc = illusionous spheres think of the element when saying
- Omni Maximus Aspectus Penetro Accelero Aevus Luminoc = fast penetrating illusionous spheres think of the element when saying
- Omni Maximus Aspectus Infinitio Luminoc = permanant illusionous spheres think of the element when saying
- Omni Maximus Opacus Aspectus Luminoc = shadow spheres
- Omni Maximus Opacus Accelero Aevus Luminoc = shadow spheres
- Omni Maximus Opacus Penetro Accelero Aevus Luminoc = fast penetrating shadow spheres
- Omni Maximus Opacus Infinitio Luminoc = permanant shadow spheres
- Omni Maximus Solidus Luminoc = deadly substance spheres
- Omni Maximus Solidus Accelero Aevus Luminoc = deadly substance spheres
- Omni Maximus Solidus Penetro Accelero Aevus Luminoc = fast penetrating deadly substance spheres
- Omni Maximus Solidus Infinitio Luminoc = permanant deadly substance spheres
- Omni Maximus Solidus Integumentuum Luminoc = deadly cloaked substance spheres
- Omni Maximus Solidus Integumentuum Accelero Aevus Luminoc = deadly cloaked substance spheres
- Omni Maximus Solidus Integumentuum Penetro Accelero Aevus Luminoc = fast penetrating deadly deadly substance spheres
- Omni Maximus Solidus Integumentuum Infinitio Luminoc = permanant deadly cloaked substance spheres
- Omni Maximus Elevo Luminoc = luminescent light spheres
- Omni Maximus Elevo Accelero Aevus Luminoc = luminescent light spheres
- Omni Maximus Elevo Penetro Accelero Aevus Luminoc = fast penetrating luminescent light spheres
- Omni Maximus Elevo Infinitio Luminoc = permanant luminescent light spheres
- Omni Maximus Incalfacio Luminoc = heat concussion spheres
- Omni Maximus Incalfacio Accelero Aevus Luminoc = heat concussion spheres
- Omni Maximus Incalfacio Penetro Accelero Aevus Luminoc = fast penetrating heat concussion spheres
- Omni Maximus Incalfacio Infinitio Luminoc = permanant heat concussion spheres
- Omni Maximus Apricatio Luminoc = bright sunlight spheres
- Omni Maximus Apricatio Accelero Aevus Luminoc = bright sunlight spheres
- Omni Maximus Apricatio Penetro Accelero Aevus Luminoc = fast penetrating bright sunlight spheres
- Omni Maximus Apricatio Infinitio Luminoc = permanant bright sunlight spheres
- Omni Maximus Chao Luminoc = chaos spheres
- Omni Maximus Chao Accelero Aevus Luminoc = chaos spheres

Omni Maximus Chao Penetro Accelero Aevus Luminoct = fast penetrating chaos spheres
Omni Maximus Chao Infinitio Luminoct = permanent chaos spheres
Omni Maximus Chao Disturbatio Luminoct = chaotic destructive lava spheres
Omni Maximus Chao Disturbatio Accelero Aevus Luminoct = chaotic destructive lava spheres
Omni Maximus Chao Disturbatio Penetro Accelero Aevus Luminoct = fast penetrating chaotic destructive lava spheres
Omni Maximus Chao Disturbatio Infinitio Luminoct = permanent chaotic destructive lava spheres
Omni Maximus Disturbatio Luminoct = destructive fire balls
Omni Maximus Disturbatio Accelero Aevus Luminoct = destructive fire balls
Omni Maximus Disturbatio Penetro Accelero Aevus Luminoct = fast penetrating destructive fire balls
Omni Maximus Disturbatio Infinitio Luminoct = permanent chaotic fire balls
Omni Maximus Maledico Luminoct = abusive water balls
Omni Maximus Maledico Accelero Aevus Luminoct = abusive water balls
Omni Maximus Maledico Penetro Accelero Aevus Luminoct = fast penetrating abusive water balls
Omni Maximus Maledico Infinitio Luminoct = permanent abusive water balls
Omni Maximus Maledico Incursio Luminoct = abusive collisive ice balls
Omni Maximus Maledico Incursio Accelero Aevus Luminoct = abusive collisive ice balls
Omni Maximus Maledico Incursio Penetro Accelero Aevus Luminoct = fast penetrating abusive collisive ice balls
Omni Maximus Maledico Incursio Infinitio Luminoct = permanent abusive collisive ice balls
Omni Maximus Incursio Luminoct = collisive balls
Omni Maximus Incursio Accelero Aevus Luminoct = collisive balls
Omni Maximus Incursio Penetro Accelero Aevus Luminoct = fast penetrating collisive balls
Omni Maximus Incursio Infinitio Luminoct = permanent collisive balls
Omni Maximus Efficio Luminoct = power balls
Omni Maximus Efficio Accelero Aevus Luminoct = power balls
Omni Maximus Efficio Penetro Accelero Aevus Luminoct = fast penetrating power balls
Omni Maximus Efficio Infinitio Luminoct = permanent power balls
Omni Maximus Imago Luminoct = mirroring balls
Omni Maximus Imago Accelero Aevus Luminoct = mirroring balls
Omni Maximus Imago Penetro Accelero Aevus Luminoct = fast penetrating mirroring balls
Omni Maximus Imago Infinitio Luminoct = permanent mirroring balls
Omni Maximus Imago Communio Luminoct = mirroring sharing balls
Omni Maximus Imago Communio Accelero Aevus Luminoct = mirroring sharing balls
Omni Maximus Imago Communio Penetro Accelero Aevus Luminoct = fast penetrating mirroring sharing balls
Omni Maximus Imago Communio Infinitio Luminoct = permanent mirroring sharing balls
Omni Maximus Communio Accelero Aevus Luminoct = sharing balls
Omni Maximus Communio Penetro Accelero Aevus Luminoct = fast penetrating sharing balls
Omni Maximus Communio Infinitio Luminoct = permanent sharing balls
Omni Maximus Imititatio Accelero Aevus Luminoct = imitating balls
Omni Maximus Imititatio Penetro Accelero Aevus Luminoct = fast penetrating imitating balls
Omni Maximus Imititatio Infinitio Luminoct = permanent imitating balls
Omni Maximus Multus Luminoct = energy balls
Omni Maximus Multus Accelero Aevus Luminoct = fast energy balls
Omni Maximus Multus Penetro Accelero Aevus Luminoct = fast penetrating imitating balls
Omni Maximus Multus Infinitio Luminoct = permanent imitating balls
Omni Maximus Comformo Effectus Luminoct = adaptive effects balls
Omni Maximus Comformo Effectus Accelero Aevus Luminoct = fast adaptive effects balls
Omni Maximus Comformo Effectus Penetro Accelero Aevus Luminoct = fast penetrating adaptive effects balls
Omni Maximus Comformo Effectus Infinitio Luminoct = permanent adaptive effects balls
Omni Maximus Retexo Luminoct = reverse balls
Omni Maximus Retexo Accelero Aevus Luminoct = fast reverse balls

- Omni Maximus Retexo Penetro Accelero Aevus Luminoct = fast penetrating reverse balls
- Omni Maximus Retexo Infinitio Luminoct = permanent reverse balls
- Omni Maximus Fabricatio Luminoct = undoing balls
- Omni Maximus Fabricatio Accelero Aevus Luminoct = fast undoing balls
- Omni Maximus Fabricatio Penetro Accelero Aevus Luminoct = fast penetrating undoing balls
- Omni Maximus Fabricatio Infinitio Luminoct = permanent undoing balls
- Omni Maximus Fabricatio Redeo Luminoct = deadly making balls
- Omni Maximus Fabricatio Redeo Accelero Aevus Luminoct = fast deadly making balls
- Omni Maximus Fabricatio Redeo Penetro Accelero Aevus Luminoct = fast penetrating deadly making balls
- Omni Maximus Fabricatio Redeo Infinitio Luminoct = permanent deadly making balls
- Omni Maximus Ferreus Luminoct = antimagic balls
- Omni Maximus Fabricatio Redeo Accelero Aevus Luminoct = fast antimagic balls
- Omni Maximus Fabricatio Redeo Penetro Accelero Aevus Luminoct = fast penetrating antimagic balls
- Omni Maximus Fabricatio Redeo Infinitio Luminoct = permanent antimagic balls
- Omni Maximus Ferreus Aevus Luminoct = antimagic time balls
- Omni Maximus Ferreus Aevus Accelero Aevus Luminoct = fast antimagic time balls
- Omni Maximus Ferreus Aevus Penetro Accelero Aevus Luminoct = fast penetrating antimagic time balls
- Omni Maximus Ferreus Aevus Infinitio Luminoct = permanent antimagic time balls
- Omni Maximus Necro Cedo Luminoct = death change balls
- Omni Maximus Necro Cedo Accelero Aevus Luminoct = fast death change balls
- Omni Maximus Necro Cedo Penetro Accelero Aevus Luminoct = fast penetrating death change balls
- Omni Maximus Necro Cedo Infinitio Luminoct = permanent death change balls
- Omni Maximus Obliquus Luminoct = indirect attack
- Omni Maximus Obliquus Accelero Aevus Luminoct = fast indirect attack
- Omni Maximus Obliquus Penetro Accelero Aevus Luminoct = fast penetrating indirect attack
- Omni Maximus Obliquus Infinitio Luminoct = permanent indirect attack
- attack
- Omni Maximus Necro Obliquus Luminoct = indirect death attack
- Omni Maximus Necro Obliquus Accelero Aevus Luminoct = fast indirect death attack
- Omni Maximus Necro Obliquus Penetro Accelero Aevus Luminoct = fast penetrating indirect death attack
- Omni Maximus Necro Obliquus Infinitio Luminoct = permanent indirect death attack
- Omni Maximus Tabes Luminoct = disease balls
- Omni Maximus Tabes Accelero Aevus Luminoct = fast disease balls
- Omni Maximus Tabes Penetro Accelero Aevus Luminoct = fast penetrating disease balls
- Omni Maximus Tabes Infinitio Luminoct = permanent disease balls
- Omni Maximus Pestis Luminoct = pestilence balls
- Omni Maximus Pestis Accelero Aevus Luminoct = fast pestilence balls
- Omni Maximus Pestis Penetro Accelero Aevus Luminoct = fast penetrating pestilence balls
- Omni Maximus Pestis Infinitio Luminoct = permanent pestilence balls
- Omni Maximus Inversio Thundora Luminoct = youthening balls
- Omni Maximus Inversio Thundora Accelero Aevus Luminoct = fast youthening balls
- Omni Maximus Inversio Thundora Penetro Accelero Aevus Luminoct = fast penetrating youthening balls
- Omni Maximus Inversio Thundora Infinitio Luminoct = permanent youthening balls
- Omni Maximus Defluo Luminoct = disappearing lightning balls
- Omni Maximus Defluo Accelero Aevus Luminoct = fast disappearing lightning balls
- Omni Maximus Defluo Penetro Accelero Aevus Luminoct = fast penetrating disappearing lightning balls
- Omni Maximus Defluo Infinitio Luminoct = permanent disappearing lightning balls
- Omni Maximus Fulmeneu Luminoct = dominating lightning balls
- Omni Maximus Fulmeneu Accelero Aevus Luminoct = fast dominating lightning balls
- Omni Maximus Fulmeneu Penetro Accelero Aevus Luminoct = fast penetrating dominating lightning balls
- Omni Maximus Fulmeneu Infinitio Luminoct = permanent dominating lightning balls
- Omni Maximus Obscuro Luminoct = cloaked lightning balls
- Omni Maximus Obscuro Accelero Aevus Luminoct = fast cloaked lightning balls
- Omni Maximus Obscuro Penetro Accelero Aevus Luminoct = fast penetrating cloaked lightning balls

Omni Maximus Obscuro Infinitio Luminoc	=	permenant cloaked lightning balls
Omni Maximus Exuro Luminoc	=	heat lightning balls
Omni Maximus Exuro Accelero Aevus Luminoc	=	fast heat lightning balls
Omni Maximus Exuro Penetro Accelero Aevus Luminoc	=	fast penetrating heat lightning balls
Omni Maximus Exuro Infinitio Luminoc	=	permenant heat lightning balls
Omni Maximus Conlido Luminoc	=	collision lightning balls
Omni Maximus Conlido Accelero Aevus Luminoc	=	fast collision lightning balls
Omni Maximus Conlido Penetro Accelero Aevus Luminoc	=	fast penetrating collision lightning balls
Omni Maximus Conlido Infinitio Luminoc	=	permenant collision lightning balls
Omni Maximus Transcribo Luminoc	=	imitating lightning balls
Omni Maximus Transcribo Accelero Aevus Luminoc	=	fast imitating lightning balls
Omni Maximus Transcribo Penetro Accelero Aevus Luminoc	=	fast penetrating imitating lightning balls
Omni Maximus Transcribo Infinitio Luminoc	=	permenant imitating lightning balls
Omni Maximus Compello Luminoc	=	compelling lightning balls
Omni Maximus Compello Accelero Aevus Luminoc	=	fast compelling lightning balls
Omni Maximus Compello Penetro Accelero Aevus Luminoc	=	fast penetrating compelling lightning balls
Omni Maximus Compello Infinitio Luminoc	=	permenant compelling lightning balls
Omni Maximus Cesso Luminoc	=	retarding lightning balls
Omni Maximus Cesso Accelero Aevus Luminoc	=	fast retarding lightning balls
Omni Maximus Cesso Penetro Accelero Aevus Luminoc	=	fast penetrating retarding lightning balls
Omni Maximus Cesso Infinitio Luminoc	=	permenant retarding lightning balls
Omni Maximus Animus Multus Luminoc	=	soul fire balls
Omni Maximus Animus Multus Accelero Aevus Luminoc	=	soul fire balls
Omni Maximus Animus Multus Penetro Accelero Aevus Luminoc	=	fast penetrating soul fire balls
Omni Maximus Animus Multus Infinitio Luminoc	=	permenant surrounding soul fire balls
Omni Maximus Taura Simulo Luminoc	=	surounding earth spheres
Omni Maximus Taura Simulo Tardius Aevus Luminoc	=	delayed surrounding earth spheres
Omni Maximus Taura Simulo Accelero Aevus Luminoc	=	fast surrounding earth spheres
Omni Maximus Pyro Simulo Luminoc	=	surounding fire ball
Omni Maximus Pyro Simulo Tardius Aevus Luminoc	=	delayed blast surrounding fire ball
Omni Maximus Pyro Simulo Accelero Aevus Luminoc	=	fast surrounding fire ball
Omni Maximus Hydro Simulo Luminoc	=	surounding water spheres
Omni Maximus Hydro Simulo Tardius Aevus Luminoc	=	delayed surrounding water
Omni Maximus Hydro Simulo Accelero Aevus Luminoc	=	fast surrounding water spheres
Omni Maximus Cyro Simulo Luminoc	=	surounding ice spheres
Omni Maximus Cyro Simulo Tardius Aevus Luminoc	=	delayed surrounding ice spheres
Omni Maximus Cyro Simulo Accelero Aevus Luminoc	=	fast surrounding ice spheres
Omni Maximus Aero Simulo Luminoc	=	surounding air spheres
Omni Maximus Aero Simulo Tardius Aevus Luminoc	=	delayed surrounding air spheres
Omni Maximus Aero Simulo Accelero Aevus Luminoc	=	fast surrounding air spheres
Omni Maximus Thundora Simulo Luminoc	=	surounding lightning
Omni Maximus Thundora Simulo Tardius Aevus Luminoc	=	delayed surrounding lightning
Omni Maximus Thundora Simulo Accelero Aevus Luminoc	=	fast surrounding lightning
Omni Maximus Liquentis Simulo Luminoc	=	surounding lava spheres
Omni Maximus Liquentis Simulo Tardius Aevus Luminoc	=	delayed surrounding lava spheres
Omni Maximus Liquentis Simulo Accelero Aevus Luminoc	=	fast surrounding lava spheres
Omni Maximus Necro Simulo Luminoc	=	surounding death ball
Omni Maximus Necro Simulo Tardius Aevus Luminoc	=	delayed surrounding death ball
Omni Maximus Necro Simulo Accelero Aevus Luminoc	=	instant surrounding death ball
Omni Maximus Infinitio Simulo Luminoc	=	surounding time stop spheres
Omni Maximus Infinitio Simulo Tardius Aevus Luminoc	=	delayed surrounding time stop spheres
Omni Maximus Infinitio Simulo Accelero Aevus Luminoc	=	instant surrounding time stop spheres
Omni Maximus Penetro Simulo Luminoc	=	penetrating surrounding energy spheres
Omni Maximus Penetro Simulo Tardius Aevus Luminoc	=	delayed penetrating surrounding energy spheres

- Omni Maximus Penetro Simulo Accelero Aevus Luminoct = instant penetrating surrounding energy spheres
- Omni Maximus Commutatus Simulo Luminoct = fire change surrounding energy spheres
- Omni Maximus Commutatus Simulo Tardius Aevus Luminoct = delayed surrounding fire change energy spheres
- Omni Maximus Commutatus Simulo Accelero Aevus Luminoct = instant surrounding fire change energy spheres
- Omni Maximus Potus Simulo Luminoct = surrounding energy absorption spheres
- Omni Maximus Potus Simulo Tardius Aevus Luminoct = delayed surrounding energy absorption spheres
- Omni Maximus Potus Simulo Accelero Aevus Luminoct = instant penetrating surrounding energy spheres
- Omni Maximus Abfabricatio Simulo Luminoct = surrounding unmaking spheres
- Omni Maximus Abfabricatio Simulo Tardius Aevus Luminoct = delayed surrounding unmaking spheres
- Omni Maximus Abfabricatio Simulo Accelero Aevus Luminoct = instant surrounding unmaking balls
- Omni Maximus Taura Penetro Simulo Luminoct = penetrating surrounding earth spheres
- Omni Maximus Taura Penetro Simulo Tardius Aevus Luminoct = delayed surrounding penetrating earth spheres
- Omni Maximus Taura Penetro Simulo Accelero Aevus Luminoct = fast surrounding penetrating earth spheres
- Omni Maximus Pyro Penetro Simulo Luminoct = penetrating surrounding fire spheres
- Omni Maximus Pyro Penetro Simulo Tardius Aevus Luminoct = delayed blast surrounding penetrating fire spheres
- Omni Maximus Pyro Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding fire spheres
- Omni Maximus Hydro Penetro Simulo Luminoct = penetrating surrounding water spheres
- Omni Maximus Hydro Penetro Simulo Tardius Aevus Luminoct = delayed surrounding penetrating water spheres
- Omni Maximus Hydro Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding water spheres
- Omni Maximus Cyro Penetro Simulo Luminoct = ice penetrating surrounding spheres
- Omni Maximus Cyro Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding ice spheres
- Omni Maximus Cyro Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding ice spheres
- Omni Maximus Aero Penetro Simulo Luminoct = surrounding air penetrating spheres
- Omni Maximus Aero Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding air spheres
- Omni Maximus Aero Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding air spheres
- Omni Maximus Thundora Penetro Simulo Luminoct = penetrating surrounding lightning
- Omni Maximus Thundora Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding lightning
- Omni Maximus Thundora Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding lightning
- Omni Maximus Visus Penetro Simulo Luminoct = penetrating surrounding blindness
- Omni Maximus Visus Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding blindness
- Omni Maximus Visus Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding blindness
- Omni Maximus Liquentis Simulo Penetro Luminoct = penetrating surrounding lava spheres
- Omni Maximus Liquentis Simulo Penetro Tardius Aevus Luminoct = delayed penetrating surrounding lava spheres
- Omni Maximus Liquentis Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding lava spheres
- Omni Maximus Infinitio Simulo Luminoct = surrounding time stop spheres
- Omni Maximus Infinitio Simulo Tardius Aevus Luminoct = delayed surrounding time stop spheres
- Omni Maximus Infinitio Simulo Accelero Aevus Luminoct = instant surrounding time stop spheres
- Omni Maximus Penetro Simulo Luminoct = penetrating surrounding energy spheres
- Omni Maximus Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding energy spheres
- Omni Maximus Penetro Accelero Aevus Luminoct = instant penetrating surrounding energy spheres
- Omni Maximus Commutatus Simulo Luminoct = fire change surrounding energy spheres
- Omni Maximus Commutatus Simulo Tardius Aevus Luminoct = delayed surrounding fire change energy spheres
- Omni Maximus Commutatus Simulo Accelero Aevus Luminoct = instant surrounding fire change energy spheres
- Omni Maximus Potus Simulo Luminoct = surrounding energy absorption spheres

- Omni Maximus Potus Simulo Tardius Aevus Luminoct = delayed surrounding energy absorption spheres
- Omni Maximus Potus Simulo Accelero Aevus Luminoct = instant penetrating surrounding energy spheres
- Omni Maximus Abfabricatio Simulo Luminoct = surrounding unmaking spheres
- Omni Maximus Abfabricatio Simulo Tardius Aevus Luminoct = delayed surrounding unmaking spheres
- Omni Maximus Abfabricatio Simulo Accelero Aevus Luminoct = instant surrounding unmaking balls
- Omni Maximus Taura Penetro Simulo Luminoct = penetrating surrounding earth spheres
- Omni Maximus Taura Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding earth spheres
- Omni Maximus Taura Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding earth spheres
- Omni Maximus Pyro Penetro Simulo Luminoct = penetrating surrounding fire spheres
- Omni Maximus Pyro Penetro Simulo Tardius Aevus Luminoct = delayed blast penetrating surrounding fire spheres
- Omni Maximus Pyro Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding fire spheres
- Omni Maximus Hydro Penetro Simulo Luminoct = penetrating surrounding water spheres
- Omni Maximus Hydro Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding water spheres
- Omni Maximus Hydro Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding water spheres
- Omni Maximus Cyro Penetro Simulo Luminoct = surrounding ice penetrating balls
- Omni Maximus Cyro Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding ice spheres
- Omni Maximus Cyro Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding ice spheres
- Omni Maximus Aero Penetro Simulo Luminoct = surrounding air penetrating spheres
- Omni Maximus Aero Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding air spheres
- Omni Maximus Aero Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding air spheres
- Omni Maximus Thundora Simulo Penetro Luminoct = penetrating surrounding lightning
- Omni Maximus Thundora Simulo Penetro Tardius Aevus Luminoct = delayed penetrating surrounding lightning
- Omni Maximus Thundora Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding lightning
- Omni Maximus Lipientis Simulo Penetro Luminoct = penetrating surrounding lava spheres
- Omni Maximus Lipientis Simulo Penetro Tardius Aevus Luminoct = delayed penetrating surrounding lava spheres
- Omni Maximus Lipientis Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding lava spheres
- Omni Maximus Necro Penetro Simulo Luminoct = penetrating surrounding death ball
- Omni Maximus Necro Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding death ball
- Omni Maximus Necro Penetro Simulo Accelero Aevus Luminoct = instant penetrating surrounding death ball
- Omni Maximus Infinitio Penetro Simulo Luminoct = penetrating surrounding time stop spheres
- Omni Maximus Infinitio Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding time stop spheres
- Omni Maximus Infinitio Penetro Simulo Accelero Aevus Luminoct = instant penetrating surrounding time stop spheres
- Omni Maximus Tardius Neuro Simulo Luminoct = mental surrounding stupidity spheres
- Omni Maximus Tardius Neuro Tardius Aevus Simulo Luminoct = delayed mental surrounding stupidity spheres
- Omni Maximus Tardius Neuro Accelero Aevus Simulo Luminoct = fast mental surrounding stupidity spheres
- Omni Maximus Medicatus Neuro Simulo Luminoct = mental surrounding charm spheres
- Omni Maximus Medicatus Neuro Simulo Accelero Aevus Luminoct = fast mental surrounding charm spheres
- Omni Maximus Medicatus Neuro Simulo Penetro Accelero Aevus Luminoct = fast mental pentrating surrounding charm spheres
- Omni Maximus Medicatus Neuro Simulo Infinitio Luminoct = infinite mental surrounding charm spheres
- Omni Maximus Medicatus Mutus Simulo Neuro Luminoct = mental surrounding charm mutation spheres
- Omni Maximus Medicatus Mutus Simulo Neuro Accelero Aevus Luminoct = fast mental surrounding charm mutation spheres
- Omni Maximus Medicatus Mutus Simulo Neuro Penetro Accelero Aevus Luminoct = fast mental pentrating surrounding charm mutation spheres

Omni Maximus Medicatus Mutus Simulo Neuro Infinitio Luminoc = infinite mental surrounding charm mutation spheres

Omni Maximus Medicatus Magicus Iniquus Simulo Luminoc = miscast surrounding magic spheres

Omni Maximus Medicatus Magicus Iniquus Simulo Accelero Aevus Luminoc = delayed surrounding miscast magic spheres

Omni Maximus Moderatus Simulo Luminoc = surrounding control spheres

Omni Maximus Moderatus Accelero Aevus Simulo Luminoc = surrounding control spheres

Omni Maximus Moderatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding control spheres

Omni Maximus Moderatus Infinitio Simulo Luminoc = permanent surrounding control spheres

Omni Maximus Moderatus Ennervatus Simulo Luminoc = surrounding dire charm spheres

Omni Maximus Moderatus Ennervatus Accelero Aevus Simulo Luminoc = surrounding dire charm spheres

Omni Maximus Moderatus Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding dire charm spheres

Omni Maximus Moderatus Ennervatus Infinitio Simulo Luminoc = permanent surrounding dire charm spheres

Omni Maximus Ennervatus Simulo Luminoc = surrounding domination spheres

Omni Maximus Ennervatus Accelero Aevus Simulo Luminoc = surrounding domination spheres

Omni Maximus Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding domination spheres

Omni Maximus Ennervatus Infinitio Simulo Luminoc = permanent surrounding domination spheres

Omni Maximus Exhaustio Simulo Luminoc = surrounding draining spheres

Omni Maximus Exhaustio Simulo Accelero Aevus Luminoc = surrounding draining spheres

Omni Maximus Exhaustio Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding draining spheres

Omni Maximus Exhaustio Simulo Infinitio Luminoc = permanent surrounding draining spheres

Omni Maximus Exhaustio Genero Simulo Luminoc = surrounding life draining spheres

Omni Maximus Exhaustio Genero Simulo Accelero Aevus Luminoc = surrounding life draining spheres

Omni Maximus Exhaustio Genero Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding life draining spheres

Omni Maximus Exhaustio Genero Simulo Infinitio Luminoc = permanent surrounding life draining spheres

Omni Maximus Aspectus Simulo Luminoc = surrounding illusionous spheres think of the element when saying

Omni Maximus Aspectus Simulo Accelero Aevus Luminoc = surrounding illusionous spheres think of the element when saying

Omni Maximus Aspectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding illusionous spheres think of the element when saying

Omni Maximus Aspectus Simulo Infinitio Luminoc = permanent surrounding illusionous spheres think of the element when saying

Omni Maximus Opacus Simulo Aspectus Luminoc = surrounding shadow spheres

Omni Maximus Opacus Simulo Accelero Aevus Luminoc = surrounding shadow spheres

Omni Maximus Opacus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding shadow spheres

Omni Maximus Opacus Simulo Infinitio Luminoc = permanent surrounding shadow spheres

Omni Maximus Solidus Simulo Luminoc = deadly surrounding substance spheres

Omni Maximus Solidus Simulo Accelero Aevus Luminoc = deadly surrounding substance spheres

Omni Maximus Solidus Simulo Penetro Accelero Aevus Luminoc = fast penetrating deadly surrounding substance spheres

Omni Maximus Solidus Simulo Infinitio Luminoc = permanent deadly surrounding substance spheres

Omni Maximus Solidus Integumentum Simulo Luminoc = deadly surrounding cloaked substance spheres

Omni Maximus Solidus Integumentum Simulo Accelero Aevus Luminoc = deadly surrounding cloaked substance spheres

Omni Maximus Solidus Integumentum Penetro Simulo Accelero Aevus Luminoc = fast penetrating deadly surrounding cloaked substance spheres

Omni Maximus Solidus Integumentum Simulo Infinitio Luminoc = permanent deadly surrounding cloaked

- substance spheres
- Omni Maximus Exhaurio Genero Multus Simulo Luminoc = surrounding vampiric draining spheres
- Omni Maximus Exhaurio Genero Multus Simulo Accelero Aevus Luminoc = surrounding vampiric draining spheres
- Omni Maximus Exhaurio Genero Multus Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding vampiric draining spheres
- Omni Maximus Exhaurio Genero Multus Simulo Infinitio Luminoc = permanent surrounding vampiric draining spheres
- Omni Maximus Incalfacio Simulo Luminoc = surrounding heat concussion spheres
- Omni Maximus Incalfacio Simulo Accelero Aevus Luminoc = surrounding heat concussion spheres
- Omni Maximus Incalfacio Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating heat concussion spheres
- Omni Maximus Incalfacio Simulo Infinitio Luminoc = permanent surrounding heat concussion spheres
- Omni Maximus Elevo Simulo Luminoc = luminescent surrounding light spheres
- Omni Maximus Elevo Simulo Accelero Aevus Luminoc = luminescent surrounding light spheres
- Omni Maximus Elevo Penetro Simulo Accelero Aevus Luminoc = fast penetrating luminescent surrounding light spheres
- Omni Maximus Elevo Simulo Infinitio Luminoc = permanent luminescent surrounding light spheres
- Omni Maximus Apricatio Simulo Luminoc = bright surrounding sunlight spheres
- Omni Maximus Apricatio Simulo Accelero Aevus Luminoc = bright surrounding sunlight spheres
- Omni Maximus Apricatio Penetro Simulo Accelero Aevus Luminoc = fast penetrating bright surrounding sunlight spheres
- Omni Maximus Apricatio Simulo Infinitio Luminoc = permanent bright surrounding sunlight spheres
- Omni Maximus Chao Simulo Luminoc = surrounding chaos spheres
- Omni Maximus Chao Simulo Accelero Aevus Luminoc = surrounding chaos spheres
- Omni Maximus Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos spheres
- Omni Maximus Chao Simulo Infinitio Luminoc = permanent surrounding chaos spheres
- Omni Maximus Chao Disturbatio Simulo Luminoc = surrounding chaotic destructive lava spheres
- Omni Maximus Chao Disturbatio Simulo Accelero Aevus Luminoc = surrounding chaotic destructive lava spheres
- Omni Maximus Chao Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaotic destructive lava spheres
- Omni Maximus Chao Disturbatio Simulo Infinitio Luminoc = permanent surrounding chaotic destructive lava spheres
- Omni Maximus Disturbatio Simulo Luminoc = surrounding destructive fire balls
- Omni Maximus Disturbatio Simulo Accelero Aevus Luminoc = surrounding destructive fire balls
- Omni Maximus Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding destructive fire balls
- Omni Maximus Disturbatio Simulo Infinitio Luminoc = permanent surrounding destructive fire balls
- Omni Maximus Maledico Incursio Simulo Luminoc = surrounding abusive collisive ice balls
- Omni Maximus Maledico Incursio Simulo Accelero Aevus Luminoc = surrounding abusive collisive ice balls
- Omni Maximus Maledico Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive collisive ice balls
- Omni Maximus Maledico Incursio Simulo Infinitio Luminoc = permanent surrounding abusive collisive ice balls
- Omni Maximus Incursio Simulo Luminoc = surrounding collisive balls
- Omni Maximus Incursio Simulo Accelero Aevus Luminoc = surrounding collisive balls
- Omni Maximus Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding collisive balls
- Omni Maximus Incursio Simulo Infinitio Luminoc = permanent surrounding collisive balls
- Omni Maximus Maledico Simulo Luminoc = surrounding abusive water balls
- Omni Maximus Maledico Simulo Accelero Aevus Luminoc = surrounding abusive water balls
- Omni Maximus Maledico Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive water balls

Omni Maximus Maledico Simulo Infinitio Luminoc	= permanent surrounding abusive water balls
Omni Maximus Efficio Simulo Luminoc	= surrounding power balls
Omni Maximus Efficio Simulo Accelero Aevus Luminoc	= surrounding power balls
Omni Maximus Efficio Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding power balls
Omni Maximus Efficio Simulo Infinitio Luminoc	= permanent surrounding power balls
Omni Maximus Imago Simulo Luminoc	= surrounding mirroring balls
Omni Maximus Imago Simulo Accelero Aevus Luminoc	= surrounding mirroring balls
Omni Maximus Imago Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding mirroring balls
Omni Maximus Imago Simulo Infinitio Luminoc	= permanent surrounding mirroring balls
Omni Maximus Imago Communio Simulo Luminoc	= surrounding mirroring sharing balls
Omni Maximus Imago Communio Simulo Accelero Aevus Luminoc	= surrounding mirroring sharing balls
Omni Maximus Imago Communio Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding mirroring sharing balls
Omni Maximus Imago Communio Simulo Infinitio Luminoc	= permanent surrounding mirroring sharing balls
Omni Maximus Fabricatio Redeo Simulo Luminoc	= surrounding deadly making balls
Omni Maximus Fabricatio Redeo Simulo Accelero Aevus Luminoc	= surrounding deadly making balls
Omni Maximus Fabricatio Redeo Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding deadly making balls
Omni Maximus Fabricatio Redeo Simulo Infinitio Luminoc	= permanent surrounding deadly making balls
Omni Maximus Fabricatio Redeo Simulo Luminoc	= surrounding antimagic balls
Omni Maximus Fabricatio Redeo Simulo Accelero Aevus Luminoc	= surrounding antimagic balls
Omni Maximus Fabricatio Redeo Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding antimagic balls
Omni Maximus Fabricatio Redeo Simulo Infinitio Luminoc	= permanent surrounding antimagic balls
Omni Maximus Necro Cedo Simulo Luminoc	= surrounding death change balls
Omni Maximus Necro Cedo Simulo Accelero Aevus Luminoc	= surrounding death change balls
Omni Maximus Necro Cedo Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding death change balls
Omni Maximus Necro Cedo Simulo Infinitio Luminoc	= permanent surrounding death change balls
Omni Maximus Obliquus Simulo Luminoc	= surrounding indirect attack
Omni Maximus Obliquus Simulo Accelero Aevus Luminoc	= surrounding indirect attack
Omni Maximus Obliquus Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding indirect attack
Omni Maximus Necro Obliquus Simulo Infinitio Luminoc	= permanent surrounding indirect
Omni Maximus Necro Obliquus Simulo Luminoc	= surrounding indirect death attack
Omni Maximus Necro Obliquus Simulo Accelero Aevus Luminoc	= surrounding indirect death attack
Omni Maximus Necro Obliquus Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding indirect death attack
Omni Maximus Necro Obliquus Simulo Infinitio Luminoc	= permanent surrounding indirect death attack
Omni Maximus Imititatio Simulo Luminoc	= surrounding imitating balls
Omni Maximus Imititatio Simulo Accelero Aevus Luminoc	= surrounding imitating balls
Omni Maximus Imititatio Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding imitating balls
Omni Maximus Imititatio Simulo Infinitio Luminoc	= permanent surrounding imitating balls
Omni Maximus Multus Simulo Luminoc	= surrounding imitating balls
Omni Maximus Multus Simulo Accelero Aevus Luminoc	= surrounding imitating balls
Omni Maximus Multus Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding imitating balls
Omni Maximus Multus Simulo Infinitio Luminoc	= permanent surrounding imitating balls
Omni Maximus Comformo Effectus Simulo Luminoc	= surrounding adaptive effects balls
Omni Maximus Comformo Effectus Simulo Accelero Aevus Luminoc	= surrounding adaptive effects balls
Omni Maximus Comformo Effectus Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding adaptive effects balls

- Omni Maximus Comformo Effectus Simulo Infinitio Luminoct = permanent surrounding adaptive effects balls
- Omni Maximus Retexo Simulo Luminoct = surrounding reverse balls
- Omni Maximus Retexo Simulo Accelero Aevus Luminoct = surrounding reverse balls
- Omni Maximus Retexo Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding reverse balls
- Omni Maximus Retexo Simulo Infinitio Luminoct = permanent surrounding reverse balls
- Omni Maximus Fabricatio Simulo Luminoct = surrounding undoing balls
- Omni Maximus Fabricatio Simulo Accelero Aevus Luminoct = surrounding undoing balls
- Omni Maximus Fabricatio Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding undoing balls
- Omni Maximus Fabricatio Simulo Infinitio Luminoct = permanent surrounding undoing balls
- Omni Maximus Ferreus Aevus Simulo Luminoct = surrounding antimagic time balls
- Omni Maximus Ferreus Aevus Simulo Accelero Aevus Luminoct = surrounding antimagic time balls
- Omni Maximus Ferreus Aevus Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding antimagic time balls
- Omni Maximus Ferreus Aevus Simulo Infinitio Luminoct = permanent surrounding antimagic time balls
- Omni Maximus Defluo Simulo Luminoct = surrounding disappearing lightning balls
- Omni Maximus Defluo Simulo Accelero Aevus Luminoct = surrounding disappearing lightning balls
- Omni Maximus Defluo Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding disappearing lightning balls
- Omni Maximus Defluo Simulo Infinitio Luminoct = permanent surrounding disappearing lightning balls
- Omni Maximus Tabes Simulo Luminoct = surrounding disease balls
- Omni Maximus Tabes Simulo Accelero Aevus Luminoct = surrounding disease balls
- Omni Maximus Tabes Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding disease balls
- Omni Maximus Tabes Simulo Infinitio Luminoct = permanent surrounding disease balls
- Omni Maximus Pestis Simulo Luminoct = surrounding pestilence balls
- Omni Maximus Pestis Simulo Accelero Aevus Luminoct = surrounding pestilence balls
- Omni Maximus Pestis Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding pestilence balls
- Omni Maximus Pestis Simulo Infinitio Luminoct = permanent surrounding pestilence balls
- Omni Maximus Inversio Thundora Simulo Luminoct = surrounding youthening balls
- Omni Maximus Inversio Thundora Simulo Accelero Aevus Luminoct = surrounding youthening balls
- Omni Maximus Inversio Thundora Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding youthening balls
- Omni Maximus Inversio Thundora Simulo Infinitio Luminoct = permanent surrounding youthening balls
- Omni Maximus Fulmeneu Simulo Luminoct = surrounding dominating lightning balls
- Omni Maximus Fulmeneu Simulo Accelero Aevus Luminoct = surrounding dominating lightning balls
- Omni Maximus Fulmeneu Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding dominating lightning balls
- Omni Maximus Fulmeneu Simulo Infinitio Luminoct = permanent surrounding dominating lightning balls
- Omni Maximus Obscuro Simulo Luminoct = surrounding cloaked lightning balls
- Omni Maximus Obscuro Simulo Accelero Aevus Luminoct = surrounding cloaked lightning balls
- Omni Maximus Obscuro Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding cloaked lightning balls
- Omni Maximus Obscuro Simulo Infinitio Luminoct = permanent surrounding cloaked lightning balls
- Omni Maximus Exuro Simulo Luminoct = surrounding heat lightning balls
- Omni Maximus Exuro Simulo Accelero Aevus Luminoct = surrounding heat lightning balls
- Omni Maximus Exuro Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding heat lightning balls
- Omni Maximus Exuro Simulo Infinitio Luminoct = permanent surrounding heat lightning balls
- Omni Maximus Conlido Simulo Luminoct = surrounding collision lightning balls
- Omni Maximus Conlido Simulo Accelero Aevus Luminoct = surrounding collision lightning balls
- Omni Maximus Conlido Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding collision lightning balls
- Omni Maximus Conlido Simulo Infinitio Luminoct = permanent surrounding collision lightning balls

- Omni Maximus Transcribo Simulo Luminoc = surrounding imitating lightning balls
- Omni Maximus Transcribo Simulo Accelero Aevus Luminoc = surrounding imitating lightning balls
- Omni Maximus Transcribo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating lightning balls
- Omni Maximus Transcribo Simulo Infinitio Luminoc = permanent surrounding imitating lightning balls
- Omni Maximus Compello Simulo Luminoc = surrounding compelling lightning balls
- Omni Maximus Compello Simulo Accelero Aevus Luminoc = surrounding compelling lightning balls
- Omni Maximus Compello Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding compelling lightning balls
- Omni Maximus Compello Simulo Infinitio Luminoc = permanent surrounding compelling lightning balls
- Omni Maximus Cesso Simulo Luminoc = surrounding retarding lightning balls
- Omni Maximus Cesso Simulo Accelero Aevus Luminoc = surrounding retarding lightning balls
- Omni Maximus Cesso Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding retarding lightning balls
- Omni Maximus Cesso Simulo Infinitio Luminoc = permanent surrounding retarding lightning balls
- Omni Maximus Animus Simulo Multus Luminoc = surrounding soul fire balls
- Omni Maximus Animus Simulo Accelero Aevus Luminoc = surrounding soul fire balls
- Omni Maximus Animus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding soul fire balls
- Omni Maximus Animus Simulo Infinitio Luminoc = permanent surrounding soul fire balls
- Omni Maximus Chao Simulo Multus Luminoc = surrounding chaos balls - imagine the effect
- Omni Maximus Chao Simulo Accelero Aevus Luminoc = surrounding fast Chaos balls - imagine the effect
- Omni Maximus Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos balls - imagine the effect
- Omni Maximus Chao Simulo Infinitio Luminoc = permanent surrounding chaos balls
- Omni Maximus Multus Exhaurio Taura Simulo Luminoc = surrounding lower resistance balls
- Omni Maximus Multus Exhaurio Taura Simulo Accelero Aevus Luminoc = surrounding fast lower resistance balls
- Omni Maximus Multus Exhaurio Taura Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lower resistance balls
- Omni Maximus Multus Exhaurio Taura Simulo Infinitio Luminoc = permanent surrounding lower resistance balls
- Omni Maximus Aero Veneficus Multus Penetro Luminoc = stinking cloud balls
- Omni Maximus Aero Veneficus Multus Penetro Accelero Aevus Luminoc = fast stinking balls
- Omni Maximus Aero Veneficus Multus Penetro Infinitio Luminoc = permanent stinking cloud balls
- Omni Maximus Necro Aero Veneficus Multus Penetro Luminoc = cloudkill balls
- Omni Maximus Necro Aero Veneficus Multus Penetro Accelero Aevus Luminoc = fast penetrating cloudkill balls
- Omni Maximus Necro Aero Veneficus Multus Penetro Infinitio Luminoc = permanent cloudkill balls
- Omni Maximus Genero Penetro Luminoc = resist fear balls
- Omni Maximus Genero Penetro Accelero Aevus Luminoc = fast resist fear balls
- Omni Maximus Genero Penetro Infinitio Luminoc = permanent resist fear balls
- Omni Maximus Multus Exhaurio Simulo Luminoc = surrounding sleep balls
- Omni Maximus Multus Exhaurio Simulo Accelero Aevus Luminoc = fast surrounding sleep balls
- Omni Maximus Multus Exhaurio Simulo Infinitio Luminoc = surrounding comatose balls
- Omni Maximus Magicus Simulo Luminoc = surrounding magic missiles
- Omni Maximus Magicus Simulo Accelero Aevus Luminoc = fast surrounding sleep balls
- Omni Maximus Magicus Simulo Infinitio Luminoc = surrounding comatose balls
- Omni Maximus Magicus Lipientis Simulo Luminoc = surrounding Melf's Minute Meteor missiles
- Omni Maximus Magicus Lipientis Accelero Aevus Luminoc = fast surrounding Melf's Minute Meteor missiles
- Omni Maximus Magicus Lipientis Infinitio Luminoc = permanent surrounding Melf's Minute Meteor missiles
- Omni Maximus Inordinatinus Simulo Luminoc = surrounding confusion balls
- Omni Maximus Inordinatinus Simulo Accelero Aevus Luminoc = fast surrounding confusion balls

Omni Maximus Inordinatinus Penetro Simulo Accelerero Aevus Luminoc = fast surrounding penetrating confusion balls

Omni Maximus Inordinatinus Simulo Infinitio Luminoc = permanent surrounding confusion balls

Omni Maximus Tabes Penetro Aero Simulo Luminoc = surrounding disease balls

Omni Maximus Tabes Penetro Aero Simulo Accelerero Aevus Luminoc = fast surrounding disease balls

Omni Maximus Tabes Penetro Aero Simulo Infinitio Luminoc = permanent surrounding disease balls

Omni Maximus Iniquus Maleficus Simulo Luminoc = surrounding greater malison balls

Omni Maximus Iniquus Maleficus Simulo Accelerero Aevus Luminoc = fast surrounding greater malison balls

Omni Maximus Iniquus Maleficus Simulo Penetro Simulo Accelerero Aevus Luminoc = fast surrounding penetrating greater malison balls

Omni Maximus Iniquus Maleficus Simulo Infinitio Luminoc = permanent surrounding greater malison balls

Omni Maximus Multus Cyro Aero Luminoc = cone of cold

Omni Maximus Multus Cyro Aero Accelerero Aevus Luminoc = fast cone of cold

Omni Maximus Multus Cyro Aero Penetro Simulo Accelerero Aevus Luminoc = fast surrounding penetrating cone of cold

Omni Maximus Necro Attento Aero Luminoc = death fog spheres

Omni Maximus Necro Attento Aero Accelerero Aevus Luminoc = fast death fog spheres

Omni Maximus Necro Attento Aero Penetro Simulo Accelerero Aevus Luminoc = fast penetrating death fog spheres

Omni Maximus Necro Attento Aero Infinitio Luminoc = permanent death fog balls

Omni Maximus Disturbatio Multus Aero Penetro Luminoc = incendiary cloud - creates a roaring flame cloud that kills in minutes

Omni Maximus Disturbatio Multus Aero Penetro Accelerero Aevus Luminoc = fast incendiary cloud - creates a roaring flame cloud that kills in minutes

Omni Maximus Disturbatio Multus Aero Penetro Infinitio Luminoc = permanent incendiary cloud - creates a roaring flame cloud that kills in minutes

Omni Maximus Exhaustio Penetro Simulo Luminoc = spellstrike spheres - this will remove all protections

Omni Maximus Exhaustio Penetro Simulo Tardius Aevus Luminoc = delayed spellstrike spheres - this will remove all protections

Omni Maximus Exhaustio Penetro Simulo Accelerero Aevus Luminoc = fast spellstrike spheres - this will remove all protections

Omni Maximus Solidus Elevo Ferreus Accelerero Aevus Penetro Luminoc = magical gun shot

Omni Maximus Solidus Elevo Ferreus Penetro Simulo Luminoc = surrounding gun shot

Omni Maximus Solidus Elevo Genero Ferreus Accelerero Aevus Penetro Luminoc = magical life seeking gun shot

Omni Maximus Solidus Elevo Genero Ferreus Accelerero Aevus Simulo Luminoc = surrounding life seeking gun shot

Medium Attacks

Say the spell and think of the intended victim.

Omni Maximus Neuro Luminoc = mental attack

Omni Maximus Neuro Tardius Aevus Luminoc = slow mental attack

Omni Maximus Neuro Accelerero Aevus Luminoc = fast mental attack

Omni Maximus Neuro Taura Luminoc = earth shot

Omni Maximus Neuro Taura Tardius Aevus Luminoc = delayed earth shot

Omni Maximus Neuro Taura Accelerero Aevus Luminoc = fast earth shot

Omni Maximus Neuro Pyro Luminoc = fire blaze

Omni Maximus Neuro Pyro Tardius Aevus Luminoc = delayed fire blaze

Omni Maximus Neuro Pyro Accelerero Luminoc = fast fire blaze

Omni Maximus Neuro Hydro Bentidoc = water wave

Omni Maximus Neuro Hydro Tardious Aevus Bentidoc = delayed water wave

Omni Maximus Neuro Hydro Accelerero Bentidoc = fast water wave

- Omni Maximus Neuro Cyro Luminoc = ice meteors
- Omni Maximus Neuro Cyro Tardious Aevus Luminoc = delayed ice shot
- Omni Maximus Neuro Cyro Accelero Aevus Luminoc = fast ice shot
- Omni Maximus Neuro Aero Luminoc = air shot
- Omni Maximus Neuro Aero Tardius Aevus Luminoc = delayed air shot
- Omni Maximus Neuro Aero Accelerus Aevus Luminoc = fast air shot
- Omni Maximus Neuro Thundora Luminoc = forked lightning
- Omni Maximus Neuro Thundora Tardius Aevus Luminoc = delayed forked lightning
- Omni Maximus Neuro Thundora Accelerus Aevus Luminoc = fast forked lightning
- Omni Maximus Neuro Liquentis Bentidoc = lava wave
- Omni Maximus Neuro Liquentis Tardius Aevus Bentidoc = delayed lava wave
- Omni Maximus Neuro Liquentis Accelerus Aevus Bentidoc = fast lava wave
- Omni Maximus Neuro Visus Luminoc = group blindness
- Omni Maximus Neuro Visus Tardius Aevus Luminoc = delayed group blindness
- Omni Maximus Neuro Visus Accelero Aevus Luminoc = fast group blindness
- Omni Maximus Neuro Aevus Bentidoc = time wave
- Omni Maximus Neuro Tardius Aevus Bentidoc = slow wave
- Omni Maximus Neuro Accelero Aevus Bentidoc = speed wave
- Omni Maximus Neuro Necro Bentidoc = death wave
- Omni Maximus Neuro Necro Tardius Aevus Bentidoc = delayed death wave
- Omni Maximus Neuro Necro Accelero Aevus Bentidoc = instant death wave
- Omni Maximus Neuro Infinitio Bentidoc = time stop wave
- Omni Maximus Neuro Infinitio Tardius Aevus Bentidoc = delayed time stop wave
- Omni Maximus Neuro Infinitio Accelero Aevus Bentidoc = instant time stop wave
- Omni Maximus Neuro Penetro Luminoc = penetrating energy blaze
- Omni Maximus Neuro Penetro Tardius Aevus Luminoc = delayed penetrating energy blaze
- Omni Maximus Neuro Penetro Accelero Aevus Luminoc = instant penetrating energy blaze
- Omni Maximus Neuro Commutatus Luminoc = fire change energy blaze
- Omni Maximus Neuro Commutatus Tardius Aevus Luminoc = delayed fire change energy blaze
- Omni Maximus Neuro Commutatus Accelero Aevus Luminoc = instant fire change energy blaze
- Omni Maximus Neuro Potus Bentidoc = energy absorption wave
- Omni Maximus Neuro Potus Tardius Aevus Bentidoc = delayed energy absorption wave
- Omni Maximus Neuro Potus Accelero Aevus Bentidoc = instant penetrating energy wave
- Omni Maximus Neuro Abfabricatio Luminoc = unmaking blaze
- Omni Maximus Neuro Abfabricatio Tardius Aevus Luminoc = delayed unmaking blaze
- Omni Maximus Neuro Abfabricatio Accelero Aevus Luminoc = instant unmaking blaze
- Omni Maximus Neuro Taura Penetro Luminoc = penetrating earth shot
- Omni Maximus Neuro Taura Penetro Tardius Aevus Luminoc = delayed penetrating earth shot
- Omni Maximus Neuro Taura Penetro Accelero Aevus Luminoc = fast penetrating earth shot
- Omni Maximus Neuro Pyro Penetro Luminoc = penetrating fire blaze
- Omni Maximus Neuro Pyro Penetro Tardius Aevus Luminoc = delayed blast penetrating fire blaze
- Omni Maximus Neuro Pyro Penetro Accelero Aevus Luminoc = fast penetrating fire blaze
- Omni Maximus Neuro Hydro Penetro Bentidoc = penetrating water waves
- Omni Maximus Neuro Hydro Penetro Tardius Aevus Bentidoc = delayed penetrating water waves
- Omni Maximus Neuro Hydro Penetro Accelero Aevus Bentidoc = fast penetrating water waves
- Omni Maximus Neuro Cyro Penetro Luminoc = penetrating ice shot
- Omni Maximus Neuro Cyro Penetro Tardius Aevus Luminoc = delayed penetrating ice shot
- Omni Maximus Neuro Cyro Penetro Accelero Aevus Luminoc = fast penetrating ice shot
- Omni Maximus Neuro Aero Penetro Luminoc = air penetrating shot
- Omni Maximus Neuro Aero Penetro Tardius Aevus Luminoc = delayed penetrating air shot
- Omni Maximus Neuro Aero Penetro Accelero Aevus Luminoc = fast penetrating air shot
- Omni Maximus Neuro Thundora Penetro Luminoc = penetrating forked lightning
- Omni Maximus Neuro Thundora Penetro Tardius Aevus Luminoc = delayed penetrating forked lightning
- Omni Maximus Neuro Thundora Penetro Accelero Aevus Luminoc = fast penetrating forked lightning

- Omni Maximus Neuro Visus Penetro Luminoct = penetrating group blindness
- Omni Maximus Neuro Visus Penetro Tardius Aevus Luminoct = delayed penetrating group blindness
- Omni Maximus Neuro Visus Penetro Accelero Aevus Luminoct = fast penetrating group blindness
- Omni Maximus Neuro Lipientis Penetro Bentidocht = penetrating lava wave
- Omni Maximus Neuro Lipientis Penetro Tardius Aevus Bentidocht = delayed penetrating lava wave
- Omni Maximus Neuro Lipientis Penetro Accelero Aevus Bentidocht = fast penetrating lava wave
- Omni Maximus Neuro Aevus Penetro Bentidocht = penetrating time attack wave
- Omni Maximus Neuro Tardius Aevus Penetro Bentidocht = penetrating slow wave
- Omni Maximus Neuro Accelero Aevus Penetro Bentidocht = penetrating speed wave
- Omni Maximus Neuro Necro Penetro Bentidocht = penetrating death wave
- Omni Maximus Neuro Necro Penetro Tardius Aevus Bentidocht = delayed penetrating death wave
- Omni Maximus Neuro Necro Penetro Accelero Aevus Bentidocht = instant penetrating death wave
- Omni Maximus Neuro Infinitio Penetro Bentidocht = penetrating time stop wave
- Omni Maximus Neuro Infinitio Penetro Tardius Aevus Bentidocht = delayed penetrating time stop wave
- Omni Maximus Neuro Infinitio Penetro Accelero Aevus Bentidocht = instant penetrating time stop wave
- Omni Maximus Neuro Tardius Neuro Luminoct = mental group stupidity
- Omni Maximus Neuro Tardius Neuro Accelero Aevus Luminoct = fast mental group stupidity
- Omni Maximus Neuro Accelero Neuro Luminoct = mental group intelligence
- Omni Maximus Neuro Accelero Neuro Tardius Aevus Luminoct = delayed mental group intelligence
- Omni Maximus Neuro Accelero Neuro Accelero Aevus Luminoct = fast mental group intelligence
- Omni Maximus Neuro Medicus Neuro Luminoct = mental group charm
- Omni Maximus Neuro Medicus Neuro Accelero Aevus Luminoct = fast mental group charm
- Omni Maximus Neuro Medicus Neuro Penetro Accelero Aevus Luminoct = fast mental group pentrating charm
- Omni Maximus Neur Medicus Neuro Infinitio Luminoct = fast mental group charm
- Omni Maximus Neuro Medicus Neuro Potus Luminoct = remove group charm
- Omni Maximus Neuro Medicus Neuro Potus Tardius Aevus Luminoct = delayed remove group charm
- Omni Maximus Neuro Medicus Neuro Potus Accelero Aevus Luminoct = fast remove group charm
- Omni Maximus Neuro Medicus Neuro Potus Infinitio Luminoct = remove permanant group charm
- Omni Maximus Neuro Medicus Magicus Iniquus Luminoct = group miscast magic
- Omni Maximus Neuro Medicus Magicus Iniquus Accelero Aevus Luminoct = delayed group miscast magic
- Omni Maximus Neuro Medicus Magicus Iniquus Penetro Accelero Aevus Luminoct = fast penetrating group miscast magic
- Omni Maximus Neuro Medicus Magicus Iniquus Infinitio Luminoct = fast miscast group magic
- Omni Maximus Neuro Tardius Neuro Luminoct = mental group stupidity
- Omni Maximus Neuro Tardius Neuro Accelero Aevus Luminoct = fast mental group stupidity
- Omni Maximus Neuro Accelero Neuro Luminoct = mental group intelligence
- Omni Maximus Neuro Accelero Neuro Tardius Aevus Luminoct = delayed mental group intelligence
- Omni Maximus Neuro Accelero Neuro Accelero Aevus Luminoct = fast mental group intelligence
- Omni Maximus Neuro Medicus Neuro Luminoct = mental group charm
- Omni Maximus Neuro Medicus Neuro Accelero Aevus Luminoct = fast mental group charm
- Omni Maximus Neuro Medicus Neuro Penetro Accelero Aevus Luminoct = fast mental group pentrating charm
- Omni Maximus Neuro Medicus Neuro Infinitio Luminoct = fast mental group charm
- Omni Maximus Neuro Medicus Neuro Potus Luminoct = remove group charm
- Omni Maximus Neuro Medicus Neuro Potus Tardius Aevus Luminoct = delayed remove group charm
- Omni Maximus Neuro Medicus Neuro Potus Accelero Aevus Luminoct = fast remove group charm
- Omni Maximus Neuro Medicus Neuro Potus Infinitio Luminoct = remove permanant group charm
- Omni Maximus Neuro Medicus Magicus Iniquus Luminoct = group miscast magic
- Omni Maximus Neuro Medicus Magicus Iniquus Accelero Aevus Luminoct = delayed group miscast magic
- Omni Maximus Neuro Medicus Magicus Iniquus Penetro Accelero Aevus Luminoct = fast penetrating group miscast magic
- Omni Maximus Neuro Medicus Magicus Iniquus Infinitio Luminoct = fast miscast group magic
- Omni Maximus Neuro Medicus Magicus Iniquus Potus Luminoct = group miscast magic removal

- Omni Maximus Neuro Medicus Magicus Iniquus Potus Infinitio Luminoc = permanant group miscast magic removal
- Omni Maximus Neuro Moderatus Bentidoc = control waves
- Omni Maximus Neuro Moderatus Accelero Aevus Bentidoc = control waves
- Omni Maximus Neuro Moderatus Penetro Accelero Aevus Bentidoc = fast penetrating control waves
- Omni Maximus Neuro Moderatus Infinitio Bentidoc = permanant control waves
- Omni Maximus Neuro Moderatus Potus Bentidoc = remove control waves
- Omni Maximus Neuro Moderatus Potus Accelero Aevus Bentidoc = remove control waves
- Omni Maximus Neuro Moderatus Penetro Potus Accelero Aevus Bentidoc = fast penetrating remove control wave
- Omni Maximus Neuro Moderatus Potus Infinitio Bentidoc = permanant remove control waves
- Omni Maximus Neuro Moderatus Ennervatus Luminoc = group dire charm
- Omni Maximus Neuro Moderatus Ennervatus Accelero Aevus Luminoc = group dire charm
- Omni Maximus Neuro Moderatus Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating group dire charm
- Omni Maximus Neuro Moderatus Ennervatus Infinitio Luminoc = permanant group dire charm
- Omni Maximus Neuro Moderatus Ennervatus Potus Luminoc = group dire charm removal
- Omni Maximus Neuro Moderatus Ennervatus Potus Accelero Aevus Luminoc = group charm removal
- Omni Maximus Neuro Moderatus Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating group dire charm removal
- Omni Maximus Neuro Moderatus Ennervatus Potus Infinitio Luminoc = permanant group dire charm removal
- Omni Maximus Neuro Ennervatus Luminoc = group domination
- Omni Maximus Neuro Ennervatus Accelero Aevus Luminoc = group domination
- Omni Maximus Neuro Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating group domination
- Omni Maximus Neuro Ennervatus Infinitio Luminoc = permanant group domination
- Omni Maximus Neuro Ennervatus Potus Luminoc = group domination removal
- Omni Maximus Neuro Ennervatus Potus Accelero Aevus Luminoc = group domination removal
- Omni Maximus Neuro Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating group domination removal
- Omni Maximus Neuro Ennervatus Potus Infinitio Luminoc = permanant group domination removal
- Omni Maximus Neuro Exhaustio Bentidoc = draining waves
- Omni Maximus Neuro Exhaustio Accelero Aevus Bentidoc = fast draining waves
- Omni Maximus Neuro Exhaustio Penetro Potus Accelero Aevus Bentidoc = fast penetrating draining waves
- Omni Maximus Neuro Exhaustio Infinitio Bentidoc = permanant draining waves
- Omni Maximus Neuro Exhaustio Genero Bentidoc = life draining waves
- Omni Maximus Neuro Exhaustio Genero Accelero Aevus Bentidoc = life draining waves
- Omni Maximus Neuro Exhaustio Genero Penetro Potus Accelero Aevus Bentidoc = fast penetrating life draining waves
- Omni Maximus Neuro Exhaustio Genero Infinitio Bentidoc = permanant life draining waves
- Omni Maximus Neuro Exhaustio Genero Multus Bentidoc = vampiric draining waves
- Omni Maximus Neuro Exhaustio Genero Multus Accelero Aevus Bentidoc = vampiric draining waves
- Omni Maximus Neuro Exhaustio Genero Multus Penetro Potus Accelero Aevus Bentidoc = fast penetrating vampiric draining waves
- Omni Maximus Neuro Exhaustio Genero Multus Infinitio Bentidoc = permanant vampiric draining waves
- Omni Maximus Neuro Exhaustio Aspectus Potus Luminoc = group remove illusion
- Omni Maximus Neuro Exhaustio Aspectus Potus Accelero Aevus Luminoc = group remove illusion
- Omni Maximus Neuro Exhaustio Aspectus Penetro Potus Accelero Aevus Luminoc = fast penetrating group remove illusion
- Omni Maximus Neuro Exhaustio Aspectus Potus Infinitio Luminoc = permanant group remove illusion
- Omni Maximus Neuro Aspectus Luminoc = group illusion think of the element when saying
- Omni Maximus Neuro Aspectus Accelero Aevus Luminoc = group illusion spheres think of the element when saying
- Omni Maximus Neuro Aspectus Penetro Accelero Aevus Luminoc = fast penetrating group illusion think of

- the element when saying
- Omni Maximus Neuro Aspectus Infinitio Luminoc = permanant group illusionous think of the element when saying
- Omni Maximus Neuro Opacus Aspectus Luminoc = shadow shots
- Omni Maximus Neuro Opacus Accelero Aevus Luminoc = shadow shots
- Omni Maximus Neuro Opacus Penetro Accelero Aevus Luminoc = fast penetrating shadow shots
- Omni Maximus Neuro Opacus Infinitio Luminoc = permanant shadow shots
- Omni Maximus Neuro Solidus Luminoc = deadly substance shots
- Omni Maximus Neuro Solidus Accelero Aevus Luminoc = deadly substance shots
- Omni Maximus Neuro Solidus Penetro Accelero Aevus Luminoc = fast penetrating deadly substance shots
- Omni Maximus Neuro Solidus Integumentuum Luminoc = deadly cloaked substance shots
- Omni Maximus Neuro Solidus Integumentuum Accelero Aevus Luminoc = deadly cloaked substance shots
- Omni Maximus Neuro Solidus Integumentuum Penetro Accelero Aevus Luminoc = fast penetrating deadly deadly substance shots
- Omni Maximus Neuro Solidus Integumentuum Infinitio Luminoc = permanant deadly cloaked substance shots
- Omni Maximus Neuro Elevo Luminoc = luminescent beam
- Omni Maximus Neuro Elevo Accelero Aevus Luminoc = luminescent beam
- Omni Maximus Neuro Elevo Penetro Accelero Aevus Luminoc = fast penetrating luminescent beam spheres
- Omni Maximus Neuro Elevo Infinitio Luminoc = permanant luminescent beams
- Omni Maximus Neuro Incalfacio Bentidoc = heat concussion waves
- Omni Maximus Neuro Incalfacio Accelero Aevus Bentidoc = heat concussion waves
- Omni Maximus Neuro Incalfacio Penetro Accelero Aevus Bentidoc = fast penetrating heat concussion waves
- Omni Maximus Neuro Incalfacio Infinitio Bentidoc = permanant heat concussion waves
- Omni Maximus Neuro Apricatio Luminoc = bright sunlight beam
- Omni Maximus Neuro Apricatio Accelero Aevus Luminoc = bright sunlight beam
- Omni Maximus Neuro Apricatio Penetro Accelero Aevus Luminoc = fast penetrating bright sunlight beam
- Omni Maximus Neuro Apricatio Infinitio Luminoc = permanant bright sunlight beam
- Omni Maximus Neuro Chao Bentidoc = chaos waves
- Omni Maximus Neuro Chao Accelero Aevus Bentidoc = chaos waves
- Omni Maximus Neuro Chao Penetro Accelero Aevus Bentidoc = fast penetrating chaos waves
- Omni Maximus Neuro Chao Infinitio Bentidoc = permanant chaos waves
- Omni Maximus Neuro Chao Disturbatio Luminoc = chaotic destructive lava blaze
- Omni Maximus Neuro Chao Disturbatio Accelero Aevus Luminoc = chaotic destructive lava blaze
- Omni Maximus Neuro Chao Disturbatio Penetro Accelero Aevus Luminoc = fast penetrating chaotic destructive lava blaze
- Omni Maximus Neuro Chao Disturbatio Infinitio Luminoc = permanant chaotic destructive lava blaze
- Omni Maximus Neuro Disturbatio Luminoc = destructive fire blaze
- Omni Maximus Neuro Disturbatio Accelero Aevus Luminoc = destructive fire blaze
- Omni Maximus Neuro Disturbatio Penetro Accelero Aevus Luminoc = fast penetrating destructive fire blaze
- Omni Maximus Neuro Disturbatio Infinitio Luminoc = permanant chaotic fire blaze
- Omni Maximus Neuro Maledico Luminoc = abusive water ring
- Omni Maximus Neuro Maledico Accelero Aevus Luminoc = abusive water ring
- Omni Maximus Neuro Maledico Penetro Accelero Aevus Luminoc = fast penetrating abusive ring
- Omni Maximus Neuro Maledico Infinitio Luminoc = permanant abusive water ring
- Omni Maximus Neuro Maledico Incursio Luminoc = abusive collisive ice shot
- Omni Maximus Neuro Maledico Incursio Accelero Aevus Luminoc = abusive collisive ice shots
- Omni Maximus Neuro Maledico Incursio Penetro Accelero Aevus Luminoc = fast penetrating abusive collisive ice shot
- Omni Maximus Neuro Maledico Incursio Infinitio Luminoc = permanant abusive collisive ice shot
- Omni Maximus Neuro Incursio Luminoc = collisive shots
- Omni Maximus Neuro Incursio Accelero Aevus Luminoc = collisive shots
- Omni Maximus Neuro Incursio Penetro Accelero Aevus Luminoc = fast penetrating collisive shots

Omni Maximus Neuro Incursio Infinitio Luminoct =	permenant collisive shots
Omni Maximus Neuro Efficio Luminoct =	power blaze
Omni Maximus Neuro Efficio Accelero Aevus Luminoct =	power blaze
Omni Maximus Neuro Efficio Penetro Accelero Aevus Luminoct =	fast penetrating power blaze
Omni Maximus Neuro Efficio Infinitio Luminoct =	permenant power blaze
Omni Maximus Neuro Imago Luminoct =	mirroring ring
Omni Maximus Neuro Imago Accelero Aevus Luminoct =	mirroring ring
Omni Maximus Neuro Imago Penetro Accelero Aevus Luminoct =	fast penetrating mirroring ring
Omni Maximus Neuro Imago Infinitio Luminoct =	permenant mirroring ring
Omni Maximus Neuro Imago Communio Luminoct =	mirroring sharing ring
Omni Maximus Neuro Imago Communio Accelero Aevus Luminoct =	mirroring sharing ring
Omni Maximus Neuro Imago Communio Penetro Accelero Aevus Luminoct =	fast penetrating mirroring sharing ring
Omni Maximus Neuro Imago Communio Infinitio Luminoct =	permenant mirroring sharing ring
Omni Maximus Neuro Communio Accelero Aevus Luminoct =	sharing air shot
Omni Maximus Neuro Communio Penetro Accelero Aevus Luminoct =	fast penetrating sharing air shot
Omni Maximus Neuro Communio Infinitio Luminoct =	permenant sharing air shot
Omni Maximus Neuro Imititatio Accelero Aevus Luminoct =	imitating ring
Omni Maximus Neuro Imititatio Penetro Accelero Aevus Luminoct =	fast penetrating imitating ring
Omni Maximus Neuro Imititatio Infinitio Luminoct =	permenant imitating ring
Omni Maximus Neuro Multus Luminoct =	energy blaze
Omni Maximus Neuro Multus Accelero Aevus Luminoct =	fast energy blaze
Omni Maximus Neuro Multus Penetro Accelero Aevus Luminoct =	fast penetrating imitating blaze
Omni Maximus Neuro Multus Infinitio Luminoct =	permenant imitating blaze
Omni Maximus Neuro Comformo Effectus Luminoct =	adaptive effects blaze
Omni Maximus Neuro Comformo Effectus Accelero Aevus Luminoct =	fast adaptive effects blaze
Omni Maximus Neuro Comformo Effectus Penetro Accelero Aevus Luminoct =	fast penetrating adaptive effects blaze
Omni Maximus Neuro Comformo Effectus Infinitio Luminoct =	permenant adaptive effects blaze
Omni Maximus Neuro Retexo Bentidoct =	reverse waves
Omni Maximus Neuro Retexo Accelero Aevus Bentidoct =	fast reverse waves
Omni Maximus Neuro Retexo Penetro Accelero Aevus Bentidoct =	fast penetrating reverse waves
Omni Maximus Neuro Retexo Infinitio Bentidoct =	permenant reverse waves
Omni Maximus Neuro Fabricatio Luminoct =	undoing ripple
Omni Maximus Neuro Fabricatio Accelero Aevus Luminoct =	fast undoing ripple
Omni Maximus Neuro Fabricatio Penetro Accelero Aevus Luminoct =	fast penetrating undoing ripple
Omni Maximus Neuro Fabricatio Infinitio Luminoct =	permenant undoing ripple
Omni Maximus Neuro Fabricatio Redeo Luminoct =	deadly making shots
Omni Maximus Neuro Fabricatio Redeo Accelero Aevus Luminoct =	fast deadly making shots
Omni Maximus Neuro Fabricatio Redeo Penetro Accelero Aevus Luminoct =	fast penetrating deadly making shots
Omni Maximus Neuro Fabricatio Redeo Infinitio Luminoct =	permenant deadly making shots
Omni Maximus Neuro Ferreus Luminoct =	antimagic shots
Omni Maximus Neuro Fabricatio Redeo Accelero Aevus Luminoct =	fast antimagic shots
Omni Maximus Neuro Fabricatio Redeo Penetro Accelero Aevus Luminoct =	fast penetrating antimagic shots
Omni Maximus Neuro Fabricatio Redeo Infinitio Luminoct =	permenant antimagic shots
Omni Maximus Neuro Ferreus Aevus Luminoct =	antimagic time shots
Omni Maximus Neuro Ferreus Aevus Accelero Aevus Luminoct =	fast antimagic time shots
Omni Maximus Neuro Ferreus Aevus Penetro Accelero Aevus Luminoct =	fast penetrating antimagic time shots
Omni Maximus Neuro Ferreus Aevus Infinitio Luminoct =	permenant antimagic time shots
Omni Maximus Neuro Necro Cedo Luminoct =	death change shots
Omni Maximus Neuro Necro Cedo Accelero Aevus Luminoct =	fast death change shots

Omni Maximus Neuro Necro Cedo Penetro Accelero Aevus Luminoc = fast penetrating death change shots
Omni Maximus Neuro Necro Cedo Infinitio Luminoc = permanent death change shots
Omni Maximus Neuro Obliquus Luminoc = indirect ripple attack
Omni Maximus Neuro Obliquus Accelero Aevus Luminoc = fast indirect ripple attack
Omni Maximus Neuro Obliquus Penetro Accelero Aevus Luminoc = fast penetrating indirect ripple attack
Omni Maximus Neuro Obliquus Infinitio Luminoc = permanent indirect ripple attack
attack
Omni Maximus Neuro Necro Obliquus Luminoc = indirect death blaze
Omni Maximus Neuro Necro Obliquus Accelero Aevus Luminoc = fast indirect death blaze
Omni Maximus Neuro Necro Obliquus Penetro Accelero Aevus Luminoc = fast penetrating indirect death
blaze
Omni Maximus Neuro Necro Obliquus Infinitio Luminoc = permanent indirect death blaze
Omni Maximus Neuro Tabes Luminoc = disease ripples
Omni Maximus Neuro Tabes Accelero Aevus Luminoc = fast disease ripples
Omni Maximus Neuro Tabes Penetro Accelero Aevus Luminoc = fast penetrating disease ripples
Omni Maximus Neuro Tabes Infinitio Luminoc = permanent disease ripples
Omni Maximus Neuro Pestis Luminoc = pestilence ripples
Omni Maximus Neuro Pestis Accelero Aevus Luminoc = fast pestilence ripples
Omni Maximus Neuro Pestis Penetro Accelero Aevus Luminoc = fast penetrating pestilence ripples
Omni Maximus Neuro Pestis Infinitio Luminoc = permanent pestilence ripples
Omni Maximus Neuro Inversio Thundora Luminoc = youthening forked lightning
Omni Maximus Neuro Inversio Thundora Accelero Aevus Luminoc = fast youthening forked lightning
Omni Maximus Neuro Inversio Thundora Penetro Accelero Aevus Luminoc = fast penetrating youthening
forked lightning
Omni Maximus Neuro Inversio Thundora Infinitio Luminoc = permanent youthening forked lightning
Omni Maximus Neuro Defluo Luminoc = disappearing lightning forked lightning
Omni Maximus Neuro Defluo Accelero Aevus Luminoc = fast disappearing lightning forked lightning
Omni Maximus Neuro Defluo Penetro Accelero Aevus Luminoc = fast penetrating forked lightning
Omni Maximus Neuro Defluo Infinitio Luminoc = permanent disappearing forked lightning
Omni Maximus Neuro Fulmeneu Luminoc = dominating forked lightning
Omni Maximus Neuro Fulmeneu Accelero Aevus Luminoc = fast dominating forked lightning
Omni Maximus Neuro Fulmeneu Penetro Accelero Aevus Luminoc = fast penetrating dominating forked
lightning
Omni Maximus Neuro Fulmeneu Infinitio Luminoc = permanent dominating forked lightning
Omni Maximus Neuro Obscuro Luminoc = cloaked forked lightning
Omni Maximus Neuro Obscuro Accelero Aevus Luminoc = fast cloaked forked lightning
Omni Maximus Neuro Obscuro Penetro Accelero Aevus Luminoc = fast penetrating cloaked forked lightning
Omni Maximus Neuro Obscuro Infinitio Luminoc = permanent cloaked forked lightning
Omni Maximus Neuro Exuro Luminoc = heat forked lightning
Omni Maximus Neuro Exuro Accelero Aevus Luminoc = fast heat forked lightning
Omni Maximus Neuro Exuro Penetro Accelero Aevus Luminoc = fast penetrating heat forked lightning
Omni Maximus Neuro Exuro Infinitio Luminoc = permanent heat forked lightning
Omni Maximus Neuro Conlido Luminoc = collision forked lightning
Omni Maximus Neuro Conlido Accelero Aevus Luminoc = fast collision forked lightning
Omni Maximus Neuro Conlido Penetro Accelero Aevus Luminoc = fast penetrating collision forked lightning
Omni Maximus Neuro Conlido Infinitio Luminoc = permanent collision forked lightning
Omni Maximus Neuro Transcribo Luminoc = imitating forked lightning
Omni Maximus Neuro Transcribo Accelero Aevus Luminoc = fast imitating forked lightning
Omni Maximus Neuro Transcribo Penetro Accelero Aevus Luminoc = fast penetrating imitating forked
lightning
Omni Maximus Neuro Transcribo Infinitio Luminoc = permanent imitating forked lightning
Omni Maximus Neuro Compello Luminoc = compelling forked lightning
Omni Maximus Neuro Compello Accelero Aevus Luminoc = fast compelling forked lightning
Omni Maximus Neuro Compello Penetro Accelero Aevus Luminoc = fast penetrating compelling forked

- lightning
- Omni Maximus Neuro Compello Infinitio Luminoc = permanant compelling forked lightning
- Omni Maximus Neuro Cesso Luminoc = retarding forked lightning
- Omni Maximus Neuro Cesso Accelero Aevus Luminoc = fast retarding forked lightning
- Omni Maximus Neuro Cesso Penetro Accelero Aevus Luminoc = fast penetrating retarding forked lightning
- Omni Maximus Neuro Cesso Infinitio Luminoc = permanant retarding forked lightning
- Omni Maximus Neuro Multus Animus Luminoc = soul fire beam
- Omni Maximus Neuro Multus Animus Accelero Aevus Luminoc = soul fire beam
- Omni Maximus Neuro Multus Animus Penetro Accelero Aevus Luminoc = fast penetrating soul fire beam
- Omni Maximus Neuro Multus Animus Infinitio Luminoc = permanant surrounding soul fire beam
- Omni Maximus Neuro Taura Simulo Luminoc = surrounding earth shots
- Omni Maximus Neuro Taura Simulo Tardius Aevus Luminoc = delayed surrounding earth shots
- Omni Maximus Neuro Taura Simulo Accelero Aevus Luminoc = fast surrounding earth shots
- Omni Maximus Neuro Pyro Simulo Luminoc = surrounding fire blaze
- Omni Maximus Neuro Pyro Simulo Tardius Aevus Luminoc = delayed blast surrounding fire blaze
- Omni Maximus Neuro Pyro Simulo Accelero Aevus Luminoc = fast surrounding fire blaze
- Omni Maximus Neuro Hydro Simulo Luminoc = surrounding water ripples
- Omni Maximus Neuro Hydro Simulo Tardius Aevus Luminoc = delayed surrounding wate ripplesr
- Omni Maximus Neuro Hydro Simulo Accelero Aevus Luminoc = fast surrounding water ripples
- Omni Maximus Neuro Cyro Simulo Luminoc = surrounding ice shots
- Omni Maximus Neuro Cyro Simulo Tardius Aevus Luminoc = delayed surrounding ice shots
- Omni Maximus Neuro Cyro Simulo Accelero Aevus Luminoc = fast surrounding ice shots
- Omni Maximus Neuro Aero Simulo Luminoc = surrounding air blast
- Omni Maximus Neuro Aero Simulo Tardius Aevus Luminoc = delayed surrounding air blast
- Omni Maximus Neuro Aero Simulo Accelero Aevus Luminoc = fast surrounding air blast
- Omni Maximus Neuro Thundora Simulo Luminoc = surrounding lightning forked lightning
- Omni Maximus Neuro Thundora Simulo Tardius Aevus Luminoc = delayed surrounding forked lightning
- Omni Maximus Neuro Thundora Simulo Accelero Aevus Luminoc = fast surrounding forked lightning
- Omni Maximus Neuro Liquentis Simulo Luminoc = surrounding lava blaze
- Omni Maximus Neuro Liquentis Simulo Tardius Aevus Luminoc = delayed surrounding lava blaze
- Omni Maximus Neuro Liquentis Simulo Accelero Aevus Luminoc = fast surrounding lava blaze
- Omni Maximus Neuro Necro Simulo Luminoc = surrounding death blaze
- Omni Maximus Neuro Necro Simulo Tardius Aevus Luminoc = delayed surrounding death blaze
- Omni Maximus Neuro Necro Simulo Accelero Aevus Luminoc = instant surrounding death blaze
- Omni Maximus Neuro Infinitio Simulo Luminoc = surrounding time stop ripples
- Omni Maximus Neuro Infinitio Simulo Tardius Aevus Luminoc = delayed surrounding time stop ripples
- Omni Maximus Neuro Infinitio Simulo Accelero Aevus Luminoc = instant surrounding time stop ripples
- Omni Maximus Neuro Penetro Simulo Luminoc = penetrating surrounding energy ripples
- Omni Maximus Neuro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding energy ripples
- Omni Maximus Neuro Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy ripples
- Omni Maximus Neuro Commutatus Simulo Luminoc = fire change surrounding energy blaze
- Omni Maximus Neuro Commutatus Simulo Tardius Aevus Luminoc = delayed surrounding fire change energy blaze
- Omni Maximus Neuro Commutatus Simulo Accelero Aevus Luminoc = instant surrounding fire change energy blaze
- Omni Maximus Neuro Potus Simulo Luminoc = surrounding energy absorption ring
- Omni Maximus Neuro Potus Simulo Tardius Aevus Luminoc = delayed surrounding energy absorption ring
- Omni Maximus Neuro Potus Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy ring
- Omni Maximus Neuro Abfabricatio Simulo Luminoc = surrounding unmaking shots
- Omni Maximus Neuro Abfabricatio Simulo Tardius Aevus Luminoc = delayed surrounding unmaking shots
- Omni Maximus Neuro Abfabricatio Simulo Accelero Aevus Luminoc = instant surrounding unmaking shots
- Omni Maximus Neuro Taura Penetro Simulo Luminoc = penetrating surrounding earth shots

Omni Maximus Neuro Taura Penetro Simulo Tardius Aevus Luminoc = delayed surrounding penetrating earth shots

Omni Maximus Neuro Taura Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating earth shots

Omni Maximus Neuro Pyro Penetro Simulo Luminoc = penetrating surrounding fire blaze

Omni Maximus Neuro Pyro Penetro Simulo Tardius Aevus Luminoc = delayed blast surrounding penetrating fire blaze

Omni Maximus Neuro Pyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fire blaze

Omni Maximus Neuro Hydro Penetro Simulo Luminoc = penetrating surrounding water ripples

Omni Maximus Neuro Hydro Penetro Simulo Tardius Aevus Luminoc = delayed surrounding penetrating water ripples

Omni Maximus Neuro Hydro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding water ripples

Omni Maximus Neuro Cyro Penetro Simulo Luminoc = ice penetrating surrounding shots

Omni Maximus Neuro Cyro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding ice shots

Omni Maximus Neuro Cyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding ice shots

Omni Maximus Neuro Aero Penetro Simulo Luminoc = surrounding air penetrating shots

Omni Maximus Neuro Aero Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding air shots

Omni Maximus Neuro Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding air shots

Omni Maximus Neuro Thundora Penetro Simulo Luminoc = penetrating surrounding forked lightning

Omni Maximus Neuro Thundora Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding forked lightning

Omni Maximus Neuro Thundora Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding forked lightning

Omni Maximus Neuro Visus Penetro Simulo Luminoc = penetrating surrounding group blindness

Omni Maximus Neuro Visus Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding group blindness

Omni Maximus Neuro Visus Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding group blindness

Omni Maximus Neuro Lipientis Simulo Penetro Luminoc = penetrating surrounding lava rings

Omni Maximus Neuro Lipientis Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lava rings

Omni Maximus Neuro Lipientis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lava rings

Omni Maximus Neuro Infinitio Simulo Luminoc = surrounding time stop ripples

Omni Maximus Neuro Infinitio Simulo Tardius Aevus Luminoc = delayed surrounding time stop ripples

Omni Maximus Neuro Infinitio Simulo Accelero Aevus Luminoc = instant surrounding time stop ripples

Omni Maximus Neuro Penetro Simulo Luminoc = penetrating surrounding energy shots

Omni Maximus Neuro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding energy shots

Omni Maximus Neuro Penetro Accelero Aevus Luminoc = instant penetrating surrounding energy shots

Omni Maximus Neuro Commutatus Simulo Luminoc = fire change surrounding energy blaze

Omni Maximus Neuro Commutatus Simulo Tardius Aevus Luminoc = delayed surrounding fire change energy blaze

Omni Maximus Neuro Commutatus Simulo Accelero Aevus Luminoc = instant surrounding fire change energy blaze

Omni Maximus Neuro Potus Simulo Luminoc = surrounding energy absorption ring

Omni Maximus Neuro Potus Simulo Tardius Aevus Luminoc = delayed surrounding energy absorption ring

Omni Maximus Neuro Potus Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy ring

Omni Maximus Neuro Abfabricatio Simulo Luminoc = surrounding unmaking rings

Omni Maximus Neuro Abfabricatio Simulo Tardius Aevus Luminoc = delayed surrounding unmaking rings

Omni Maximus Neuro Abfabricatio Simulo Accelerero Aevus Luminoc = instant surrounding unmaking rings

Omni Maximus Neuro Taura Penetro Simulo Luminoc = penetrating surrounding earth shot

Omni Maximus Neuro Taura Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding earth shot

Omni Maximus Neuro Taura Penetro Simulo Accelerero Aevus Luminoc = fast penetrating surrounding earth shot

Omni Maximus Neuro Pyro Penetro Simulo Luminoc = penetrating surrounding fire blaze

Omni Maximus Neuro Pyro Penetro Simulo Tardius Aevus Luminoc = delayed blast penetrating surrounding fire blaze

Omni Maximus Neuro Pyro Penetro Simulo Accelerero Aevus Luminoc = fast penetrating surrounding fire blaze

Omni Maximus Neuro Hydro Penetro Simulo Luminoc = penetrating surrounding water ripples

Omni Maximus Neuro Hydro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding water ripples

Omni Maximus Neuro Hydro Penetro Simulo Accelerero Aevus Luminoc = fast penetrating surrounding water ripples

Omni Maximus Neuro Cyro Penetro Simulo Luminoc = surrounding ice penetrating shot

Omni Maximus Neuro Cyro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding ice shot

Omni Maximus Neuro Cyro Penetro Simulo Accelerero Aevus Luminoc = fast penetrating surrounding ice shot

Omni Maximus Neuro Aero Penetro Simulo Luminoc = surrounding air penetrating blast

Omni Maximus Neuro Aero Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding air blast

Omni Maximus Neuro Aero Penetro Simulo Accelerero Aevus Luminoc = fast penetrating surrounding air blast

Omni Maximus Neuro Thundora Simulo Penetro Luminoc = penetrating surrounding forked lightning

Omni Maximus Neuro Thundora Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding forked lightning

Omni Maximus Neuro Thundora Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding forked lightning

Omni Maximus Neuro Liquentis Simulo Penetro Bentidoc = penetrating surrounding lava waves

Omni Maximus Neuro Liquentis Simulo Penetro Tardius Aevus Bentidoc = delayed penetrating surrounding lava waves

Omni Maximus Neuro Liquentis Simulo Penetro Accelerero Aevus Bentidoc = fast penetrating surrounding lava waves

Omni Maximus Neuro Necro Penetro Simulo Luminoc = penetrating surrounding death rings

Omni Maximus Neuro Necro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding death rings

Omni Maximus Neuro Necro Penetro Simulo Accelerero Aevus Luminoc = instant penetrating surrounding death rings

Omni Maximus Neuro Infinitio Penetro Simulo Luminoc = penetrating surrounding time stop rings

Omni Maximus Neuro Infinitio Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding time stop rings

Omni Maximus Neuro Infinitio Penetro Simulo Accelerero Aevus Luminoc = instant penetrating surrounding time stop rings

Omni Maximus Neuro Tardius Neuro Simulo Luminoc = mental surrounding group stupidity

Omni Maximus Neuro Tardius Neuro Tardius Aevus Simulo Luminoc = delayed mental surrounding group stupidity

Omni Maximus Neuro Tardius Neuro Accelerero Aevus Simulo Luminoc = fast mental surrounding group stupidity

Omni Maximus Neuro Medicatus Neuro Simulo Luminoc = mental surrounding group charm

Omni Maximus Neuro Medicatus Neuro Simulo Accelerero Aevus Luminoc = fast mental surrounding group charm

Omni Maximus Neuro Medicatus Neuro Simulo Penetro Accelerero Aevus Luminoc = fast mental pentrating surrounding group charm

Omni Maximus Neuro Medicatus Neuro Simulo Infinitio Luminoc = infinite mental group surrounding charm

Omni Maximus Neuro Medicatus Mutus Simulo Neuro Luminoc = mental group surrounding charm mutation

Omni Maximus Neuro Medicatus Mutus Simulo Neuro Accelero Aevus Luminoc = fast mental group surrounding charm mutation

Omni Maximus Neuro Medicatus Mutus Simulo Neuro Penetro Accelero Aevus Luminoc = fast mental penetrating surrounding group charm mutation

Omni Maximus Neuro Medicatus Mutus Simulo Neuro Infinitio Luminoc = infinite mental surrounding group charm mutation

Omni Maximus Neuro Medicatus Magicus Iniquus Simulo Luminoc = group miscast surrounding magic

Omni Maximus Neuro Medicatus Magicus Iniquus Simulo Accelero Aevus Luminoc = delayed surrounding group miscast magic

Omni Maximus Neuro Moderatus Simulo Luminoc = surrounding control ripples

Omni Maximus Neuro Moderatus Accelero Aevus Simulo Luminoc = surrounding control ripples

Omni Maximus Neuro Moderatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding control ripples

Omni Maximus Neuro Moderatus Infinitio Simulo Luminoc = permanent surrounding control ripples

Omni Maximus Neuro Moderatus Ennervatus Simulo Luminoc = surrounding group dire charm

Omni Maximus Neuro Moderatus Ennervatus Accelero Aevus Simulo Luminoc = surrounding group dire charm spheres

Omni Maximus Neuro Moderatus Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding group dire charm

Omni Maximus Neuro Moderatus Ennervatus Infinitio Simulo Luminoc = permanent surrounding group dire charm

Omni Maximus Neuro Ennervatus Simulo Luminoc = surrounding domination shots

Omni Maximus Neuro Ennervatus Accelero Aevus Simulo Luminoc = surrounding domination shots

Omni Maximus Neuro Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding domination shots

Omni Maximus Neuro Ennervatus Infinitio Simulo Luminoc = permanent surrounding domination shots

Omni Maximus Neuro Exhaustio Simulo Luminoc = surrounding draining ripples

Omni Maximus Neuro Exhaustio Simulo Accelero Aevus Luminoc = surrounding draining ripples

Omni Maximus Neuro Exhaustio Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding draining ripples

Omni Maximus Neuro Exhaustio Simulo Infinitio Luminoc = permanent surrounding draining ripples

Omni Maximus Neuro Exhaustio Genero Simulo Luminoc = surrounding life draining ripples

Omni Maximus Neuro Exhaustio Genero Simulo Accelero Aevus Luminoc = surrounding life draining ripples

Omni Maximus Neuro Exhaustio Genero Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding life draining ripples

Omni Maximus Neuro Exhaustio Genero Simulo Infinitio Luminoc = permanent surrounding life draining ripples

Omni Maximus Neuro Aspectus Simulo Luminoc = surrounding group illusion think of the element when saying

Omni Maximus Neuro Aspectus Simulo Accelero Aevus Luminoc = surrounding group illusion think of the element when saying

Omni Maximus Neuro Aspectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding group illusion spheres think of the element when saying

Omni Maximus Neuro Aspectus Simulo Infinitio Luminoc = permanent surrounding group illusion spheres think of the element when saying

Omni Maximus Neuro Opacus Simulo Aspectus Luminoc = surrounding shadow shots

Omni Maximus Neuro Opacus Simulo Accelero Aevus Luminoc = surrounding shadow shots

Omni Maximus Neuro Opacus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding shadow shots

Omni Maximus Neuro Opacus Simulo Infinitio Luminoc = permanent surrounding shadow shots

Omni Maximus Neuro Solidus Simulo Luminoc = deadly surrounding substance shots

Omni Maximus Neuro Solidus Simulo Accelero Aevus Luminoc = deadly surrounding substance shots

Omni Maximus Neuro Solidus Simulo Penetro Accelero Aevus Luminoc = fast penetrating deadly

- surrounding substance shots
- Omni Maximus Neuro Solidus Simulo Infinitio Luminoc = permanant deadly surrounding substance shots
- Omni Maximus Neuro Solidus Integumentuum Simulo Luminoc = deadly surrounding cloaked substance shots
- Omni Maximus Neuro Solidus Integumentuum Simulo Accelero Aevus Luminoc = deadly surrounding cloaked substance shots
- Omni Maximus Neuro Solidus Integumentuum Penetro Simulo Accelero Aevus Luminoc = fast penetrating deadly surrounding cloaked substance shots
- Omni Maximus Neuro Solidus Integumentuum Simulo Infinitio Luminoc = permanant deadly surrounding cloaked substance shots
- Omni Maximus Neuro Exhaustio Genero Multus Simulo Luminoc = surrounding vampiric draining ripples
- Omni Maximus Neuro Exhaustio Genero Multus Simulo Accelero Aevus Luminoc = surrounding vampiric draining ripples
- Omni Maximus Neuro Exhaustio Genero Multus Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding vampiric draining ripples
- Omni Maximus Neuro Exhaustio Genero Multus Simulo Infinitio Luminoc = permanant surrounding vampiric draining ripples
- Omni Maximus Neuro Incalfacio Simulo Luminoc = surrounding heat concussion ripples
- Omni Maximus Neuro Incalfacio Simulo Accelero Aevus Luminoc = surrounding heat concussion ripples
- Omni Maximus Neuro Incalfacio Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating heat concussion ripples
- Omni Maximus Neuro Incalfacio Simulo Infinitio Luminoc = permanant surrounding heat concussion ripples
- Omni Maximus Neuro Elevo Simulo Luminoc = luminescent surrounding light beam
- Omni Maximus Neuro Elevo Simulo Accelero Aevus Luminoc = luminescent surrounding light beam
- Omni Maximus Neuro Elevo Penetro Simulo Accelero Aevus Luminoc = fast penetrating luminescent surrounding light beam
- Omni Maximus Neuro Elevo Simulo Infinitio Luminoc = permanant luminescent surrounding light beam
- Omni Maximus Neuro Apricatio Simulo Luminoc = bright surrounding sunlight beam
- Omni Maximus Neuro Apricatio Simulo Accelero Aevus Luminoc = bright surrounding sunlight beam
- Omni Maximus Neuro Apricatio Penetro Simulo Accelero Aevus Luminoc = fast penetrating bright surrounding sunlight beam
- Omni Maximus Neuro Apricatio Simulo Infinitio Luminoc = permanant bright surrounding sunlight beam
- Omni Maximus Neuro Chao Simulo Luminoc = surrounding chaos ripples
- Omni Maximus Neuro Chao Simulo Accelero Aevus Luminoc = surrounding chaos ripples
- Omni Maximus Neuro Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos ripples
- Omni Maximus Neuro Chao Simulo Infinitio Luminoc = permanant surrounding chaos ripples
- Omni Maximus Neuro Chao Disturbatio Simulo Luminoc = surrounding chaotic destructive lava ring
- Omni Maximus Neuro Chao Disturbatio Simulo Accelero Aevus Luminoc = surrounding chaotic destructive lava rings
- Omni Maximus Neuro Chao Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaotic destructive lava rings
- Omni Maximus Neuro Chao Disturbatio Simulo Infinitio Luminoc = permanant surrounding chaotic destructive lava rings
- Omni Maximus Neuro Disturbatio Simulo Luminoc = surrounding destructive fire blaze
- Omni Maximus Neuro Disturbatio Simulo Accelero Aevus Luminoc = surrounding destructive fire blaze
- Omni Maximus Neuro Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding destructive fire blaze
- Omni Maximus Neuro Disturbatio Simulo Infinitio Luminoc = permanant surrounding destructive fire blaze
- Omni Maximus Neuro Maledico Incursio Simulo Luminoc = surrounding abusive collisive ice shots
- Omni Maximus Neuro Maledico Incursio Simulo Accelero Aevus Luminoc = surrounding abusive collisive ice shots
- Omni Maximus Neuro Maledico Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive collisive ice shots

- Omni Maximus Neuro Maledico Incursio Simulo Infinitio Luminoc = permanent surrounding abusive collisive ice shots
- Omni Maximus Neuro Incursio Simulo Luminoc = surrounding collisive air shots
- Omni Maximus Neuro Incursio Simulo Accelerero Aevus Luminoc = surrounding collisive air shots
- Omni Maximus Neuro Incursio Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding collisive air shots
- Omni Maximus Neuro Incursio Simulo Infinitio Luminoc = permanent surrounding collisive air shots
- Omni Maximus Neuro Maledico Simulo Luminoc = surrounding abusive water ripples
- Omni Maximus Neuro Maledico Simulo Accelerero Aevus Luminoc = surrounding abusive water ripples
- Omni Maximus Neuro Maledico Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding abusive water ripples
- Omni Maximus Neuro Maledico Simulo Infinitio Luminoc = permanent surrounding abusive water ripples
- Omni Maximus Neuro Efficio Simulo Luminoc = surrounding power rings
- Omni Maximus Neuro Efficio Simulo Accelerero Aevus Luminoc = surrounding power rings
- Omni Maximus Neuro Efficio Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding power rings
- Omni Maximus Neuro Efficio Simulo Infinitio Luminoc = permanent surrounding power rings
- Omni Maximus Neuro Imago Simulo Luminoc = surrounding mirroring rings
- Omni Maximus Neuro Imago Simulo Accelerero Aevus Luminoc = surrounding mirroring rings
- Omni Maximus Neuro Imago Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding mirroring rings
- Omni Maximus Neuro Imago Simulo Infinitio Luminoc = permanent surrounding mirroring rings
- Omni Maximus Neuro Imago Communio Simulo Luminoc = surrounding mirroring sharing rings
- Omni Maximus Neuro Imago Communio Simulo Accelerero Aevus Luminoc = surrounding mirroring sharing rings
- Omni Maximus Neuro Imago Communio Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding mirroring sharing rings
- Omni Maximus Neuro Imago Communio Simulo Infinitio Luminoc = permanent surrounding mirroring sharing rings
- Omni Maximus Neuro Fabricatio Redeo Simulo Luminoc = surrounding deadly making rings
- Omni Maximus Neuro Fabricatio Redeo Simulo Accelerero Aevus Luminoc = surrounding deadly making rings
- Omni Maximus Neuro Fabricatio Redeo Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding deadly making rings
- Omni Maximus Neuro Fabricatio Redeo Simulo Infinitio Luminoc = permanent surrounding deadly making rings
- Omni Maximus Neuro Fabricatio Redeo Simulo Luminoc = surrounding antimagic rings
- Omni Maximus Neuro Fabricatio Redeo Simulo Accelerero Aevus Luminoc = surrounding antimagic rings
- Omni Maximus Neuro Fabricatio Redeo Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding antimagic rings
- Omni Maximus Neuro Fabricatio Redeo Simulo Infinitio Luminoc = permanent surrounding antimagic rings
- Omni Maximus Neuro Necro Cedo Simulo Luminoc = surrounding death change ripples
- Omni Maximus Neuro Necro Cedo Simulo Accelerero Aevus Luminoc = surrounding death change ripples
- Omni Maximus Neuro Necro Cedo Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding death change ripples
- Omni Maximus Neuro Necro Cedo Simulo Infinitio Luminoc = permanent surrounding death change ripples
- Omni Maximus Neuro Obliquus Simulo Luminoc = surrounding indirect group attack
- Omni Maximus Neuro Obliquus Simulo Accelerero Aevus Luminoc = surrounding indirect group attack
- Omni Maximus Neuro Obliquus Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding indirect group attack
- Omni Maximus Neuro Necro Obliquus Simulo Infinitio Luminoc = permanent surrounding indirect group attack
- Omni Maximus Neuro Necro Obliquus Simulo Luminoc = surrounding indirect death group attack
- Omni Maximus Neuro Necro Obliquus Simulo Accelerero Aevus Luminoc = surrounding indirect death group attack

- Omni Maximus Neuro Necro Obliquus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding indirect death group attack
- Omni Maximus Neuro Necro Obliquus Simulo Infinitio Luminoc = permanent surrounding indirect death group attack
- Omni Maximus Neuro Imitatio Simulo Luminoc = surrounding imitating rings
- Omni Maximus Neuro Imitatio Simulo Accelero Aevus Luminoc = surrounding imitating rings
- Omni Maximus Neuro Imitatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating rings
- Omni Maximus Neuro Imitatio Simulo Infinitio Luminoc = permanent surrounding imitating rings
- Omni Maximus Neuro Multus Simulo Luminoc = surrounding energy rings
- Omni Maximus Neuro Multus Simulo Accelero Aevus Luminoc = surrounding energy rings
- Omni Maximus Neuro Multus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding energy rings
- Omni Maximus Neuro Multus Simulo Infinitio Luminoc = permanent surrounding energy rings
- Omni Maximus Neuro Comformo Effectus Simulo Luminoc = surrounding adaptive effects ripples
- Omni Maximus Neuro Comformo Effectus Simulo Accelero Aevus Luminoc = surrounding adaptive effects ripples
- Omni Maximus Neuro Comformo Effectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding adaptive effects ripples
- Omni Maximus Neuro Comformo Effectus Simulo Infinitio Luminoc = permanent surrounding adaptive effects ripples
- Omni Maximus Neuro Retexo Simulo Luminoc = surrounding reverse rings
- Omni Maximus Neuro Retexo Simulo Accelero Aevus Luminoc = surrounding reverse rings
- Omni Maximus Neuro Retexo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding reverse rings
- Omni Maximus Neuro Retexo Simulo Infinitio Luminoc = permanent surrounding reverse rings
- Omni Maximus Neuro Fabricatio Simulo Luminoc = surrounding undoing rings
- Omni Maximus Neuro Fabricatio Simulo Accelero Aevus Luminoc = surrounding undoing rings
- Omni Maximus Neuro Fabricatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding undoing rings
- Omni Maximus Neuro Fabricatio Simulo Infinitio Luminoc = permanent surrounding undoing rings
- Omni Maximus Neuro Ferreus Aevus Simulo Luminoc = surrounding antimagic time shots
- Omni Maximus Neuro Ferreus Aevus Simulo Accelero Aevus Luminoc = surrounding antimagic time shots
- Omni Maximus Neuro Ferreus Aevus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding antimagic time shots
- Omni Maximus Neuro Ferreus Aevus Simulo Infinitio Luminoc = permanent surrounding antimagic time shots
- Omni Maximus Neuro Defluo Simulo Luminoc = surrounding disappearing forked lightning
- Omni Maximus Neuro Defluo Simulo Accelero Aevus Luminoc = surrounding disappearing forked lightning
- Omni Maximus Neuro Defluo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding disappearing forked lightning
- Omni Maximus Neuro Defluo Simulo Infinitio Luminoc = permanent surrounding disappearing forked lightning
- Omni Maximus Neuro Tabes Simulo Luminoc = surrounding disease ripples
- Omni Maximus Neuro Tabes Simulo Accelero Aevus Luminoc = surrounding disease ripples
- Omni Maximus Neuro Tabes Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding disease ripples
- Omni Maximus Neuro Tabes Simulo Infinitio Luminoc = permanent surrounding disease ripples
- Omni Maximus Neuro Pestis Simulo Luminoc = surrounding pestilence ripples
- Omni Maximus Neuro Pestis Simulo Accelero Aevus Luminoc = surrounding pestilence ripples
- Omni Maximus Neuro Pestis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding pestilence ripples
- Omni Maximus Neuro Pestis Simulo Infinitio Luminoc = permanent surrounding pestilence ripples
- Omni Maximus Neuro Inversio Thundora Simulo Luminoc = surrounding youthening forked lightning

Omni Maximus Neuro Inversio Thundora Simulo Accelero Aevus Luminoc = surrounding youthening forked lightning

Omni Maximus Neuro Inversio Thundora Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding youthening forked lightning

Omni Maximus Neuro Inversio Thundora Simulo Infinitio Luminoc = permanent surrounding youthening forked lightning

Omni Maximus Neuro Fulmeneu Simulo Luminoc = surrounding dominating forked lightning

Omni Maximus Neuro Fulmeneu Simulo Accelero Aevus Luminoc = surrounding dominating forked lightning

Omni Maximus Neuro Fulmeneu Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding dominating forked lightning

Omni Maximus Neuro Fulmeneu Simulo Infinitio Luminoc = permanent surrounding dominating forked lightning

Omni Maximus Neuro Obscuro Simulo Luminoc = surrounding cloaked forked lightning

Omni Maximus Neuro Obscuro Simulo Accelero Aevus Luminoc = surrounding cloaked forked lightning

Omni Maximus Neuro Obscuro Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding cloaked forked lightning

Omni Maximus Neuro Obscuro Simulo Infinitio Luminoc = permanent surrounding cloaked forked lightning

Omni Maximus Neuro Exuro Simulo Luminoc = surrounding heat forked lightning

Omni Maximus Neuro Exuro Simulo Accelero Aevus Luminoc = surrounding heat forked lightning

Omni Maximus Neuro Exuro Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding heat forked lightning

Omni Maximus Neuro Exuro Simulo Infinitio Luminoc = permanent surrounding heat forked lightning

Omni Maximus Neuro Conlido Simulo Luminoc = surrounding collision forked lightning

Omni Maximus Neuro Conlido Simulo Accelero Aevus Luminoc = surrounding collision forked lightning

Omni Maximus Neuro Conlido Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding collision forked lightning

Omni Maximus Neuro Conlido Simulo Infinitio Luminoc = permanent surrounding collision forked lightning

Omni Maximus Neuro Transcribo Simulo Luminoc = surrounding imitating forked lightning

Omni Maximus Neuro Transcribo Simulo Accelero Aevus Luminoc = surrounding imitating forked lightning

Omni Maximus Neuro Transcribo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating forked lightning

Omni Maximus Neuro Transcribo Simulo Infinitio Luminoc = permanent surrounding imitating forked lightning

Omni Maximus Neuro Compello Simulo Luminoc = surrounding compelling forked lightning

Omni Maximus Neuro Compello Simulo Accelero Aevus Luminoc = surrounding compelling forked lightning

Omni Maximus Neuro Compello Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding compelling forked lightning

Omni Maximus Neuro Compello Simulo Infinitio Luminoc = permanent surrounding compelling forked lightning

Omni Maximus Neuro Cesso Simulo Luminoc = surrounding retarding forked lightning

Omni Maximus Neuro Cesso Simulo Accelero Aevus Luminoc = surrounding retarding forked lightning

Omni Maximus Neuro Cesso Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding retarding forked lightning

Omni Maximus Neuro Cesso Simulo Infinitio Luminoc = permanent surrounding retarding forked lightning

Omni Maximus Neuro Simulo Animus Multus Luminoc = surrounding soul fire beam

Omni Maximus Neuro Simulo Animus Accelero Aevus Luminoc = surrounding soul fire beam

Omni Maximus Neuro Simulo Animus Penetro Accelero Aevus Luminoc = fast penetrating surrounding soul fire beam

Omni Maximus Neuro Simulo Animus Infinitio Luminoc = permanent surrounding soul fire beam

Omni Maximus Neuro Chao Simulo Multus Luminoc = surrounding chaos ripples - imagine the effect

Omni Maximus Neuro Chao Simulo Accelero Aevus Luminoc = surrounding fast chaos ripples - imagine the effect

Omni Maximus Neuro Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos ripples - imagine the effect

Omni Maximus Neuro Chao Simulo Infinitio Luminoc = permanent surrounding chaos ripples - imagine the effect

Omni Maximus Neuro Multus Exhaurio Taura Simulo Luminoc = surrounding lower group resistance

Omni Maximus Neuro Multus Exhaurio Taura Simulo Accelerero Aevus Luminoc = surrounding fast lower group resistance

Omni Maximus Neuro Multus Exhaurio Taura Simulo Penetro Accelerero Aevus Luminoc = fast penetrating surrounding lower group resistance

Omni Maximus Neuro Multus Exhaurio Taura Simulo Infinitio Luminoc = permanent surrounding lower group resistance

Omni Maximus Neuro Aero Veneficus Multus Penetro Luminoc = stinking cloud ring

Omni Maximus Neuro Aero Veneficus Multus Penetro Accelerero Aevus Luminoc = fast stinking ring

Omni Maximus Neuro Aero Veneficus Multus Penetro Infinitio Luminoc = permanent stinking cloud ring

Omni Maximus Neuro Necro Aero Veneficus Multus Penetro Luminoc = cloudkill rings

Omni Maximus Neuro Necro Aero Veneficus Multus Penetro Accelerero Aevus Luminoc = fast penetrating cloudkill rings

Omni Maximus Neuro Necro Aero Veneficus Multus Penetro Infinitio Luminoc = permanent cloudkill rings

Omni Maximus Neuro Genero Penetro Luminoc = group resist fear

Omni Maximus Neuro Genero Penetro Accelerero Aevus Luminoc = fast group resist fear

Omni Maximus Neuro Genero Penetro Infinitio Luminoc = permanent group resist fear

Omni Maximus Neuro Multus Exhaurio Simulo Luminoc = surrounding group sleep

Omni Maximus Neuro Multus Exhaurio Simulo Accelerero Aevus Luminoc = fast surrounding group sleep

Omni Maximus Neuro Multus Exhaurio Simulo Infinitio Luminoc = surrounding group coma

Omni Maximus Neuro Magicus Simulo Luminoc = surrounding magic shots

Omni Maximus Neuro Magicus Simulo Accelerero Aevus Luminoc = fast surrounding magic shots

Omni Maximus Neuro Magicus Liquentis Simulo Luminoc = surrounding Melf's Minute Meteor shots

Omni Maximus Neuro Magicus Liquentis Accelerero Aevus Luminoc = fast surrounding Melf's Minute Meteor shots

Omni Maximus Neuro Magicus Liquentis Infinitio Luminoc = permanent surrounding Melf's Minute Meteor shots

Omni Maximus Neuro Inordinatinus Simulo Luminoc = surrounding confusion ripples

Omni Maximus Neuro Inordinatinus Simulo Accelerero Aevus Luminoc = fast surrounding confusion ripples

Omni Maximus Neuro Inordinatinus Penetro Simulo Accelerero Aevus Luminoc = fast surrounding penetrating confusion ripples

Omni Maximus Neuro Inordinatinus Simulo Infinitio Luminoc = permanent surrounding confusion ripples

Omni Maximus Neuro Tabes Penetro Aero Simulo Luminoc = surrounding disease rings

Omni Maximus Neuro Tabes Penetro Aero Simulo Accelerero Aevus Luminoc = fast surrounding disease rings

Omni Maximus Neuro Tabes Penetro Aero Simulo Infinitio Luminoc = permanent surrounding disease rings

Omni Maximus Neuro Iniquus Maleficus Simulo Luminoc = surrounding group greater malison

Omni Maximus Neuro Iniquus Maleficus Simulo Accelerero Aevus Luminoc = fast surrounding group greater malison

Omni Maximus Neuro Iniquus Maleficus Simulo Penetro Simulo Accelerero Aevus Luminoc = fast surrounding penetrating group greater malison

Omni Maximus Neuro Iniquus Maleficus Simulo Infinitio Luminoc = permanent surrounding greater malison balls

Omni Maximus Neuro Multus Cyro Aero Luminoc = ring of cold

Omni Maximus Neuro Multus Cyro Aero Accelerero Aevus Luminoc = fast ring of cold

Omni Maximus Neuro Multus Cyro Aero Penetro Simulo Accelerero Aevus Luminoc = fast surrounding penetrating ring of cold

Omni Maximus Neuro Necro Attento Aero Luminoc = death fog rings

Omni Maximus Neuro Necro Attento Aero Accelerero Aevus Luminoc = fast death fog rings

Omni Maximus Neuro Necro Attento Aero Penetro Simulo Accelerero Aevus Luminoc = fast penetrating death fog rings

Omni Maximus Neuro Necro Attento Aero Infinitio Luminoc = permanent death fog rings

Omni Maximus Neuro Disturbatio Multus Aero Penetro Luminoc = incendiary cloud ring - creates a roaring

flame cloud that kills in minutes
Omni Maximus Neuro Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast incendiary cloud ring
- creates a roaring flame cloud that kills in minutes
Omni Maximus Neuro Disturbatio Multus Aero Penetro Infinitio Luminoc = permanent incendiary cloud ring -
creates a roaring flame cloud that kills in minutes
Omni Maximus Neuro Exhaustio Penetro Simulo Luminoc = group spellstrike - this will remove all protections

Omni Maximus Neuro Exhaustio Penetro Simulo Tardius Aevus Luminoc = delayed group spellstrike - this
will remove all protections
Omni Maximus Neuro Exhaustio Penetro Simulo Accelero Aevus Luminoc = fast group spellstrike - this will
remove all protections
Omni Maximus Neuro Solidus Elevo Ferreus Accelero Aevus Penetro Luminoc = guided magical gun shot
Omni Maximus Neuro Solidus Elevo Ferreus Penetro Simulo Luminoc = surrounding guided gun shot
Omni Maximus Neuro Solidus Elevo Genero Ferreus Accelero Aevus Penetro Luminoc = magical life
seeking shotgun shots
Omni Maximus Neuro Solidus Elevo Genero Ferreus Accelero Aevus Simulo Luminoc = surrounding life
seeking shotgun shots

Heavy Attacks

Say the spell and imagine or focus on the victim.

Omni Maximus Animus Taura Luminoc = earth shatter
Omni Maximus Animus Taura Tardius Aevus Luminoc = delayed earth shatter
Omni Maximus Animus Taura Accelero Aevus Luminoc = fast earth shatter
Omni Maximus Animus Liquefactis Luminoc = lava wall
Omni Maximus Animus Liquefactis Tardius Aevus Luminoc = delayed lava wall
Omni Maximus Animus Liquefactis Accelero Aevus Luminoc = fast lava wall
Omni Maximus Animus Pyro Luminoc = fire blaze wall
Omni Maximus Animus Pyro Tardius Aevus Luminoc = delayed fire blaze wall
Omni Maximus Animus Pyro Accelero Aevus Luminoc = fast fire blaze wall
Omni Maximus Animus Hydro Luminoc = water wall
Omni Maximus Animus Hydro Tardius Aevus Luminoc = delayed water wall
Omni Maximus Animus Hydro Accelero Aevus Luminoc = fast water wall
Omni Maximus Animus Cyro Luminoc = ice nova
Omni Maximus Animus Cyro Tardius Aevus Luminoc = delayed ice nova
Omni Maximus Animus Cyro Accelero Aevus Luminoc = fast ice nova
Omni Maximus Animus Aero Luminoc = air blast
Omni Maximus Animus Aero Tardius Aevus Luminoc = delayed air blast
Omni Maximus Animus Aero Accelero Aevus Luminoc = fast air blast
Omni Maximus Animus Thundora Luminoc = chain lightning
Omni Maximus Animus Thundora Tardius Aevus Luminoc = delayed chain lightning
Omni Maximus Animus Thundora Accelero Aevus Luminoc = fast chain lightning
Omni Maximus Animus Visus Luminoc = spiritual blindness
Omni Maximus Animus Visus Tardius Aevus Luminoc = delayed spiritual blindness
Omni Maximus Animus Visus Accelero Aevus Luminoc = fast spiritual blindness
Omni Maximus Animus Necro Luminoc = death wall
Omni Maximus Animus Necro Tardius Aevus Luminoc = delayed death wall
Omni Maximus Animus Necro Accelero Aevus Luminoc = instant death wall
Omni Maximus Animus Infinitio Luminoc = time stop wall
Omni Maximus Animus Infinitio Tardius Aevus Luminoc = delayed time stop wall
Omni Maximus Animus Infinitio Accelero Aevus Luminoc = instant time stop wall
Omni Maximus Animus Penetro Luminoc = penetrating energy wall
Omni Maximus Animus Penetro Tardius Aevus Luminoc = delayed penetrating energy wall

- Omni Maximus Animus Penetro Accelero Aevus Luminoct = instant penetrating energy wall
- Omni Maximus Animus Commutatus Luminoct = fire change energy blaze wall
- Omni Maximus Animus Commutatus Tardius Aevus Luminoct = delayed fire change energy blaze wall
- Omni Maximus Animus Commutatus Accelero Aevus Luminoct = instant fire change energy blaze wall
- Omni Maximus Animus Potus Bentidoct = energy absorption wall
- Omni Maximus Animus Potus Tardius Aevus Bentidoct = delayed energy absorption wall
- Omni Maximus Animus Neuro Potus Accelero Aevus Bentidoct = instant penetrating energy wall
- Omni Maximus Animus Abfabricatio Luminoct = unmaking blaze wall
- Omni Maximus Animus Abfabricatio Tardius Aevus Luminoct = delayed unmaking blaze wall
- Omni Maximus Animus Abfabricatio Accelero Aevus Luminoct = instant unmaking blaze wall
- Omni Maximus Animus Taura Penetro Luminoct = penetrating earth shatter
- Omni Maximus Animus Taura Penetro Tardius Aevus Luminoct = delayed penetrating earth shatter
- Omni Maximus Animus Taura Penetro Accelero Aevus Luminoct = fast penetrating earth shatter
- Omni Maximus Animus Pyro Penetro Luminoct = penetrating fire blaze wall
- Omni Maximus Animus Pyro Penetro Tardius Aevus Luminoct = delayed blast penetrating fire blaze wall
- Omni Maximus Animus Pyro Penetro Accelero Aevus Luminoct = fast penetrating fire blaze wall
- Omni Maximus Animus Hydro Penetro Luminoct = penetrating water wall
- Omni Maximus Animus Hydro Penetro Tardius Aevus Luminoct = delayed penetrating water wall
- Omni Maximus Animus Hydro Penetro Accelero Aevus Luminoct = fast penetrating water wall
- Omni Maximus Animus Cyro Penetro Luminoct = penetrating ice nova
- Omni Maximus Animus Cyro Penetro Tardius Aevus Luminoct = delayed penetrating ice nova
- Omni Maximus Animus Cyro Penetro Accelero Aevus Luminoct = fast penetrating ice nova
- Omni Maximus Animus Aero Penetro Luminoct = air penetrating blast
- Omni Maximus Animus Aero Penetro Tardius Aevus Luminoct = delayed penetrating air blast
- Omni Maximus Animus Aero Penetro Accelero Aevus Luminoct = fast penetrating air blast
- Omni Maximus Animus Thundora Penetro Luminoct = penetrating chained lightning
- Omni Maximus Animus Thundora Penetro Tardius Aevus Luminoct = delayed penetrating chained lightning
- Omni Maximus Animus Thundora Penetro Accelero Aevus Luminoct = fast penetrating chained lightning
- Omni Maximus Animus Visus Penetro Luminoct = penetrating spiritual blindness
- Omni Maximus Animus Visus Penetro Tardius Aevus Luminoct = delayed penetrating spiritual blindness
- Omni Maximus Animus Visus Penetro Accelero Aevus Luminoct = fast penetrating spiritual blindness
- Omni Maximus Animus Liquentis Penetro Luminoct = penetrating lava wall
- Omni Maximus Animus Liquentis Penetro Tardius Aevus Luminoct = delayed penetrating lava wall
- Omni Maximus Animus Liquentis Penetro Accelero Aevus Luminoct = fast penetrating lava wall
- Omni Maximus Animus Aevus Penetro Luminoct = penetrating time attack wall
- Omni Maximus Animus Tardius Aevus Penetro Luminoct = penetrating slow wall
- Omni Maximus Animus Accelero Aevus Penetro Luminoct = penetrating speed wall
- Omni Maximus Animus Necro Penetro Luminoct = penetrating death wall
- Omni Maximus Animus Necro Penetro Tardius Aevus Luminoct = delayed penetrating death wall
- Omni Maximus Animus Necro Penetro Accelero Aevus Luminoct = instant penetrating death wall
- Omni Maximus Animus Infinitio Penetro Luminoct = penetrating time stop wall
- Omni Maximus Animus Infinitio Penetro Tardius Aevus Luminoct = delayed penetrating time stop wall
- Omni Maximus Animus Infinitio Penetro Accelero Aevus Luminoct = instant penetrating time stop wall
- Omni Maximus Animus Tardius Neuro Luminoct = mental stupidity wall
- Omni Maximus Animus Tardius Neuro Accelero Aevus Luminoct = fast mental stupidity wall
- Omni Maximus Animus Accelero Neuro Luminoct = mental intelligence wall
- Omni Maximus Animus Accelero Neuro Tardius Aevus Luminoct = delayed mental intelligence wall
- Omni Maximus Animus Accelero Neuro Accelero Aevus Luminoct = fast mental intelligence wall
- Omni Maximus Animus Medicus Neuro Luminoct = mental charm wall
- Omni Maximus Animus Medicus Neuro Accelero Aevus Luminoct = fast mental charm wall
- Omni Maximus Animus Medicus Neuro Penetro Accelero Aevus Luminoct = fast mental penetrating charm wall
- Omni Maximus Animus Medicus Neuro Infinitio Luminoct = fast mental charm wall
- Omni Maximus Animus Medicus Neuro Potus Luminoct = remove charm wall

Omni Maximus Animus Medicus Neuro Potus Tardius Aevus Luminoc = delayed remove charm wall
Omni Maximus Animus Medicus Neuro Potus Accelero Aevus Luminoc = fast remove charm wall
Omni Maximus Animus Medicus Neuro Potus Infinitio Luminoc = remove permanent charm wall
Omni Maximus Animus Medicus Magicus Iniquus Luminoc = miscast magic wall
Omni Maximus Animus Medicus Magicus Iniquus Accelero Aevus Luminoc = delayed miscast magic wall
Omni Maximus Animus Medicus Magicus Iniquus Penetro Accelero Aevus Luminoc = fast penetrating miscast magic wall
Omni Maximus Animus Medicus Magicus Iniquus Infinitio Luminoc = fast miscast magic wall
Omni Maximus Animus Medicus Magicus Iniquus Potus Luminoc = miscast magic removal wall
Omni Maximus Animus Medicus Magicus Iniquus Potus Infinitio Luminoc = permanent group miscast magic removal wall
Omni Maximus Animus Moderatus Luminoc = control wall
Omni Maximus Animus Moderatus Accelero Aevus Luminoc = control wall
Omni Maximus Animus Moderatus Penetro Accelero Aevus Luminoc = fast penetrating control wall
Omni Maximus Animus Moderatus Infinitio Luminoc = permanent control wall
Omni Maximus Animus Moderatus Potus Luminoc = remove control wall
Omni Maximus Animus Moderatus Potus Accelero Aevus Luminoc = remove control wall
Omni Maximus Animus Moderatus Penetro Potus Accelero Aevus Luminoc = fast penetrating remove control wall
Omni Maximus Animus Moderatus Potus Infinitio Luminoc = permanent remove control wall
Omni Maximus Animus Moderatus Ennervatus Luminoc = dire charm wall
Omni Maximus Animus Moderatus Ennervatus Accelero Aevus Luminoc = dire charm wall
Omni Maximus Animus Moderatus Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating dire charm wall
Omni Maximus Animus Moderatus Ennervatus Infinitio Luminoc = permanent dire charm wall
Omni Maximus Animus Moderatus Ennervatus Potus Luminoc = dire charm removal wall
Omni Maximus Animus Moderatus Ennervatus Potus Accelero Aevus Luminoc = charm removal wall
Omni Maximus Animus Moderatus Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating dire charm removal wall
Omni Maximus Animus Moderatus Ennervatus Potus Infinitio Luminoc = permanent dire charm removal wall
Omni Maximus Animus Ennervatus Luminoc = domination wall
Omni Maximus Animus Ennervatus Accelero Aevus Luminoc = domination wall
Omni Maximus Animus Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating domination wall
Omni Maximus Animus Ennervatus Infinitio Luminoc = permanent domination wall
Omni Maximus Animus Ennervatus Potus Luminoc = domination removal wall
Omni Maximus Animus Ennervatus Potus Accelero Aevus Luminoc = domination removal wall
Omni Maximus Animus Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating domination removal wall
Omni Maximus Animus Ennervatus Potus Infinitio Luminoc = permanent domination removal wall
Omni Maximus Animus Exhaurio Luminoc = draining wall
Omni Maximus Animus Exhaurio Accelero Aevus Luminoc = fast draining wall
Omni Maximus Animus Exhaurio Penetro Potus Accelero Aevus Luminoc = fast penetrating draining wall
Omni Maximus Animus Exhaurio Infinitio Luminoc = permanent draining wall
Omni Maximus Animus Exhaurio Genero Luminoc = life draining wall
Omni Maximus Animus Exhaurio Genero Accelero Aevus Luminoc = life draining wall
Omni Maximus Animus Exhaurio Genero Penetro Potus Accelero Aevus Luminoc = fast penetrating life draining wall
Omni Maximus Animus Exhaurio Genero Infinitio Luminoc = permanent life draining wall
Omni Maximus Animus Exhaurio Genero Multus Luminoc = vampiric draining wall
Omni Maximus Animus Exhaurio Genero Multus Accelero Aevus Luminoc = vampiric draining wall
Omni Maximus Animus Exhaurio Genero Multus Penetro Potus Accelero Aevus Luminoc = fast penetrating vampiric draining wall
Omni Maximus Animus Exhaurio Genero Multus Infinitio Luminoc = permanent vampiric draining wall
Omni Maximus Animus Exhaurio Aspectus Potus Luminoc = remove area illusion

- Omni Maximus Animus Exhaurio Aspectus Potus Accelero Aevus Luminoc = remove area illusion
- Omni Maximus Animus Exhaurio Aspectus Penetro Potus Accelero Aevus Luminoc = fast penetrating remove area illusion
- Omni Maximus Animus Exhaurio Aspectus Potus Infinitio Luminoc = permanant remove area illusion
- Omni Maximus Animus Aspectus Luminoc = area illusion think of the element when saying
- Omni Maximus Animus Aspectus Accelero Aevus Luminoc = area illusion spheres think of the element when saying
- Omni Maximus Animus Aspectus Penetro Accelero Aevus Luminoc = fast penetrating area illusion think of the element when saying
- Omni Maximus Animus Aspectus Infinitio Luminoc = permanant area illusion think of the element when saying
- Omni Maximus Animus Opacus Aspectus Luminoc = shadow wall
- Omni Maximus Animus Opacus Accelero Aevus Luminoc = shadow wall
- Omni Maximus Animus Opacus Penetro Accelero Aevus Luminoc = fast penetrating shadow wall
- Omni Maximus Animus Opacus Infinitio Luminoc = permanant shadow wall
- Omni Maximus Animus Solidus Luminoc = deadly substance wall
- Omni Maximus Animus Solidus Accelero Aevus Luminoc = deadly substance wall
- Omni Maximus Animus Solidus Penetro Accelero Aevus Luminoc = fast penetrating deadly substance wall
- Omni Maximus Animus Solidus Integumentuum Luminoc = deadly cloaked substance wall
- Omni Maximus Animus Solidus Integumentuum Accelero Aevus Luminoc = deadly cloaked substance wall
- Omni Maximus Animus Solidus Integumentuum Penetro Accelero Aevus Luminoc = fast penetrating deadly deadly substance wall
- Omni Maximus Animus Solidus Integumentuum Infinitio Luminoc = permanant deadly cloaked substance wall
- Omni Maximus Animus Elevo Luminoc = luminescent lance
- Omni Maximus Animus Elevo Accelero Aevus Luminoc = luminescent lance
- Omni Maximus Animus Elevo Penetro Accelero Aevus Luminoc = fast penetrating luminescent lance
- Omni Maximus Animus Elevo Infinitio Luminoc = permanant luminescent lance
- Omni Maximus Animus Incalfacio Luminoc = heat concussion wall
- Omni Maximus Animus Incalfacio Accelero Aevus Luminoc = heat concussion wall
- Omni Maximus Animus Incalfacio Penetro Accelero Aevus Luminoc = fast penetrating heat concussion wall
- Omni Maximus Animus Incalfacio Infinitio Luminoc = permanant heat concussion wall
- Omni Maximus Animus Apricatio Luminoc = bright sunlight lance
- Omni Maximus Animus Apricatio Accelero Aevus Luminoc = bright sunlight lance
- Omni Maximus Animus Apricatio Penetro Accelero Aevus Luminoc = fast penetrating bright sunlight lance
- Omni Maximus Animus Apricatio Infinitio Luminoc = permanant bright sunlight lance
- Omni Maximus Animus Chao Luminoc = chaos expanding rings
- Omni Maximus Animus Chao Accelero Aevus Luminoc = chaos expanding rings
- Omni Maximus Animus Chao Penetro Accelero Aevus Luminoc = fast penetrating chaos expanding rings
- Omni Maximus Animus Chao Infinitio Luminoc = permanant chaos expanding rings
- Omni Maximus Animus Chao Disturbatio Luminoc = chaotic destructive lava wall
- Omni Maximus Animus Chao Disturbatio Accelero Aevus Luminoc = chaotic destructive lava wall
- Omni Maximus Animus Chao Disturbatio Penetro Accelero Aevus Luminoc = fast penetrating chaotic destructive lava wall
- Omni Maximus Animus Chao Disturbatio Infinitio Luminoc = permanant chaotic destructive lava wall
- Omni Maximus Animus Disturbatio Luminoc = destructive fire wall
- Omni Maximus Animus Disturbatio Accelero Aevus Luminoc = destructive fire wall
- Omni Maximus Animus Disturbatio Penetro Accelero Aevus Luminoc = fast penetrating destructive fire wall
- Omni Maximus Animus Disturbatio Infinitio Luminoc = permanant chaotic fire wall
- Omni Maximus Animus Maledico Luminoc = abusive water wall
- Omni Maximus Animus Maledico Accelero Aevus Luminoc = abusive water wall
- Omni Maximus Animus Maledico Penetro Accelero Aevus Luminoc = fast penetrating abusive wall
- Omni Maximus Animus Maledico Infinitio Luminoc = permanant abusive water wall
- Omni Maximus Animus Maledico Incursio Luminoc = abusive collisive ice shatter

Omni Maximus Animus Maledico Incursio Accelero Aevus Luminoc = abusive collisive ice shatter
Omni Maximus Animus Maledico Incursio Penetro Accelero Aevus Luminoc = fast penetrating abusive collisive ice shatter
Omni Maximus Animus Maledico Incursio Infinitio Luminoc = permanent abusive collisive ice shatter
Omni Maximus Animus Incursio Luminoc = collisive shatter
Omni Maximus Animus Incursio Accelero Aevus Luminoc = collisive shatter
Omni Maximus Animus Incursio Penetro Accelero Aevus Luminoc = fast penetrating collisive shatter
Omni Maximus Animus Incursio Infinitio Luminoc = permanent collisive shatter
Omni Maximus Animus Efficio Luminoc = power wall
Omni Maximus Animus Efficio Accelero Aevus Luminoc = power wall
Omni Maximus Animus Efficio Penetro Accelero Aevus Luminoc = fast penetrating power wall
Omni Maximus Animus Efficio Infinitio Luminoc = permanent power wall
Omni Maximus Animus Imago Luminoc = mirroring expanding rings
Omni Maximus Animus Imago Accelero Aevus Luminoc = mirroring expanding rings
Omni Maximus Animus Imago Penetro Accelero Aevus Luminoc = fast penetrating mirroring expanding rings
Omni Maximus Animus Imago Infinitio Luminoc = permanent mirroring expanding rings
Omni Maximus Animus Imago Communio Luminoc = mirroring sharing expanding rings
Omni Maximus Animus Imago Communio Accelero Aevus Luminoc = mirroring sharing expanding rings
Omni Maximus Animus Imago Communio Penetro Accelero Aevus Luminoc = fast penetrating mirroring sharing expanding rings
Omni Maximus Animus Imago Communio Infinitio Luminoc = permanent mirroring sharing expanding rings
Omni Maximus Animus Communio Accelero Aevus Luminoc = sharing air shatter
Omni Maximus Animus Communio Penetro Accelero Aevus Luminoc = fast penetrating sharing air shatter
Omni Maximus Animus Communio Infinitio Luminoc = permanent sharing air shatter
Omni Maximus Animus Imitatio Accelero Aevus Luminoc = imitating shatter
Omni Maximus Animus Imitatio Penetro Accelero Aevus Luminoc = fast penetrating imitating wall
Omni Maximus Animus Imitatio Infinitio Luminoc = permanent imitating wall
Omni Maximus Animus Multus Luminoc = energy wall
Omni Maximus Animus Multus Accelero Aevus Luminoc = fast energy wall
Omni Maximus Animus Multus Penetro Accelero Aevus Luminoc = fast penetrating imitating wall
Omni Maximus Animus Multus Infinitio Luminoc = permanent imitating wall
Omni Maximus Animus Comformo Effectus Luminoc = adaptive effects wall
Omni Maximus Animus Comformo Effectus Accelero Aevus Luminoc = fast adaptive effects wall
Omni Maximus Animus Comformo Effectus Penetro Accelero Aevus Luminoc = fast penetrating adaptive effects wall
Omni Maximus Animus Comformo Effectus Infinitio Luminoc = permanent adaptive effects wall
Omni Maximus Animus Retexo Luminoc = reverse expanding rings
Omni Maximus Animus Retexo Accelero Aevus Luminoc = fast reverse expanding rings
Omni Maximus Animus Retexo Penetro Accelero Aevus Luminoc = fast penetrating reverse expanding rings
Omni Maximus Animus Retexo Infinitio Luminoc = permanent reverse expanding rings
Omni Maximus Animus Fabricatio Luminoc = undoing wall
Omni Maximus Animus Fabricatio Accelero Aevus Luminoc = fast undoing wall
Omni Maximus Animus Fabricatio Penetro Accelero Aevus Luminoc = fast penetrating undoing wall
Omni Maximus Animus Fabricatio Infinitio Luminoc = permanent undoing wall
Omni Maximus Animus Fabricatio Redeo Luminoc = deadly making wall
Omni Maximus Animus Fabricatio Redeo Accelero Aevus Luminoc = fast deadly making wall
Omni Maximus Animus Fabricatio Redeo Penetro Accelero Aevus Luminoc = fast penetrating deadly making wall
Omni Maximus Animus Fabricatio Redeo Infinitio Luminoc = permanent deadly making wall
Omni Maximus Animus Ferreus Luminoc = antimagic wall
Omni Maximus Animus Fabricatio Redeo Accelero Aevus Luminoc = fast antimagic wall
Omni Maximus Animus Fabricatio Redeo Penetro Accelero Aevus Luminoc = fast penetrating antimagic wall

- Omni Maximus Animus Fabricatio Redeo Infinitio Luminoc = permanent antimagic wall
- Omni Maximus Animus Ferreus Aevus Luminoc = antimagic time wall
- Omni Maximus Animus Ferreus Aevus Accelero Aevus Luminoc = fast antimagic time wall
- Omni Maximus Animus Ferreus Aevus Penetro Accelero Aevus Luminoc = fast penetrating antimagic time wall
- Omni Maximus Animus Ferreus Aevus Infinitio Luminoc = permanent antimagic time wall
- Omni Maximus Animus Necro Cedo Luminoc = death change expanding rings
- Omni Maximus Animus Necro Cedo Accelero Aevus Luminoc = fast death change expanding rings
- Omni Maximus Animus Necro Cedo Penetro Accelero Aevus Luminoc = fast penetrating death change expanding rings
- Omni Maximus Animus Necro Cedo Infinitio Luminoc = permanent death change expanding rings
- Omni Maximus Animus Obliquus Luminoc = indirect ripple attack
- Omni Maximus Animus Obliquus Accelero Aevus Luminoc = fast indirect expanding rings attack
- Omni Maximus Animus Obliquus Penetro Accelero Aevus Luminoc = fast penetrating indirect expanding rings attack
- Omni Maximus Animus Obliquus Infinitio Luminoc = permanent indirect expanding rings attack
- Omni Maximus Animus Necro Obliquus Luminoc = indirect death wall
- Omni Maximus Animus Necro Obliquus Accelero Aevus Luminoc = fast indirect death wall
- Omni Maximus Animus Necro Obliquus Penetro Accelero Aevus Luminoc = fast penetrating indirect death wall
- Omni Maximus Animus Necro Obliquus Infinitio Luminoc = permanent indirect death wall
- Omni Maximus Animus Tabes Luminoc = disease wall
- Omni Maximus Animus Tabes Accelero Aevus Luminoc = fast disease wall
- Omni Maximus Animus Tabes Penetro Accelero Aevus Luminoc = fast penetrating disease wall
- Omni Maximus Animus Tabes Infinitio Luminoc = permanent disease wall
- Omni Maximus Animus Pestis Luminoc = pestilence wall
- Omni Maximus Animus Pestis Accelero Aevus Luminoc = fast pestilence wall
- Omni Maximus Animus Pestis Penetro Accelero Aevus Luminoc = fast penetrating pestilence wall
- Omni Maximus Animus Pestis Infinitio Luminoc = permanent pestilence wall
- Omni Maximus Animus Inversio Thundora Luminoc = youthening lightning wall
- Omni Maximus Animus Inversio Thundora Accelero Aevus Luminoc = fast youthening lightning wall
- Omni Maximus Animus Inversio Thundora Penetro Accelero Aevus Luminoc = fast penetrating youthening lightning wall
- Omni Maximus Animus Inversio Thundora Infinitio Luminoc = permanent youthening lightning wall
- Omni Maximus Animus Defluo Luminoc = disappearing lightning lightning wall
- Omni Maximus Animus Defluo Accelero Aevus Luminoc = fast disappearing lightning wall
- Omni Maximus Animus Defluo Penetro Accelero Aevus Luminoc = fast penetrating wall lightning
- Omni Maximus Animus Defluo Infinitio Luminoc = permanent disappearing wall lightning
- Omni Maximus Animus Fulmeneu Luminoc = dominating lightning wall
- Omni Maximus Animus Fulmeneu Accelero Aevus Luminoc = fast dominating lightning wall
- Omni Maximus Animus Fulmeneu Penetro Accelero Aevus Luminoc = fast penetrating dominating lightning wall
- Omni Maximus Animus Fulmeneu Infinitio Luminoc = permanent dominating lightning wall
- Omni Maximus Animus Obscuro Luminoc = cloaked lightning wall
- Omni Maximus Animus Obscuro Accelero Aevus Luminoc = fast cloaked lightning wall
- Omni Maximus Animus Obscuro Penetro Accelero Aevus Luminoc = fast penetrating cloaked lightning wall
- Omni Maximus Animus Obscuro Infinitio Luminoc = permanent cloaked wall lightning
- Omni Maximus Animus Exuro Luminoc = heat wall lightning
- Omni Maximus Animus Exuro Accelero Aevus Luminoc = fast heat wall lightning
- Omni Maximus Animus Exuro Penetro Accelero Aevus Luminoc = fast penetrating heat wall lightning
- Omni Maximus Animus Exuro Infinitio Luminoc = permanent heat wall lightning
- Omni Maximus Animus Conlido Luminoc = collision wall lightning
- Omni Maximus Animus Conlido Accelero Aevus Luminoc = fast collision wall lightning
- Omni Maximus Animus Conlido Penetro Accelero Aevus Luminoc = fast penetrating collision wall lightning

- Omni Maximus Animus Conlido Infinitio Luminoc = permanant collision wall lightning
- Omni Maximus Animus Transcribo Luminoc = imitating wall lightning
- Omni Maximus Animus Transcribo Accelero Aevus Luminoc = fast imitating wall lightning
- Omni Maximus Animus Transcribo Penetro Accelero Aevus Luminoc = fast penetrating imitating wall lightning
- Omni Maximus Animus Transcribo Infinitio Luminoc = permanant imitating wall lightning
- Omni Maximus Animus Compello Luminoc = compelling wall lightning
- Omni Maximus Animus Compello Accelero Aevus Luminoc = fast compelling lightning wall
- Omni Maximus Animus Compello Penetro Accelero Aevus Luminoc = fast penetrating compelling lightning wall
- Omni Maximus Animus Compello Infinitio Luminoc = permanant compelling lightning wall
- Omni Maximus Animus Cesso Luminoc = retarding lightning wall
- Omni Maximus Animus Cesso Accelero Aevus Luminoc = fast retarding wall lightning
- Omni Maximus Animus Cesso Penetro Accelero Aevus Luminoc = fast penetrating retarding wall lightning
- Omni Maximus Animus Cesso Infinitio Luminoc = permanant retarding wall lightning
- Omni Maximus Animus Multus Animus Luminoc = soul fire lance
- Omni Maximus Animus Multus Animus Accelero Aevus Luminoc = soul fire lance
- Omni Maximus Animus Multus Animus Penetro Accelero Aevus Luminoc = fast penetrating soul fire lance
- Omni Maximus Animus Multus Animus Infinitio Luminoc = permanant surrounding soul fire lance
- Omni Maximus Animus Taura Simulo Luminoc = surrounding earth wall
- Omni Maximus Animus Taura Simulo Tardius Aevus Luminoc = delayed surrounding earth wall
- Omni Maximus Animus Taura Simulo Accelero Aevus Luminoc = fast surrounding earth wall
- Omni Maximus Animus Pyro Simulo Luminoc = surrounding fire expanding rings
- Omni Maximus Animus Pyro Simulo Tardius Aevus Luminoc = delayed blast surrounding fire expanding rings
- Omni Maximus Animus Pyro Simulo Accelero Aevus Luminoc = fast surrounding fire expanding rings
- Omni Maximus Animus Hydro Simulo Luminoc = surrounding water expanding rings
- Omni Maximus Animus Hydro Simulo Tardius Aevus Luminoc = delayed surrounding wate expanding rings
- Omni Maximus Animus Hydro Simulo Accelero Aevus Luminoc = fast surrounding water expanding rings
- Omni Maximus Animus Cyro Simulo Luminoc = surrounding ice shatter
- Omni Maximus Animus Cyro Simulo Tardius Aevus Luminoc = delayed surrounding ice shatter
- Omni Maximus Animus Cyro Simulo Accelero Aevus Luminoc = fast surrounding ice shatter
- Omni Maximus Animus Aero Simulo Luminoc = surrounding air shatter
- Omni Maximus Animus Aero Simulo Tardius Aevus Luminoc = delayed surrounding air shatter
- Omni Maximus Animus Aero Simulo Accelero Aevus Luminoc = fast surrounding air shatter
- Omni Maximus Animus Thundora Simulo Luminoc = surrounding lightning lightning wall
- Omni Maximus Animus Thundora Simulo Tardius Aevus Luminoc = delayed surrounding lightning wall
- Omni Maximus Animus Thundora Simulo Accelero Aevus Luminoc = fast surrounding lightning wall
- Omni Maximus Animus Liquentis Simulo Luminoc = surrounding lava expanding rings
- Omni Maximus Animus Liquentis Simulo Tardius Aevus Luminoc = delayed surrounding lava expanding rings
- Omni Maximus Animus Liquentis Simulo Accelero Aevus Luminoc = fast surrounding lava expanding rings
- Omni Maximus Animus Necro Simulo Luminoc = surrounding death expanding rings
- Omni Maximus Animus Necro Simulo Tardius Aevus Luminoc = delayed surrounding death expanding rings
- Omni Maximus Animus Necro Simulo Accelero Aevus Luminoc = instant surrounding death expanding rings
- Omni Maximus Animus Infinitio Simulo Luminoc = surrounding time stop wall
- Omni Maximus Animus Infinitio Simulo Tardius Aevus Luminoc = delayed surrounding time stop wall
- Omni Maximus Animus Infinitio Simulo Accelero Aevus Luminoc = instant surrounding time stop wall
- Omni Maximus Animus Penetro Simulo Luminoc = penetrating surrounding energy expanding rings
- Omni Maximus Animus Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding energy expanding rings
- Omni Maximus Animus Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy expanding rings
- Omni Maximus Animus Commutatus Simulo Luminoc = fire change surrounding energy expanding rings
- Omni Maximus Animus Commutatus Simulo Tardius Aevus Luminoc = delayed surrounding fire change energy expanding rings

- Omni Maximus Animus Commutatus Simulo Accelero Aevus Luminoct = instant surrounding fire change energy expanding rings
- Omni Maximus Animus Potus Simulo Luminoct = surrounding energy absorption wall
- Omni Maximus Animus Potus Simulo Tardius Aevus Luminoct = delayed surrounding energy absorption wall
- Omni Maximus Animus Potus Simulo Accelero Aevus Luminoct = instant penetrating surrounding energy wall
- Omni Maximus Animus Abfabricatio Simulo Luminoct = surrounding unmaking wall
- Omni Maximus Animus Abfabricatio Simulo Tardius Aevus Luminoct = delayed surrounding unmaking wall
- Omni Maximus Animus Abfabricatio Simulo Accelero Aevus Luminoct = instant surrounding unmaking wall
- Omni Maximus Animus Taura Penetro Simulo Luminoct = penetrating surrounding earth wall
- Omni Maximus Animus Taura Penetro Simulo Tardius Aevus Luminoct = delayed surrounding penetrating earth wall
- Omni Maximus Animus Taura Penetro Simulo Accelero Aevus Luminoct = fast surrounding penetrating earth wall
- Omni Maximus Animus Pyro Penetro Simulo Luminoct = penetrating surrounding fire expanding rings
- Omni Maximus Animus Pyro Penetro Simulo Tardius Aevus Luminoct = delayed blast surrounding penetrating fire expanding rings
- Omni Maximus Animus Pyro Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding fire expanding rings
- Omni Maximus Animus Hydro Penetro Simulo Luminoct = penetrating surrounding water expanding rings
- Omni Maximus Animus Hydro Penetro Simulo Tardius Aevus Luminoct = delayed surrounding penetrating water expanding rings
- Omni Maximus Animus Hydro Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding water expanding rings
- Omni Maximus Animus Cyro Penetro Simulo Luminoct = ice penetrating surrounding expanding rings
- Omni Maximus Animus Cyro Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding ice expanding rings
- Omni Maximus Animus Cyro Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding ice expanding rings
- Omni Maximus Animus Aero Penetro Simulo Luminoct = surrounding air penetrating expanding rings
- Omni Maximus Animus Aero Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding air shatter
- Omni Maximus Animus Aero Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding air shatter
- Omni Maximus Animus Thundora Penetro Simulo Luminoct = penetrating surrounding lightning wall
- Omni Maximus Animus Thundora Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding lightning wall
- Omni Maximus Animus Thundora Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding lightning wall
- Omni Maximus Animus Visus Penetro Simulo Luminoct = penetrating surrounding area blindness
- Omni Maximus Animus Visus Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding area blindness
- Omni Maximus Animus Visus Penetro Simulo Accelero Aevus Luminoct = fast penetrating surrounding area blindness
- Omni Maximus Animus Liquentis Simulo Penetro Luminoct = penetrating surrounding lava expanding rings
- Omni Maximus Animus Liquentis Simulo Penetro Tardius Aevus Luminoct = delayed penetrating surrounding lava expanding rings
- Omni Maximus Animus Liquentis Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding lava expanding rings
- Omni Maximus Animus Infinitio Simulo Luminoct = surrounding time stop expanding rings
- Omni Maximus Animus Infinitio Simulo Tardius Aevus Luminoct = delayed surrounding time stop expanding rings
- Omni Maximus Animus Infinitio Simulo Accelero Aevus Luminoct = instant surrounding time stop expanding rings
- Omni Maximus Animus Penetro Simulo Luminoct = penetrating surrounding energy expanding rings

Omni Maximus Animus Penetro Simulo Tardius Aevus Luminoc	= delayed penetrating surrounding energy expanding rings
Omni Maximus Animus Penetro Accelero Aevus Luminoc	= instant penetrating surrounding energy expanding rings
Omni Maximus Animus Commutatus Simulo Luminoc	= fire change surrounding energy expanding rings
Omni Maximus Animus Commutatus Simulo Tardius Aevus Luminoc	= delayed surrounding fire change energy expanding rings
Omni Maximus Animus Commutatus Simulo Accelero Aevus Luminoc	= instant surrounding fire change energy expanding rings
Omni Maximus Animus Potus Simulo Luminoc	= surrounding energy absorption expanding rings
Omni Maximus Animus Potus Simulo Tardius Aevus Luminoc	= delayed surrounding energy absorption expanding rings
Omni Maximus Animus Potus Simulo Accelero Aevus Luminoc	= instant penetrating surrounding energy expanding rings
Omni Maximus Animus Abfabricatio Simulo Luminoc	= surrounding unmaking expanding rings
Omni Maximus Animus Abfabricatio Simulo Tardius Aevus Luminoc	= delayed surrounding unmaking wall
Omni Maximus Animus Abfabricatio Simulo Accelero Aevus Luminoc	= instant surrounding unmaking wall
Omni Maximus Animus Taura Penetro Simulo Luminoc	= penetrating surrounding earth expanding rings
Omni Maximus Animus Taura Penetro Simulo Tardius Aevus Luminoc	= delayed penetrating surrounding earth expanding rings
Omni Maximus Animus Taura Penetro Simulo Accelero Aevus Luminoc	= fast penetrating surrounding earth expanding rings
Omni Maximus Animus Pyro Penetro Simulo Luminoc	= penetrating surrounding fire expanding rings
Omni Maximus Animus Pyro Penetro Simulo Tardius Aevus Luminoc	= delayed blast penetrating surrounding fire expanding rings
Omni Maximus Animus Pyro Penetro Simulo Accelero Aevus Luminoc	= fast penetrating surrounding fire expanding rings
Omni Maximus Animus Hydro Penetro Simulo Luminoc	= penetrating surrounding water expanding rings
Omni Maximus Animus Hydro Penetro Simulo Tardius Aevus Luminoc	= delayed penetrating surrounding water expanding rings
Omni Maximus Animus Hydro Penetro Simulo Accelero Aevus Luminoc	= fast penetrating surrounding water expanding rings
Omni Maximus Animus Cyro Penetro Simulo Luminoc	= surrounding ice penetrating shatter
Omni Maximus Animus Cyro Penetro Simulo Tardius Aevus Luminoc	= delayed penetrating surrounding ice shatter
Omni Maximus Animus Cyro Penetro Simulo Accelero Aevus Luminoc	= fast penetrating surrounding ice shatter
Omni Maximus Animus Aero Penetro Simulo Luminoc	= surrounding air penetrating expanding rings
Omni Maximus Animus Aero Penetro Simulo Tardius Aevus Luminoc	= delayed penetrating surrounding air expanding rings
Omni Maximus Animus Aero Penetro Simulo Accelero Aevus Luminoc	= fast penetrating surrounding air expanding rings
Omni Maximus Animus Thundora Simulo Penetro Luminoc	= penetrating surrounding lightning wall
Omni Maximus Animus Thundora Simulo Penetro Tardius Aevus Luminoc	= delayed penetrating surrounding lightning wall
Omni Maximus Animus Thundora Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding lightning wall
Omni Maximus Animus Liquentis Simulo Penetro Luminoc	= penetrating surrounding lava expanding rings
Omni Maximus Animus Liquentis Simulo Penetro Tardius Aevus Luminoc	= delayed penetrating surrounding lava expanding rings
Omni Maximus Animus Liquentis Simulo Penetro Accelero Aevus Luminoc	= fast penetrating surrounding lava expanding rings
Omni Maximus Animus Necro Penetro Simulo Luminoc	= penetrating surrounding death wall
Omni Maximus Animus Necro Penetro Simulo Tardius Aevus Luminoc	= delayed penetrating surrounding

death wall
Omni Maximus Animus Necro Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding death wall
Omni Maximus Animus Infinitio Penetro Simulo Luminoc = penetrating surrounding time stop expanding wall
Omni Maximus Animus Infinitio Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding time stop wall
Omni Maximus Animus Infinitio Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding time stop wall
Omni Maximus Animus Tardius Neuro Simulo Luminoc = mental surrounding area stupidity
Omni Maximus Animus Tardius Neuro Tardius Aevus Simulo Luminoc = delayed mental surrounding area stupidity
Omni Maximus Animus Tardius Neuro Accelero Aevus Simulo Luminoc = fast mental surrounding group stupidity
Omni Maximus Animus Medicatus Neuro Simulo Luminoc = mental surrounding area charm
Omni Maximus Animus Medicatus Neuro Simulo Accelero Aevus Luminoc = fast mental surrounding area charm
Omni Maximus Animus Medicatus Neuro Simulo Penetro Accelero Aevus Luminoc = fast mental pentrating surrounding area charm
Omni Maximus Animus Medicatus Neuro Simulo Infinitio Luminoc = infinite mental area surrounding charm
Omni Maximus Animus Medicatus Mutus Simulo Neuro Luminoc = mental area surrounding charm mutation
Omni Maximus Animus Medicatus Mutus Simulo Neuro Accelero Aevus Luminoc = fast mental area surrounding charm mutation
Omni Maximus Animus Medicatus Mutus Simulo Neuro Penetro Accelero Aevus Luminoc = fast mental pentrating surrounding area charm mutation
Omni Maximus Animus Medicatus Mutus Simulo Neuro Infinitio Luminoc = infinite mental surrounding area charm mutation
Omni Maximus Animus Medicatus Magicus Iniquus Simulo Luminoc = area miscast surrounding magic
Omni Maximus Animus Medicatus Magicus Iniquus Simulo Accelero Aevus Luminoc = delayed surrounding area miscast magic
Omni Maximus Animus Moderatus Simulo Luminoc = surrounding control expanding rings
Omni Maximus Animus Moderatus Accelero Aevus Simulo Luminoc = surrounding control expanding rings
Omni Maximus Animus Moderatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding control expanding rings
Omni Maximus Animus Moderatus Infinitio Simulo Luminoc = permanant surrounding control expanding rings
Omni Maximus Animus Moderatus Ennervatus Simulo Luminoc = surrounding dire charm expanding rings
Omni Maximus Animus Moderatus Ennervatus Accelero Aevus Simulo Luminoc = surrounding dire charm expanding rings
Omni Maximus Animus Moderatus Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding dire charm expanding rings
Omni Maximus Animus Moderatus Ennervatus Infinitio Simulo Luminoc = permanant surrounding dire charm expanding rings
Omni Maximus Animus Ennervatus Simulo Luminoc = surrounding domination expanding rings
Omni Maximus Animus Ennervatus Accelero Aevus Simulo Luminoc = surrounding domination expanding rings
Omni Maximus Animus Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding domination expanding rings
Omni Maximus Animus Ennervatus Infinitio Simulo Luminoc = permanant surrounding domination expanding rings
Omni Maximus Animus Exhaurio Simulo Luminoc = surrounding draining expanding rings
Omni Maximus Animus Exhaurio Simulo Accelero Aevus Luminoc = surrounding draining expanding rings
Omni Maximus Animus Exhaurio Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding draining expanding rings
Omni Maximus Animus Exhaurio Simulo Infinitio Luminoc = permanant surrounding draining expanding rings

Omni Maximus Animus Exhaurio Genero Simulo Luminoc = surrounding life draining expanding rings
Omni Maximus Animus Exhaurio Genero Simulo Accelero Aevus Luminoc = surrounding life draining expanding rings
Omni Maximus Animus Exhaurio Genero Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding life draining expanding rings
Omni Maximus Animus Exhaurio Genero Simulo Infinitio Luminoc = permanent surrounding life draining expanding rings
Omni Maximus Animus Aspectus Simulo Luminoc = surrounding area illusion think of the element when saying
Omni Maximus Animus Aspectus Simulo Accelero Aevus Luminoc = surrounding area illusion think of the element when saying
Omni Maximus Animus Aspectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding area illusion spheres think of the element when saying
Omni Maximus Animus Aspectus Simulo Infinitio Luminoc = permanent surrounding area illusion spheres think of the element when saying
Omni Maximus Animus Opacus Simulo Aspectus Luminoc = surrounding shadow expanding rings
Omni Maximus Animus Opacus Simulo Accelero Aevus Luminoc = surrounding shadow expanding rings
Omni Maximus Animus Opacus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding shadow expanding rings
Omni Maximus Animus Opacus Simulo Infinitio Luminoc = permanent surrounding shadow expanding rings
Omni Maximus Animus Solidus Simulo Luminoc = deadly surrounding substance expanding rings
Omni Maximus Animus Solidus Simulo Accelero Aevus Luminoc = deadly surrounding substance expanding rings
Omni Maximus Animus Solidus Simulo Penetro Accelero Aevus Luminoc = fast penetrating deadly surrounding substance expanding rings
Omni Maximus Animus Solidus Simulo Infinitio Luminoc = permanent deadly surrounding substance expanding rings
Omni Maximus Animus Solidus Integumentum Simulo Luminoc = deadly surrounding cloaked substance expanding rings
Omni Maximus Animus Solidus Integumentum Simulo Accelero Aevus Luminoc = deadly surrounding cloaked substance expanding rings
Omni Maximus Animus Solidus Integumentum Penetro Simulo Accelero Aevus Luminoc = fast penetrating deadly surrounding cloaked substance expanding rings
Omni Maximus Animus Solidus Integumentum Simulo Infinitio Luminoc = permanent deadly surrounding cloaked substance expanding rings
Omni Maximus Animus Exhaurio Genero Multus Simulo Luminoc = surrounding vampiric draining expanding rings
Omni Maximus Animus Exhaurio Genero Multus Simulo Accelero Aevus Luminoc = surrounding vampiric draining expanding rings
Omni Maximus Animus Exhaurio Genero Multus Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding vampiric draining expanding rings
Omni Maximus Animus Exhaurio Genero Multus Simulo Infinitio Luminoc = permanent surrounding vampiric draining expanding rings
Omni Maximus Animus Incalfacio Simulo Luminoc = surrounding heat concussion expanding rings
Omni Maximus Animus Incalfacio Simulo Accelero Aevus Luminoc = surrounding heat concussion expanding rings
Omni Maximus Animus Incalfacio Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating heat concussion expanding rings
Omni Maximus Animus Incalfacio Simulo Infinitio Luminoc = permanent surrounding heat concussion expanding rings
Omni Maximus Animus Elevo Simulo Luminoc = luminescent surrounding light lance
Omni Maximus Animus Elevo Simulo Accelero Aevus Luminoc = luminescent surrounding light lance
Omni Maximus Animus Elevo Penetro Simulo Accelero Aevus Luminoc = fast penetrating luminescent surrounding light lance

Omni Maximus Animus Elevo Simulo Infinitio Luminoc = permanent luminescent surrounding light lance

Omni Maximus Animus Apricatio Simulo Luminoc = bright surrounding sunlight lance

Omni Maximus Animus Apricatio Simulo Accelero Aevus Luminoc = bright surrounding sunlight lance

Omni Maximus Animus Apricatio Penetro Simulo Accelero Aevus Luminoc = fast penetrating bright surrounding sunlight lance

Omni Maximus Animus Apricatio Simulo Infinitio Luminoc = permanent bright surrounding sunlight lance

Omni Maximus Animus Chao Simulo Luminoc = surrounding chaos expanding rings

Omni Maximus Animus Chao Simulo Accelero Aevus Luminoc = surrounding chaos expanding rings

Omni Maximus Animus Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos expanding rings

Omni Maximus Animus Chao Simulo Infinitio Luminoc = permanent surrounding chaos expanding rings

Omni Maximus Animus Chao Disturbatio Simulo Luminoc = surrounding chaotic destructive lava expanding rings

Omni Maximus Animus Chao Disturbatio Simulo Accelero Aevus Luminoc = surrounding chaotic destructive lava expanding rings

Omni Maximus Animus Chao Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaotic destructive lava expanding rings

Omni Maximus Animus Chao Disturbatio Simulo Infinitio Luminoc = permanent surrounding chaotic destructive lava expanding rings

Omni Maximus Animus Disturbatio Simulo Luminoc = surrounding destructive fire expanding rings

Omni Maximus Animus Disturbatio Simulo Accelero Aevus Luminoc = surrounding destructive fire expanding rings

Omni Maximus Animus Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding destructive fire expanding rings

Omni Maximus Animus Disturbatio Simulo Infinitio Luminoc = permanent surrounding destructive fire expanding rings

Omni Maximus Animus Maledico Incursio Simulo Luminoc = surrounding abusive collisive ice expanding rings

Omni Maximus Animus Maledico Incursio Simulo Accelero Aevus Luminoc = surrounding abusive collisive ice expanding rings

Omni Maximus Animus Maledico Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive collisive ice expanding rings

Omni Maximus Animus Maledico Incursio Simulo Infinitio Luminoc = permanent surrounding abusive collisive ice expanding rings

Omni Maximus Animus Incursio Simulo Luminoc = surrounding collisive air shatter

Omni Maximus Animus Incursio Simulo Accelero Aevus Luminoc = surrounding collisive air shatter

Omni Maximus Animus Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding collisive air shatter

Omni Maximus Animus Incursio Simulo Infinitio Luminoc = permanent surrounding collisive air shatter

Omni Maximus Animus Maledico Simulo Luminoc = surrounding abusive water expanding rings

Omni Maximus Animus Maledico Simulo Accelero Aevus Luminoc = surrounding abusive water expanding rings

Omni Maximus Animus Maledico Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive water expanding rings

Omni Maximus Animus Maledico Simulo Infinitio Luminoc = permanent surrounding abusive water expanding rings

Omni Maximus Animus Efficio Simulo Luminoc = surrounding power expanding rings

Omni Maximus Animus Efficio Simulo Accelero Aevus Luminoc = surrounding power expanding rings

Omni Maximus Animus Efficio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding power expanding rings

Omni Maximus Animus Efficio Simulo Infinitio Luminoc = permanent surrounding power expanding rings

Omni Maximus Animus Imago Simulo Luminoc = surrounding mirroring expanding rings

Omni Maximus Animus Imago Simulo Accelero Aevus Luminoc = surrounding mirroring expanding rings

Omni Maximus Animus Imago Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding

- mirroring expanding rings
- Omni Maximus Animus Imago Simulo Infinitio Luminoct = permanent surrounding mirroring expanding rings
- Omni Maximus Animus Imago Communio Simulo Luminoct = surrounding mirroring sharing expanding rings
- Omni Maximus Animus Imago Communio Simulo Accelero Aevus Luminoct = surrounding mirroring sharing expanding rings
- Omni Maximus Animus Imago Communio Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding mirroring sharing expanding rings
- Omni Maximus Animus Imago Communio Simulo Infinitio Luminoct = permanent surrounding mirroring sharing expanding rings
- Omni Maximus Animus Fabricatio Redeo Simulo Luminoct = surrounding deadly making expanding rings
- Omni Maximus Animus Fabricatio Redeo Simulo Accelero Aevus Luminoct = surrounding deadly making expanding rings
- Omni Maximus Animus Fabricatio Redeo Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding deadly making expanding rings
- Omni Maximus Animus Fabricatio Redeo Simulo Infinitio Luminoct = permanent surrounding deadly making expanding rings
- Omni Maximus Animus Fabricatio Redeo Simulo Luminoct = surrounding antimagic wall
- Omni Maximus Animus Fabricatio Redeo Simulo Accelero Aevus Luminoct = surrounding antimagic wall
- Omni Maximus Animus Fabricatio Redeo Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding antimagic wall
- Omni Maximus Animus Fabricatio Redeo Simulo Infinitio Luminoct = permanent surrounding antimagic wall
- Omni Maximus Animus Necro Cedo Simulo Luminoct = surrounding death change wall
- Omni Maximus Animus Necro Cedo Simulo Accelero Aevus Luminoct = surrounding death change wall
- Omni Maximus Animus Necro Cedo Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding death change wall
- Omni Maximus Animus Necro Cedo Simulo Infinitio Luminoct = permanent surrounding death change wall
- Omni Maximus Animus Obliquus Simulo Luminoct = surrounding indirect area attack
- Omni Maximus Animus Obliquus Simulo Accelero Aevus Luminoct = surrounding indirect area attack
- Omni Maximus Animus Obliquus Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding indirect area attack
- Omni Maximus Animus Necro Obliquus Simulo Infinitio Luminoct = permanent surrounding indirect area attack
- Omni Maximus Animus Necro Obliquus Simulo Luminoct = surrounding indirect death area attack
- Omni Maximus Animus Necro Obliquus Simulo Accelero Aevus Luminoct = surrounding indirect death area attack
- Omni Maximus Animus Necro Obliquus Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding indirect death area attack
- Omni Maximus Animus Necro Obliquus Simulo Infinitio Luminoct = permanent surrounding indirect death area attack
- Omni Maximus Animus Imitatio Simulo Luminoct = surrounding imitating wall
- Omni Maximus Animus Imitatio Simulo Accelero Aevus Luminoct = surrounding imitating wall
- Omni Maximus Animus Imitatio Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding imitating wall
- Omni Maximus Animus Imitatio Simulo Infinitio Luminoct = permanent surrounding imitating wall
- Omni Maximus Animus Multus Simulo Luminoct = surrounding energy wall
- Omni Maximus Animus Multus Simulo Accelero Aevus Luminoct = surrounding energy wall
- Omni Maximus Animus Multus Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding energy wall
- Omni Maximus Animus Multus Simulo Infinitio Luminoct = permanent surrounding energy wall
- Omni Maximus Animus Comformo Effectus Simulo Luminoct = surrounding adaptive effects expanding rings
- Omni Maximus Animus Comformo Effectus Simulo Accelero Aevus Luminoct = surrounding adaptive effects expanding rings
- Omni Maximus Animus Comformo Effectus Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding adaptive effects expanding rings

Omni Maximus Animus Comformo Effectus Simulo Infinitio Luminoct = permanent surrounding adaptive effects expanding rings
Omni Maximus Animus Retexo Simulo Luminoct = surrounding reverse expanding rings
Omni Maximus Animus Retexo Simulo Accelero Aevus Luminoct = surrounding reverse wall
Omni Maximus Animus Retexo Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding reverse wall
Omni Maximus Animus Retexo Simulo Infinitio Luminoct = permanent surrounding reverse wall
Omni Maximus Animus Fabricatio Simulo Luminoct = surrounding undoing wall
Omni Maximus Animus Fabricatio Simulo Accelero Aevus Luminoct = surrounding undoing wall
Omni Maximus Animus Fabricatio Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding undoing wall
Omni Maximus Animus Fabricatio Simulo Infinitio Luminoct = permanent surrounding undoing wall
Omni Maximus Animus Ferreus Aevus Simulo Luminoct = surrounding antimagic time wall
Omni Maximus Animus Ferreus Aevus Simulo Accelero Aevus Luminoct = surrounding antimagic time wall
Omni Maximus Animus Ferreus Aevus Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding antimagic time wall
Omni Maximus Animus Ferreus Aevus Simulo Infinitio Luminoct = permanent surrounding antimagic time wall
Omni Maximus Animus Defluo Simulo Luminoct = surrounding disappearing lightning wall
Omni Maximus Animus Defluo Simulo Accelero Aevus Luminoct = surrounding disappearing lightning wall
Omni Maximus Animus Defluo Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding disappearing lightning wall
Omni Maximus Animus Defluo Simulo Infinitio Luminoct = permanent surrounding disappearing lightning wall
Omni Maximus Animus Tabes Simulo Luminoct = surrounding disease wall
Omni Maximus Animus Tabes Simulo Accelero Aevus Luminoct = surrounding disease wall
Omni Maximus Animus Tabes Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding disease wall
Omni Maximus Animus Tabes Simulo Infinitio Luminoct = permanent surrounding disease wall
Omni Maximus Animus Pestis Simulo Luminoct = surrounding pestilence wall
Omni Maximus Animus Pestis Simulo Accelero Aevus Luminoct = surrounding pestilence expanding rings
Omni Maximus Animus Pestis Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding pestilence expanding rings
Omni Maximus Animus Pestis Simulo Infinitio Luminoct = permanent surrounding pestilence expanding rings
Omni Maximus Animus Inversio Thundora Simulo Luminoct = surrounding youthening lightning wall
Omni Maximus Animus Inversio Thundora Simulo Accelero Aevus Luminoct = surrounding youthening lightning wall
Omni Maximus Animus Inversio Thundora Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding youthening lightning wall
Omni Maximus Animus Inversio Thundora Simulo Infinitio Luminoct = permanent surrounding youthening wall lightning
Omni Maximus Animus Fulmeneu Simulo Luminoct = surrounding dominating wall lightning
Omni Maximus Animus Fulmeneu Simulo Accelero Aevus Luminoct = surrounding dominating lightning wall
Omni Maximus Animus Fulmeneu Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding dominating lightning wall
Omni Maximus Animus Fulmeneu Simulo Infinitio Luminoct = permanent surrounding dominating lightning wall
Omni Maximus Animus Obscuro Simulo Luminoct = surrounding cloaked lightning wall
Omni Maximus Animus Obscuro Simulo Accelero Aevus Luminoct = surrounding cloaked lightning wall
Omni Maximus Animus Obscuro Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding cloaked lightning wall
Omni Maximus Animus Obscuro Simulo Infinitio Luminoct = permanent surrounding cloaked lightning wall
Omni Maximus Animus Exuro Simulo Luminoct = surrounding heat lightning wall

Omni Maximus Animus Exuro Simulo Accelero Aevus Luminoc = surrounding heat lightning wall
Omni Maximus Animus Exuro Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding heat lightning wall
Omni Maximus Animus Exuro Simulo Infinitio Luminoc = permanent surrounding heat lightning wall
Omni Maximus Animus Conlido Simulo Luminoc = surrounding collision lightning wall
Omni Maximus Animus Conlido Simulo Accelero Aevus Luminoc = surrounding collision wall lightning
Omni Maximus Animus Conlido Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding collision lightning wall
Omni Maximus Animus Conlido Simulo Infinitio Luminoc = permanent surrounding collision lightning wall
Omni Maximus Animus Transcribo Simulo Luminoc = surrounding imitating wall lightning
Omni Maximus Animus Transcribo Simulo Accelero Aevus Luminoc = surrounding imitating lightning wall
Omni Maximus Animus Transcribo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating lightning wall
Omni Maximus Animus Transcribo Simulo Infinitio Luminoc = permanent surrounding imitating lightning wall
Omni Maximus Animus Compello Simulo Luminoc = surrounding compelling lightning wall
Omni Maximus Animus Compello Simulo Accelero Aevus Luminoc = surrounding compelling lightning wall
Omni Maximus Animus Compello Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding compelling lightning wall
Omni Maximus Animus Compello Simulo Infinitio Luminoc = permanent surrounding compelling lightning wall
Omni Maximus Animus Cesso Simulo Luminoc = surrounding retarding lightning wall
Omni Maximus Animus Cesso Simulo Accelero Aevus Luminoc = surrounding retarding lightning wall
Omni Maximus Animus Cesso Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding retarding lightning wall
Omni Maximus Animus Cesso Simulo Infinitio Luminoc = permanent surrounding retarding lightning wall
Omni Maximus Animus Simulo Animus Multus Luminoc = surrounding soul fire lance
Omni Maximus Animus Simulo Animus Accelero Aevus Luminoc = surrounding soul fire lance
Omni Maximus Animus Simulo Animus Penetro Accelero Aevus Luminoc = fast penetrating surrounding soul fire lance
Omni Maximus Animus Simulo Animus Infinitio Luminoc = permanent surrounding soul fire lance
Omni Maximus Animus Chao Simulo Multus Luminoc = surrounding area chaos - imagine the effect
Omni Maximus Animus Chao Simulo Accelero Aevus Luminoc = surrounding fast area chaos - imagine the effect
Omni Maximus Animus Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos ripples - imagine the effect
Omni Maximus Animus Chao Simulo Infinitio Luminoc = permanent surrounding chaos ripples - imagine the effect
Omni Maximus Animus Multus Exhaurio Taura Simulo Luminoc = surrounding lower resistance expanding rings
Omni Maximus Animus Multus Exhaurio Taura Simulo Accelero Aevus Luminoc = surrounding fast lower resistance expanding rings
Omni Maximus Animus Multus Exhaurio Taura Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lower resistance expanding rings
Omni Maximus Animus Multus Exhaurio Taura Simulo Infinitio Luminoc = permanent surrounding lower resistance expanding rings
Omni Maximus Animus Aero Veneficus Multus Penetro Luminoc = stinking cloud wall
Omni Maximus Animus Aero Veneficus Multus Penetro Accelero Aevus Luminoc = fast stinking cloud wall
Omni Maximus Animus Aero Veneficus Multus Penetro Infinitio Luminoc = permanent stinking cloud wall
Omni Maximus Animus Necro Aero Veneficus Multus Penetro Luminoc = cloudkill wall
Omni Maximus Animus Necro Aero Veneficus Multus Penetro Accelero Aevus Luminoc = fast penetrating cloudkill wall
Omni Maximus Animus Necro Aero Veneficus Multus Penetro Infinitio Luminoc = permanent cloudkill wall
Omni Maximus Animus Genero Penetro Luminoc = area resist fear

- Omni Maximus Animus Genero Penetro Accelero Aevus Luminoc = fast area resist fear
- Omni Maximus Animus Genero Penetro Infinitio Luminoc = permanent area resist fear
- Omni Maximus Animus Multus Exhaustio Simulo Luminoc = surrounding sleep expanding rings
- Omni Maximus Animus Multus Exhaustio Simulo Accelero Aevus Luminoc = fast surrounding sleep expanding rings
- Omni Maximus Animus Multus Exhaustio Simulo Infinitio Luminoc = surrounding coma expanding rings
- Omni Maximus Animus Magicus Simulo Luminoc = surrounding magic missile ring
- Omni Maximus Animus Magicus Simulo Accelero Aevus Luminoc = fast surrounding magic missile ring
- Omni Maximus Animus Magicus Simulo Infinitio Luminoc = permanent surrounding magic missile ring
- Omni Maximus Animus Magicus Liquefientis Simulo Luminoc = surrounding Melf's Minute Meteor ring
- Omni Maximus Animus Magicus Liquefientis Accelero Aevus Luminoc = fast surrounding Melf's Minute Meteor ring
- Omni Maximus Animus Magicus Liquefientis Infinitio Luminoc = permanent surrounding Melf's Minute Meteor ring
- Omni Maximus Animus Inordinatus Simulo Luminoc = surrounding confusion wall
- Omni Maximus Animus Inordinatus Simulo Accelero Aevus Luminoc = fast surrounding confusion wall
- Omni Maximus Animus Inordinatus Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating confusion wall
- Omni Maximus Animus Inordinatus Simulo Infinitio Luminoc = permanent surrounding confusion wall
- Omni Maximus Animus Tabes Penetro Aero Simulo Luminoc = surrounding disease wall
- Omni Maximus Animus Tabes Penetro Aero Simulo Accelero Aevus Luminoc = fast surrounding disease wall
- Omni Maximus Animus Tabes Penetro Aero Simulo Infinitio Luminoc = permanent surrounding disease wall
- Omni Maximus Animus Iniquus Maleficus Simulo Luminoc = surrounding greater malison wall
- Omni Maximus Animus Iniquus Maleficus Simulo Accelero Aevus Luminoc = fast surrounding greater malison wall
- Omni Maximus Animus Iniquus Maleficus Simulo Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating greater malison wall
- Omni Maximus Animus Iniquus Maleficus Simulo Infinitio Luminoc = permanent surrounding greater malison wall
- Omni Maximus Animus Multus Cyro Aero Luminoc = wall of cold
- Omni Maximus Animus Multus Cyro Aero Accelero Aevus Luminoc = fast wall of cold
- Omni Maximus Animus Multus Cyro Aero Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating wall of cold
- Omni Maximus Animus Necro Attento Aero Luminoc = death fog wall
- Omni Maximus Animus Necro Attento Aero Accelero Aevus Luminoc = fast death fog wall
- Omni Maximus Animus Necro Attento Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating death fog wall
- Omni Maximus Animus Necro Attento Aero Infinitio Luminoc = permanent death fog wall
- Omni Maximus Animus Disturbatio Multus Aero Penetro Luminoc = incendiary area cloud - creates a roaring flame cloud that kills in minutes
- Omni Maximus Animus Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast incendiary area cloud - creates a roaring flame cloud that kills in minutes
- Omni Maximus Animus Disturbatio Multus Aero Penetro Infinitio Luminoc = permanent incendiary area cloud - creates a roaring flame cloud that kills in minutes
- Omni Maximus Animus Exhaustio Penetro Simulo Luminoc = spellstrike wall - this will remove all protections
- Omni Maximus Animus Exhaustio Penetro Simulo Tardius Aevus Luminoc = delayed wall spellstrike - this will remove all protections
- Omni Maximus Animus Exhaustio Penetro Simulo Accelero Aevus Luminoc = fast wall spellstrike - this will remove all protections
- Omni Maximus Animus Solidus Elevo Ferreus Accelero Aevus Penetro Luminoc = magical gun heat seeking shot
- Omni Maximus Animus Solidus Elevo Ferreus Penetro Simulo Luminoc = surrounding gun heat seeking shot

Omni Maximus Animus Solidus Elevo Genero Ferreus Accelero Aevus Penetro Luminoct = magical life seeking shotgun shot spread
Omni Maximus Animus Solidus Elevo Genero Ferreus Accelero Aevus Simulo Luminoct = surrounding life seeking shotgun spread

Very Heavy Attacks

Say the spell and focus on the intended target

- Omni Maximus Cosmio Luminoct = mind and spirit attack
- Omni Maximus Cosmio Tardius Aevus Luminoct = slow mind and spirit attack
- Omni Maximus Cosmio Accelero Aevus Luminoct = fast mind and spirit attack
- Omni Maximus Cosmio Taura Luminoct = landslide
- Omni Maximus Cosmio Taura Tardius Aevus Luminoct = delayed landslide
- Omni Maximus Cosmio Taura Accelero Aevus Luminoct = fast landslide
- Omni Maximus Cosmio Liquentis Luminoct = lava wall
- Omni Maximus Cosmio Liquentis Tardius Aevus Luminoct = delayed lava wall
- Omni Maximus Cosmio Liquentis Accelero Aevus Luminoct = delayed lava wall
- Omni Maximus Cosmio Pyro Luminoct = fire nova
- Omni Maximus Cosmio Pyro Tardius Aevus Luminoct = delayed fire nova
- Omni Maximus Cosmio Pyro Accelero Aevus Luminoct = fast fire nova
- Omni Maximus Cosmio Hydro Luminoct = flood
- Omni Maximus Cosmio Hydro Tardius Aevus Luminoct = delayed flood
- Omni Maximus Cosmio Hydro Accelero Aevus Luminoct = flash flood
- Omni Maximus Cosmio Cyro Luminoct = ice freeze
- Omni Maximus Cosmio Cyro Tardius Aevus Luminoct = delayed ice freeze
- Omni Maximus Cosmio Aero Accelero Aevus Luminoct = fast air shatter
- Omni Maximus Cosmio Thundora Luminoct = lightning wall
- Omni Maximus Cosmio Thundora Tardius Aevus Luminoct = delayed lightning wall
- Omni Maximus Cosmio Thundora Accelero Aevus Luminoct = fast lightning wall
- Omni Maximus Cosmio Visus Luminoct = complete blindness
- Omni Maximus Cosmio Visus Tardius Aevus Luminoct = delayed complete blindness
- Omni Maximus Cosmio Visus Accelero Aevus Luminoct = fast complete blindness
- Omni Maximus Cosmio Necro Luminoct = death nova
- Omni Maximus Cosmio Necro Tardius Aevus Luminoct = delayed death nova
- Omni Maximus Cosmio Necro Accelero Aevus Luminoct = instant death nova
- Omni Maximus Cosmio Infinitio Luminoct = group time stop
- Omni Maximus Cosmio Infinitio Tardius Aevus Luminoct = delayed group time stop
- Omni Maximus Cosmio Infinitio Accelero Aevus Luminoct = instant group time stop
- Omni Maximus Cosmio Penetro Luminoct = penetrating energy wall
- Omni Maximus Cosmio Penetro Tardius Aevus Luminoct = delayed penetrating energy nova
- Omni Maximus Cosmio Penetro Accelero Aevus Luminoct = instant penetrating energy nova
- Omni Maximus Cosmio Commutatus Luminoct = fire change energy blaze nova
- Omni Maximus Cosmio Commutatus Tardius Aevus Luminoct = delayed fire change energy blaze nova
- Omni Maximus Cosmio Commutatus Accelero Aevus Luminoct = instant fire change energy blaze nova
- Omni Maximus Cosmio Potus Luminoct = energy absorption nova
- Omni Maximus Cosmio Potus Tardius Aevus Luminoct = delayed energy absorption nova
- Omni Maximus Cosmio Potus Accelero Aevus Luminoct = quick energy absorbtion penetrating energy nova
- Omni Maximus Cosmio Abfabricatio Luminoct = unmaking blaze nova
- Omni Maximus Cosmio Abfabricatio Tardius Aevus Luminoct = delayed unmaking blaze nova
- Omni Maximus Cosmio Abfabricatio Accelero Aevus Luminoct = instant unmaking blaze nova
- Omni Maximus Cosmio Taura Penetro Luminoct = penetrating earth landslide
- Omni Maximus Cosmio Taura Penetro Tardius Aevus Luminoct = delayed penetrating earth landslide
- Omni Maximus Cosmio Taura Penetro Accelero Aevus Luminoct = fast penetrating earth landslide

- Omni Maximus Cosmio Pyro Penetro Luminoct = penetrating fire blaze nova
- Omni Maximus Cosmio Pyro Penetro Tardius Aevus Luminoct = delayed blast penetrating fire blaze nova
- Omni Maximus Cosmio Pyro Penetro Accelero Aevus Luminoct = fast penetrating fire blaze nova
- Omni Maximus Cosmio Hydro Penetro Luminoct = penetrating water nova
- Omni Maximus Cosmio Hydro Penetro Tardius Aevus Luminoct = delayed penetrating water nova
- Omni Maximus Cosmio Hydro Penetro Accelero Aevus Luminoct = fast penetrating water nova
- Omni Maximus Cosmio Cyro Penetro Luminoct = penetrating ice nova
- Omni Maximus Cosmio Cyro Penetro Tardius Aevus Luminoct = delayed penetrating ice nova
- Omni Maximus Cosmio Cyro Penetro Accelero Aevus Luminoct = fast penetrating ice nova
- Omni Maximus Cosmio Aero Penetro Luminoct = air penetrating
- Omni Maximus Cosmio Aero Penetro Tardius Aevus Luminoct = delayed penetrating air shatter
- Omni Maximus Cosmio Aero Penetro Accelero Aevus Luminoct = fast penetrating air shatter
- Omni Maximus Cosmio Thundora Penetro Luminoct = penetrating lightning wall
- Omni Maximus Cosmio Thundora Penetro Tardius Aevus Luminoct = delayed penetrating lightning wall
- Omni Maximus Cosmio Thundora Penetro Accelero Aevus Luminoct = fast penetrating lightning wall
- Omni Maximus Cosmio Visus Penetro Luminoct = penetrating complete blindness
- Omni Maximus Cosmio Visus Penetro Tardius Aevus Luminoct = delayed penetrating complete blindness
- Omni Maximus Cosmio Visus Penetro Accelero Aevus Luminoct = fast penetrating complete blindness
- Omni Maximus Cosmio Liquentis Penetro Luminoct = penetrating lava nova
- Omni Maximus Cosmio Liquentis Penetro Tardius Aevus Luminoct = delayed penetrating lava nova
- Omni Maximus Cosmio Liquentis Penetro Accelero Aevus Luminoct = fast penetrating lava nova
- Omni Maximus Cosmio Aevus Penetro Luminoct = penetrating time attack nova
- Omni Maximus Cosmio Tardius Aevus Penetro Luminoct = penetrating slow nova
- Omni Maximus Cosmio Accelero Aevus Penetro Luminoct = penetrating speed nova
- Omni Maximus Cosmio Necro Penetro Luminoct = penetrating death nova
- Omni Maximus Cosmio Necro Penetro Tardius Aevus Luminoct = delayed penetrating death nova
- Omni Maximus Cosmio Necro Penetro Accelero Aevus Luminoct = instant penetrating death nova
- Omni Maximus Cosmio Infinitio Penetro Luminoct = penetrating time stop nova
- Omni Maximus Cosmio Infinitio Penetro Tardius Aevus Luminoct = delayed penetrating time stop nova
- Omni Maximus Cosmio Infinitio Penetro Accelero Aevus Luminoct = instant penetrating time stop nova
- Omni Maximus Cosmio Medicus Magicus Iniquus Potus Luminoct = complete miscast magic removal
- Omni Maximus Cosmio Medicus Magicus Iniquus Potus Infinitio Luminoct = permanent and complete miscast magic removal
- Omni Maximus Cosmio Exhaurio Aspectus Aero Luminoct = oracle area illusion dispelling
- Omni Maximus Cosmio Exhaurio Aspectus Aero Accelero Aevus Luminoct = fast oracle area illusion dispelling
- Omni Maximus Cosmio Exhaurio Aspectus Aero Simulo Accelero Aevus Luminoct = fast oracle area illusion dispelling
- Omni Maximus Cosmio Exhaurio Aspectus Aero Simulo Infinitio Accelero Aevus Luminoct = permanent oracle area illusion dispelling
- Omni Maximus Cosmio Moderatus Luminoct = control flood
- Omni Maximus Cosmio Moderatus Accelero Aevus Luminoct = fast control flood
- Omni Maximus Cosmio Moderatus Penetro Accelero Aevus Luminoct = fast penetrating control flood
- Omni Maximus Cosmio Moderatus Infinitio Luminoct = permanent control flood
- Omni Maximus Cosmio Moderatus Potus Luminoct = remove control flood
- Omni Maximus Cosmio Moderatus Potus Accelero Aevus Luminoct = remove control flood
- Omni Maximus Cosmio Moderatus Penetro Potus Accelero Aevus Luminoct = fast penetrating remove control flood
- Omni Maximus Cosmio Moderatus Potus Infinitio Luminoct = permanent remove control flood
- Omni Maximus Cosmio Moderatus Ennervatus Luminoct = dire charm nova
- Omni Maximus Cosmio Moderatus Ennervatus Accelero Aevus Luminoct = dire charm nova
- Omni Maximus Cosmio Moderatus Ennervatus Penetro Accelero Aevus Luminoct = fast penetrating dire charm nova
- Omni Maximus Cosmio Moderatus Ennervatus Infinitio Luminoct = permanent dire charm nova

- Omni Maximus Cosmio Moderatus Ennervatus Potus Luminoc = dire charm removal nova
- Omni Maximus Cosmio Moderatus Ennervatus Potus Accelero Aevus Luminoc = charm removal nova
- Omni Maximus Cosmio Moderatus Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating dire charm removal nova
- Omni Maximus Cosmio Moderatus Ennervatus Potus Infinitio Luminoc = permanent dire charm removal nova
- Omni Maximus Cosmio Ennervatus Luminoc = domination nova
- Omni Maximus Cosmio Ennervatus Accelero Aevus Luminoc = domination nova
- Omni Maximus Cosmio Ennervatus Penetro Accelero Aevus Luminoc = fast penetrating domination nova
- Omni Maximus Cosmio Ennervatus Infinitio Luminoc = permanent domination nova
- Omni Maximus Cosmio Ennervatus Potus Luminoc = domination removal nova
- Omni Maximus Cosmio Ennervatus Potus Accelero Aevus Luminoc = domination removal nova
- Omni Maximus Cosmio Ennervatus Penetro Potus Accelero Aevus Luminoc = fast penetrating domination removal nova
- Omni Maximus Cosmio Ennervatus Potus Infinitio Luminoc = permanent domination removal nova
- Omni Maximus Cosmio Exhaurio Luminoc = draining nova
- Omni Maximus Cosmio Exhaurio Accelero Aevus Luminoc = fast draining nova
- Omni Maximus Cosmio Exhaurio Penetro Potus Accelero Aevus Luminoc = fast penetrating draining nova
- Omni Maximus Cosmio Exhaurio Infinitio Luminoc = permanent draining nova
- Omni Maximus Cosmio Exhaurio Genero Luminoc = life draining nova
- Omni Maximus Cosmio Exhaurio Genero Accelero Aevus Luminoc = life draining nova
- Omni Maximus Cosmio Exhaurio Genero Penetro Potus Accelero Aevus Luminoc = fast penetrating life draining nova
- Omni Maximus Cosmio Exhaurio Genero Infinitio Luminoc = permanent life draining nova
- Omni Maximus Cosmio Exhaurio Genero Multus Luminoc = vampiric draining nova
- Omni Maximus Cosmio Exhaurio Genero Multus Accelero Aevus Luminoc = vampiric draining nova
- Omni Maximus Cosmio Exhaurio Genero Multus Penetro Potus Accelero Aevus Luminoc = fast penetrating vampiric draining nova
- Omni Maximus Cosmio Exhaurio Genero Multus Infinitio Luminoc = permanent vampiric draining nova
- Omni Maximus Cosmio Exhaurio Aspectus Potus Luminoc = remove illusion area nova
- Omni Maximus Cosmio Exhaurio Aspectus Potus Accelero Aevus Luminoc = remove illusion area nova
- Omni Maximus Cosmio Exhaurio Aspectus Penetro Potus Accelero Aevus Luminoc = fast penetrating remove illusion area nova
- Omni Maximus Cosmio Exhaurio Aspectus Potus Infinitio Luminoc = permanent remove area illusion
- Omni Maximus Cosmio Aspectus Luminoc = area nova illusion think of the element when saying
- Omni Maximus Cosmio Aspectus Accelero Aevus Luminoc = area nova illusion spheres think of the element when saying
- Omni Maximus Cosmio Aspectus Penetro Accelero Aevus Luminoc = fast penetrating area nova illusion think of the element when saying
- Omni Maximus Cosmio Aspectus Infinitio Luminoc = permanent area nova illusion think of the element when saying
- Omni Maximus Cosmio Opacus Aspectus Luminoc = shadow army attack
- Omni Maximus Cosmio Opacus Accelero Aevus Luminoc = shadow army attack
- Omni Maximus Cosmio Opacus Penetro Accelero Aevus Luminoc = fast penetrating shadow army attack
- Omni Maximus Cosmio Opacus Infinitio Luminoc = permanent shadow army
- Omni Maximus Cosmio Solidus Luminoc = deadly substance flood
- Omni Maximus Cosmio Solidus Accelero Aevus Luminoc = deadly substance flood
- Omni Maximus Cosmio Solidus Penetro Accelero Aevus Luminoc = fast penetrating deadly substance flood
- Omni Maximus Cosmio Solidus Integumentum Luminoc = deadly cloaked substance flood
- Omni Maximus Cosmio Solidus Integumentum Accelero Aevus Luminoc = deadly cloaked substance nova
- Omni Maximus Cosmio Solidus Integumentum Penetro Accelero Aevus Luminoc = fast penetrating deadly deadly substance nova
- Omni Maximus Cosmio Solidus Integumentum Infinitio Luminoc = permanent deadly cloaked substance

- nova
- Omni Maximus Cosmio Elevo Luminoct = luminescent lancing nova
- Omni Maximus Cosmio Elevo Accelerero Aevus Luminoct = luminescent lancing nova
- Omni Maximus Cosmio Elevo Penetro Accelerero Aevus Luminoct = fast penetrating luminescent lancing nova
- Omni Maximus Cosmio Elevo Infinitio Luminoct = permanant luminescent lancing nova
- Omni Maximus Cosmio Incalfacio Luminoct = heat concussion coma wall
- Omni Maximus Cosmio Incalfacio Accelerero Aevus Luminoct = heat concussion coma wall
- Omni Maximus Cosmio Incalfacio Penetro Accelerero Aevus Luminoct = fast penetrating heat concussion coma wall
- Omni Maximus Cosmio Incalfacio Infinitio Luminoct = permanant heat concussion coma wall
- Omni Maximus Cosmio Apricatio Luminoct = bright sunlight lancing nova
- Omni Maximus Cosmio Apricatio Accelerero Aevus Luminoct = bright sunlight lance nova
- Omni Maximus Cosmio Apricatio Penetro Accelerero Aevus Luminoct = fast penetrating bright sunlight lance nova
- Omni Maximus Cosmio Apricatio Infinitio Luminoct = permanant bright sunlight lance nova
- Omni Maximus Cosmio Chao Luminoct = chaos expanding ring wall
- Omni Maximus Cosmio Chao Accelerero Aevus Luminoct = chaos expanding ring wall
- Omni Maximus Cosmio Chao Penetro Accelerero Aevus Luminoct = fast penetrating chaos expanding ring wall
- Omni Maximus Cosmio Chao Infinitio Luminoct = permanant chaos expanding ring wall
- Omni Maximus Cosmio Chao Disturbatio Luminoct = chaotic destructive lava nova
- Omni Maximus Cosmio Chao Disturbatio Accelerero Aevus Luminoct = chaotic destructive lava nova
- Omni Maximus Cosmio Chao Disturbatio Penetro Accelerero Aevus Luminoct = fast penetrating chaotic destructive lava nova
- Omni Maximus Cosmio Chao Disturbatio Infinitio Luminoct = permanant chaotic destructive lava wall
- Omni Maximus Cosmio Disturbatio Luminoct = destructive fire nova
- Omni Maximus Cosmio Disturbatio Accelerero Aevus Luminoct = destructive fire nova
- Omni Maximus Cosmio Disturbatio Penetro Accelerero Aevus Luminoct = fast penetrating destructive fire nova
- Omni Maximus Cosmio Disturbatio Infinitio Luminoct = permanant chaotic fire nova
- Omni Maximus Cosmio Maledico Luminoct = abusive water flood
- Omni Maximus Cosmio Maledico Accelerero Aevus Luminoct = abusive water flood
- Omni Maximus Cosmio Maledico Penetro Accelerero Aevus Luminoct = fast penetrating abusive flood
- Omni Maximus Cosmio Maledico Infinitio Luminoct = permanant abusive water flood
- Omni Maximus Cosmio Maledico Incursio Luminoct = abusive collisive ice nova
- Omni Maximus Cosmio Maledico Incursio Accelerero Aevus Luminoct = abusive collisive ice nova
- Omni Maximus Cosmio Maledico Incursio Penetro Accelerero Aevus Luminoct = fast penetrating abusive collisive ice nova
- Omni Maximus Cosmio Maledico Incursio Infinitio Luminoct = permanant abusive collisive ice nova
- Omni Maximus Cosmio Incursio Luminoct = collisive shatter nova
- Omni Maximus Cosmio Incursio Accelerero Aevus Luminoct = collisive shatter nova
- Omni Maximus Cosmio Incursio Penetro Accelerero Aevus Luminoct = fast penetrating collisive shatter nova
- Omni Maximus Cosmio Incursio Infinitio Luminoct = permanant collisive shatter nova
- Omni Maximus Cosmio Efficio Luminoct = power flood
- Omni Maximus Cosmio Efficio Accelerero Aevus Luminoct = power flood
- Omni Maximus Cosmio Efficio Penetro Accelerero Aevus Luminoct = fast penetrating power flood
- Omni Maximus Cosmio Efficio Infinitio Luminoct = permanant power flood
- Omni Maximus Cosmio Imago Luminoct = mirroring expanding ring wall
- Omni Maximus Cosmio Imago Accelerero Aevus Luminoct = mirroring expanding ring wall
- Omni Maximus Cosmio Imago Penetro Accelerero Aevus Luminoct = fast penetrating mirroring expanding ring wall
- Omni Maximus Cosmio Imago Infinitio Luminoct = permanant mirroring expanding ring wall
- Omni Maximus Cosmio Imago Communio Luminoct = mirroring sharing expanding ring wall
- Omni Maximus Cosmio Imago Communio Accelerero Aevus Luminoct = mirroring sharing expanding ring wall
- Omni Maximus Cosmio Imago Communio Penetro Accelerero Aevus Luminoct = fast penetrating mirroring

- sharing expanding ring wall
- Omni Maximus Cosmio Imago Communio Infinitio Luminoc = permanent mirroring sharing expanding ring wall
- Omni Maximus Cosmio Communio Accelero Aevus Luminoc = sharing air shatter nova
- Omni Maximus Cosmio Communio Penetro Accelero Aevus Luminoc = fast penetrating sharing air shatter nova
- Omni Maximus Cosmio Communio Infinitio Luminoc = permanent sharing air shatter nova
- Omni Maximus Cosmio Imitatio Accelero Aevus Luminoc = imitating shatter nova
- Omni Maximus Cosmio Imitatio Penetro Accelero Aevus Luminoc = fast penetrating imitating shatter nova
- Omni Maximus Cosmio Imitatio Infinitio Luminoc = permanent imitating shatter nova
- Omni Maximus Cosmio Multus Luminoc = energy flood
- Omni Maximus Cosmio Multus Accelero Aevus Luminoc = fast energy flood
- Omni Maximus Cosmio Multus Penetro Accelero Aevus Luminoc = fast energy flood
- Omni Maximus Cosmio Multus Infinitio Luminoc = permanent energy flood
- Omni Maximus Cosmio Comformo Effectus Luminoc = adaptive effects nova
- Omni Maximus Cosmio Comformo Effectus Accelero Aevus Luminoc = fast adaptive effects nova
- Omni Maximus Cosmio Comformo Effectus Penetro Accelero Aevus Luminoc = fast penetrating adaptive effects nova
- Omni Maximus Cosmio Comformo Effectus Infinitio Luminoc = permanent adaptive effects nova
- Omni Maximus Cosmio Retexo Luminoc = reverse expanding ring wall
- Omni Maximus Cosmio Retexo Accelero Aevus Luminoc = fast reverse expanding ring wall
- Omni Maximus Cosmio Retexo Penetro Accelero Aevus Luminoc = fast penetrating reverse expanding ring wall
- Omni Maximus Cosmio Retexo Infinitio Luminoc = permanent reverse expanding ring wall
- Omni Maximus Cosmio Fabricatio Luminoc = undoing nova
- Omni Maximus Cosmio Fabricatio Accelero Aevus Luminoc = fast undoing nova
- Omni Maximus Cosmio Fabricatio Penetro Accelero Aevus Luminoc = fast penetrating undoing nova
- Omni Maximus Cosmio Fabricatio Infinitio Luminoc = permanent undoing nova
- Omni Maximus Cosmio Fabricatio Redeo Luminoc = deadly making nova
- Omni Maximus Cosmio Fabricatio Redeo Accelero Aevus Luminoc = fast deadly making nova
- Omni Maximus Cosmio Fabricatio Redeo Penetro Accelero Aevus Luminoc = fast penetrating deadly making nova
- Omni Maximus Cosmio Fabricatio Redeo Infinitio Luminoc = permanent deadly making nova
- Omni Maximus Cosmio Ferreus Luminoc = antimagic flood
- Omni Maximus Cosmio Fabricatio Redeo Accelero Aevus Luminoc = fast antimagic flood
- Omni Maximus Cosmio Fabricatio Redeo Penetro Accelero Aevus Luminoc = fast penetrating antimagic flood
- Omni Maximus Cosmio Fabricatio Redeo Infinitio Luminoc = permanent antimagic flood
- Omni Maximus Cosmio Ferreus Aevus Luminoc = antimagic time nova
- Omni Maximus Cosmio Ferreus Aevus Accelero Aevus Luminoc = fast antimagic time nova
- Omni Maximus Cosmio Ferreus Aevus Penetro Accelero Aevus Luminoc = fast penetrating antimagic time nova
- Omni Maximus Cosmio Ferreus Aevus Infinitio Luminoc = permanent antimagic time nova
- Omni Maximus Cosmio Necro Cedo Luminoc = death change expanding ring wall
- Omni Maximus Cosmio Necro Cedo Accelero Aevus Luminoc = fast death change expanding ring wall
- Omni Maximus Cosmio Necro Cedo Penetro Accelero Aevus Luminoc = fast penetrating death change expanding ring wall
- Omni Maximus Cosmio Necro Cedo Infinitio Luminoc = permanent death change expanding ring wall
- Omni Maximus Cosmio Obliquus Luminoc = indirect expanding ring wall attack
- Omni Maximus Cosmio Obliquus Accelero Aevus Luminoc = fast indirect expanding rings attack
- Omni Maximus Cosmio Obliquus Penetro Accelero Aevus Luminoc = fast penetrating indirect expanding ring wall attack
- Omni Maximus Cosmio Obliquus Infinitio Luminoc = permanent indirect expanding ring wall attack

- Omni Maximus Cosmio Necro Obliquus Luminoct = death nova
- Omni Maximus Cosmio Necro Obliquus Accelero Aevus Luminoct = fast death nova
- Omni Maximus Cosmio Necro Obliquus Penetro Accelero Aevus Luminoct = fast penetrating death nova
- Omni Maximus Cosmio Necro Obliquus Infinitio Luminoct = permanent death nova
- Omni Maximus Cosmio Tabes Luminoct = disease nova
- Omni Maximus Cosmio Tabes Accelero Aevus Luminoct = fast disease nova
- Omni Maximus Cosmio Tabes Penetro Accelero Aevus Luminoct = fast penetrating disease nova
- Omni Maximus Cosmio Tabes Infinitio Luminoct = permanent disease nova
- Omni Maximus Cosmio Pestis Luminoct = pestilence nova
- Omni Maximus Cosmio Pestis Accelero Aevus Luminoct = fast pestilence nova
- Omni Maximus Cosmio Pestis Penetro Accelero Aevus Luminoct = fast penetrating pestilence nova
- Omni Maximus Cosmio Pestis Infinitio Luminoct = permanent pestilence nova
- Omni Maximus Cosmio Inversio Thundora Luminoct = youthening lightning expanding ring wall
- Omni Maximus Cosmio Inversio Thundora Accelero Aevus Luminoct = fast youthening lightning expanding ring wall
- Omni Maximus Cosmio Inversio Thundora Penetro Accelero Aevus Luminoct = fast penetrating youthening lightning expanding ring wall
- Omni Maximus Cosmio Inversio Thundora Infinitio Luminoct = permanent youthening lightning expanding ring wall
- Omni Maximus Cosmio Defluo Luminoct = disappearing lightning lightning expanding ring wall
- Omni Maximus Cosmio Defluo Accelero Aevus Luminoct = fast disappearing lightning expanding ring wall
- Omni Maximus Cosmio Defluo Penetro Accelero Aevus Luminoct = fast penetrating expanding ring wall lightning
- Omni Maximus Cosmio Defluo Infinitio Luminoct = permanent disappearing expanding ring wall lightning
- Omni Maximus Cosmio Fulmeneu Luminoct = dominating lightning expanding ring wall
- Omni Maximus Cosmio Fulmeneu Accelero Aevus Luminoct = fast dominating lightning expanding ring wall
- Omni Maximus Cosmio Fulmeneu Penetro Accelero Aevus Luminoct = fast penetrating dominating lightning expanding ring wall
- Omni Maximus Cosmio Fulmeneu Infinitio Luminoct = permanent dominating lightning expanding ring wall
- Omni Maximus Cosmio Obscuro Luminoct = cloaked lightning expanding ring wall
- Omni Maximus Cosmio Obscuro Accelero Aevus Luminoct = fast cloaked lightning expanding ring wall
- Omni Maximus Cosmio Obscuro Penetro Accelero Aevus Luminoct = fast penetrating cloaked lightning expanding ring wall
- Omni Maximus Cosmio Obscuro Infinitio Luminoct = permanent cloaked expanding ring wall lightning
- Omni Maximus Cosmio Exuro Luminoct = heat expanding ring wall lightning
- Omni Maximus Cosmio Exuro Accelero Aevus Luminoct = fast heat expanding ring wall lightning
- Omni Maximus Cosmio Exuro Penetro Accelero Aevus Luminoct = fast penetrating heat expanding ring wall lightning
- Omni Maximus Cosmio Exuro Infinitio Luminoct = permanent heat expanding ring wall lightning
- Omni Maximus Cosmio Conlido Luminoct = collision expanding ring wall lightning
- Omni Maximus Cosmio Conlido Accelero Aevus Luminoct = fast collision expanding ring wall lightning
- Omni Maximus Cosmio Conlido Penetro Accelero Aevus Luminoct = fast penetrating collision expanding ring wall lightning
- Omni Maximus Cosmio Conlido Infinitio Luminoct = permanent collision expanding ring wall lightning
- Omni Maximus Cosmio Transcribo Luminoct = imitating expanding ring wall lightning
- Omni Maximus Cosmio Transcribo Accelero Aevus Luminoct = fast imitating expanding ring wall lightning
- Omni Maximus Cosmio Transcribo Penetro Accelero Aevus Luminoct = fast penetrating imitating expanding ring wall lightning
- Omni Maximus Cosmio Transcribo Infinitio Luminoct = permanent imitating expanding ring wall lightning
- Omni Maximus Cosmio Compello Luminoct = compelling expanding ring wall lightning
- Omni Maximus Cosmio Compello Accelero Aevus Luminoct = fast compelling lightning expanding ring wall
- Omni Maximus Cosmio Compello Penetro Accelero Aevus Luminoct = fast penetrating compelling lightning expanding ring wall
- Omni Maximus Cosmio Compello Infinitio Luminoct = permanent compelling lightning expanding ring wall

- Omni Maximus Cosmio Cesso Luminoct = retarding lightning expanding ring wall
- Omni Maximus Cosmio Cesso Accelero Aevus Luminoct = fast retarding expanding ring wall lightning
- Omni Maximus Cosmio Cesso Penetro Accelero Aevus Luminoct = fast penetrating retarding expanding ring wall lightning
- Omni Maximus Cosmio Cesso Infinitio Luminoct = permanent retarding expanding ring wall lightning
- Omni Maximus Cosmio Multus Animus Luminoct = soul fire lance nova
- Omni Maximus Cosmio Multus Animus Accelero Aevus Luminoct = soul fire lance nova
- Omni Maximus Cosmio Multus Animus Penetro Accelero Aevus Luminoct = fast penetrating soul fire lance nova
- Omni Maximus Cosmio Multus Animus Infinitio Luminoct = permanent surrounding soul fire lance nova
- Omni Maximus Cosmio Taura Simulo Luminoct = surrounding earth wall nova
- Omni Maximus Cosmio Taura Simulo Tardius Aevus Luminoct = delayed surrounding earth landslide
- Omni Maximus Cosmio Taura Simulo Accelero Aevus Luminoct = fast surrounding earth landslide
- Omni Maximus Cosmio Pyro Simulo Luminoct = surrounding fire expanding ring wall
- Omni Maximus Cosmio Pyro Simulo Tardius Aevus Luminoct = delayed blast surrounding fire expanding ring wall
- Omni Maximus Cosmio Pyro Simulo Accelero Aevus Luminoct = fast surrounding fire expanding ring wall
- Omni Maximus Cosmio Hydro Simulo Luminoct = surrounding water expanding ring wall
- Omni Maximus Cosmio Hydro Simulo Tardius Aevus Luminoct = delayed surrounding water expanding ring wall
- Omni Maximus Cosmio Hydro Simulo Accelero Aevus Luminoct = fast surrounding water expanding ring wall
- Omni Maximus Cosmio Cyro Simulo Luminoct = surrounding ice shatter nova
- Omni Maximus Cosmio Cyro Simulo Tardius Aevus Luminoct = delayed surrounding ice shatter nova
- Omni Maximus Cosmio Cyro Simulo Accelero Aevus Luminoct = fast surrounding ice shatter nova
- Omni Maximus Cosmio Aero Simulo Luminoct = surrounding air shatter nova
- Omni Maximus Cosmio Aero Simulo Tardius Aevus Luminoct = delayed surrounding air shatter nova
- Omni Maximus Cosmio Aero Simulo Accelero Aevus Luminoct = fast surrounding air shatter nova
- Omni Maximus Cosmio Thundora Simulo Luminoct = surrounding lightning lightning expanding ring wall
- Omni Maximus Cosmio Thundora Simulo Tardius Aevus Luminoct = delayed surrounding lightning expanding ring wall
- Omni Maximus Cosmio Thundora Simulo Accelero Aevus Luminoct = fast surrounding lightning expanding ring wall
- Omni Maximus Cosmio Lipientis Simulo Luminoct = surrounding lava expanding ring wall
- Omni Maximus Cosmio Lipientis Simulo Tardius Aevus Luminoct = delayed surrounding lava expanding ring wall
- Omni Maximus Cosmio Lipientis Simulo Accelero Aevus Luminoct = fast surrounding lava expanding ring wall
- Omni Maximus Cosmio Necro Simulo Luminoct = surrounding death expanding ring wall
- Omni Maximus Cosmio Necro Simulo Tardius Aevus Luminoct = delayed surrounding death expanding ring wall
- Omni Maximus Cosmio Necro Simulo Accelero Aevus Luminoct = instant surrounding death expanding ring wall
- Omni Maximus Cosmio Infinitio Simulo Luminoct = surrounding time stop nova
- Omni Maximus Cosmio Infinitio Simulo Tardius Aevus Luminoct = delayed surrounding time stop nova
- Omni Maximus Cosmio Infinitio Simulo Accelero Aevus Luminoct = instant surrounding time stop wall
- Omni Maximus Cosmio Penetro Simulo Luminoct = penetrating surrounding energy expanding ring wall
- Omni Maximus Cosmio Penetro Simulo Tardius Aevus Luminoct = delayed penetrating surrounding energy expanding ring wall
- Omni Maximus Cosmio Penetro Simulo Accelero Aevus Luminoct = instant penetrating surrounding energy expanding ring wall
- Omni Maximus Cosmio Commutatus Simulo Luminoct = fire change surrounding energy expanding ring wall
- Omni Maximus Cosmio Commutatus Simulo Tardius Aevus Luminoct = delayed surrounding fire change energy expanding ring wall
- Omni Maximus Cosmio Commutatus Simulo Accelero Aevus Luminoct = instant surrounding fire change

energy expanding ring wall

Omni Maximus Cosmio Potus Simulo Luminoc = surrounding energy absorption flood

Omni Maximus Cosmio Potus Simulo Tardius Aevus Luminoc = delayed surrounding energy absorption flood

Omni Maximus Cosmio Potus Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy flood

Omni Maximus Cosmio Abfabricatio Simulo Luminoc = surrounding unmaking expanding ring wall

Omni Maximus Cosmio Abfabricatio Simulo Tardius Aevus Luminoc = delayed surrounding unmaking expanding ring wall

Omni Maximus Cosmio Abfabricatio Simulo Accelero Aevus Luminoc = instant surrounding unmaking expanding ring wall

Omni Maximus Cosmio Taura Penetro Simulo Luminoc = penetrating surrounding earth expanding ring wall

Omni Maximus Cosmio Taura Penetro Simulo Tardius Aevus Luminoc = delayed surrounding penetrating earth expanding ring wall

Omni Maximus Cosmio Taura Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating earth expanding ring wall

Omni Maximus Cosmio Pyro Penetro Simulo Luminoc = penetrating surrounding fire eexpanding ring wall

Omni Maximus Cosmio Pyro Penetro Simulo Tardius Aevus Luminoc = delayed blast surrounding penetrating fire eexpanding ring wall

Omni Maximus Cosmio Pyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fire expanding ring wall

Omni Maximus Cosmio Hydro Penetro Simulo Luminoc = penetrating surrounding water expanding ring wall

Omni Maximus Cosmio Hydro Penetro Simulo Tardius Aevus Luminoc = delayed surrounding penetrating water expanding ring wall

Omni Maximus Cosmio Hydro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding water expanding ring wall

Omni Maximus Cosmio Cyro Penetro Simulo Luminoc = ice penetrating surrounding expanding ring wall

Omni Maximus Cosmio Cyro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding ice expanding ring wall

Omni Maximus Cosmio Cyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding ice eexpanding ring wall

Omni Maximus Cosmio Aero Penetro Simulo Luminoc = surrounding air penetrating expanding ring wall

Omni Maximus Cosmio Aero Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding air shatter nova

Omni Maximus Cosmio Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding air shatter nova

Omni Maximus Cosmio Thundora Penetro Simulo Luminoc = penetrating surrounding lightning expanding ring wall

Omni Maximus Cosmio Thundora Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding lightning expanding ring wall

Omni Maximus Cosmio Thundora Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding lightning expanding ring wall

Omni Maximus Cosmio Visus Penetro Simulo Luminoc = penetrating surrounding fog bank blindness

Omni Maximus Cosmio Visus Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding fog bank blindness

Omni Maximus Cosmio Visus Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fog bank blindness

Omni Maximus Cosmio Liquentis Simulo Penetro Luminoc = penetrating surrounding lava expanding ring wall

Omni Maximus Cosmio Liquentis Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lava expanding ring wall

Omni Maximus Cosmio Liquentis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lava expanding ring wall

Omni Maximus Cosmio Infinitio Simulo Luminoc = surrounding time stop expanding ring wall

Omni Maximus Cosmio Infinitio Simulo Tardius Aevus Luminoc = delayed surrounding time stop expanding

ring wall

Omni Maximus Cosmio Infinitio Simulo Accelero Aevus Luminoc = instant surrounding time stop expanding ring wall

Omni Maximus Cosmio Penetro Simulo Luminoc = penetrating surrounding energy expanding ring wall

Omni Maximus Cosmio Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding energy flood

Omni Maximus Cosmio Penetro Accelero Aevus Luminoc = instant penetrating surrounding energy flood

Omni Maximus Cosmio Commutatus Simulo Luminoc = fire change surrounding energy flood

Omni Maximus Cosmio Commutatus Simulo Tardius Aevus Luminoc = delayed surrounding fire change energy flood

Omni Maximus Cosmio Commutatus Simulo Accelero Aevus Luminoc = instant surrounding fire change energy flood

Omni Maximus Cosmio Potus Simulo Luminoc = surrounding energy absorption expanding ring wall

Omni Maximus Cosmio Potus Simulo Tardius Aevus Luminoc = delayed surrounding energy absorption expanding flood

Omni Maximus Cosmio Potus Simulo Accelero Aevus Luminoc = instant penetrating surrounding energy expanding ring wall

Omni Maximus Cosmio Abfabricatio Simulo Luminoc = surrounding unmaking expanding ring wall

Omni Maximus Cosmio Abfabricatio Simulo Tardius Aevus Luminoc = delayed surrounding unmaking area flood

Omni Maximus Cosmio Abfabricatio Simulo Accelero Aevus Luminoc = instant surrounding unmaking area flood

Omni Maximus Cosmio Taura Penetro Simulo Luminoc = penetrating surrounding earth expanding area flood

Omni Maximus Cosmio Taura Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding earth flood

Omni Maximus Cosmio Taura Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding earth flood

Omni Maximus Cosmio Pyro Penetro Simulo Luminoc = penetrating surrounding fire nova

Omni Maximus Cosmio Pyro Penetro Simulo Tardius Aevus Luminoc = delayed blast penetrating surrounding fire nova

Omni Maximus Cosmio Pyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding fire nova

Omni Maximus Cosmio Hydro Penetro Simulo Luminoc = penetrating surrounding water expanding ring wall

Omni Maximus Cosmio Hydro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding water expanding ring wall

Omni Maximus Cosmio Hydro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding water expanding ring wall

Omni Maximus Cosmio Cyro Penetro Simulo Luminoc = surrounding ice penetrating shatter nova

Omni Maximus Cosmio Cyro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding ice shatter nova

Omni Maximus Cosmio Cyro Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding ice shatter nova

Omni Maximus Cosmio Aero Penetro Simulo Luminoc = surrounding air penetrating expanding ring wall

Omni Maximus Cosmio Aero Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding air expanding ring wall

Omni Maximus Cosmio Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating surrounding air expanding ring wall

Omni Maximus Cosmio Thundora Simulo Penetro Luminoc = penetrating surrounding lightning expanding ring wall

Omni Maximus Cosmio Thundora Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lightning expanding ring wall

Omni Maximus Cosmio Thundora Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lightning expanding ring wall

Omni Maximus Cosmio Liquentis Simulo Penetro Luminoc = penetrating surrounding lava expanding ring

wall

Omni Maximus Cosmio Lipientis Simulo Penetro Tardius Aevus Luminoc = delayed penetrating surrounding lava expanding ring wall

Omni Maximus Cosmio Lipientis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding lava expanding ring wall

Omni Maximus Cosmio Necro Penetro Simulo Luminoc = penetrating surrounding death nova

Omni Maximus Cosmio Necro Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding death expanding ring wall

Omni Maximus Cosmio Necro Penetro Simulo Accelero Aevus Luminoc = instant penetrating nova

Omni Maximus Cosmio Infinitio Penetro Simulo Luminoc = penetrating surrounding time stop nova

Omni Maximus Cosmio Infinitio Penetro Simulo Tardius Aevus Luminoc = delayed penetrating surrounding time stop nova

Omni Maximus Cosmio Infinitio Penetro Simulo Accelero Aevus Luminoc = instant penetrating surrounding time stop nova

Omni Maximus Cosmio Tardius Neuro Simulo Luminoc = mental surrounding stupidity expanding ring wall

Omni Maximus Cosmio Tardius Neuro Tardius Aevus Simulo Luminoc = delayed mental surrounding stupidity expanding ring wall

Omni Maximus Cosmio Tardius Neuro Accelero Aevus Simulo Luminoc = fast mental surrounding stupidity expanding ring wall

Omni Maximus Cosmio Medicatus Neuro Simulo Luminoc = mental surrounding charm expanding ring wall

Omni Maximus Cosmio Medicatus Neuro Simulo Accelero Aevus Luminoc = fast mental surrounding charm expanding ring wall

Omni Maximus Cosmio Medicatus Neuro Simulo Penetro Accelero Aevus Luminoc = fast mental pentrating surrounding charm expanding ring wall

Omni Maximus Cosmio Medicatus Neuro Simulo Infinitio Luminoc = infinite mental expanding ring wall surrounding charm

Omni Maximus Cosmio Medicatus Mutus Simulo Neuro Luminoc = mental expanding ring wall surrounding charm mutation

Omni Maximus Cosmio Medicatus Mutus Simulo Neuro Accelero Aevus Luminoc = fast mental expanding ring wall surrounding charm mutation

Omni Maximus Cosmio Medicatus Mutus Simulo Neuro Penetro Accelero Aevus Luminoc = fast mental pentrating surrounding expanding ring wall charm mutation

Omni Maximus Cosmio Medicatus Mutus Simulo Neuro Infinitio Luminoc = infinite mental surrounding expanding ring wall charm mutation

Omni Maximus Cosmio Medicatus Magicus Iniquus Simulo Luminoc = expanding ring wall miscast surrounding magic

Omni Maximus Cosmio Medicatus Magicus Iniquus Simulo Accelero Aevus Luminoc = delayed surrounding expanding ring wall miscast magic

Omni Maximus Cosmio Moderatus Simulo Luminoc = surrounding control expanding ring wall

Omni Maximus Cosmio Moderatus Accelero Aevus Simulo Luminoc = surrounding control expanding ring wall

Omni Maximus Cosmio Moderatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding control expanding ring wall

Omni Maximus Cosmio Moderatus Infinitio Simulo Luminoc = permanant surrounding control expanding ring wall

Omni Maximus Cosmio Moderatus Ennervatus Simulo Luminoc = surrounding dire charm expanding ring wall

Omni Maximus Cosmio Moderatus Ennervatus Accelero Aevus Simulo Luminoc = surrounding dire charm expanding ring wall

Omni Maximus Cosmio Moderatus Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding dire charm expanding ring wall

Omni Maximus Cosmio Moderatus Ennervatus Infinitio Simulo Luminoc = permanant surrounding dire charm expanding ring wall

Omni Maximus Cosmio Ennervatus Simulo Luminoc = surrounding domination expanding ring wall

Omni Maximus Cosmio Ennervatus Accelero Aevus Simulo Luminoc = surrounding domination expanding

- ring wall
- Omni Maximus Cosmio Ennervatus Penetro Accelero Aevus Simulo Luminoc = fast penetrating surrounding domination expanding ring wall
- Omni Maximus Cosmio Ennervatus Infinitio Simulo Luminoc = permanent surrounding domination expanding ring wall
- Omni Maximus Cosmio Exhaurio Simulo Luminoc = surrounding draining expanding ring wall
- Omni Maximus Cosmio Exhaurio Simulo Accelero Aevus Luminoc = surrounding draining expanding ring wall
- Omni Maximus Cosmio Exhaurio Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding draining expanding ring wall
- Omni Maximus Cosmio Exhaurio Simulo Infinitio Luminoc = permanent surrounding draining expanding ring wall
- Omni Maximus Cosmio Exhaurio Genero Simulo Luminoc = surrounding life draining expanding ring wall
- Omni Maximus Cosmio Exhaurio Genero Simulo Accelero Aevus Luminoc = surrounding life draining expanding ring wall
- Omni Maximus Cosmio Exhaurio Genero Simulo Penetro Potus Accelero Aevus Luminoc = fast penetrating surrounding life draining expanding rings wall
- Omni Maximus Cosmio Exhaurio Genero Simulo Infinitio Luminoc = permanent surrounding life draining expanding ring wall
- Omni Maximus Cosmio Aspectus Simulo Luminoc = surrounding illusion area nova think of the element when saying
- Omni Maximus Cosmio Aspectus Simulo Accelero Aevus Luminoc = surrounding area nova illusion think of the element when saying
- Omni Maximus Cosmio Aspectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding area nova illusion spheres think of the element when saying
- Omni Maximus Cosmio Aspectus Simulo Infinitio Luminoc = permanent surrounding area nova illusion spheres think of the element when saying
- Omni Maximus Cosmio Opacus Simulo Aspectus Luminoc = surrounding shadow expanding ring wall
- Omni Maximus Cosmio Opacus Simulo Accelero Aevus Luminoc = surrounding shadow expanding ring wall
- Omni Maximus Cosmio Opacus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding shadow expanding ring wall
- Omni Maximus Cosmio Opacus Simulo Infinitio Luminoc = permanent surrounding shadow expanding ring wall
- Omni Maximus Cosmio Solidus Simulo Luminoc = deadly surrounding substance expanding ring wall
- Omni Maximus Cosmio Solidus Simulo Accelero Aevus Luminoc = deadly surrounding substance expanding ring wall
- Omni Maximus Cosmio Solidus Simulo Penetro Accelero Aevus Luminoc = fast penetrating deadly surrounding substance expanding ring wall
- Omni Maximus Cosmio Solidus Simulo Infinitio Luminoc = permanent deadly surrounding substance expanding ring wall
- Omni Maximus Cosmio Solidus Integumentum Simulo Luminoc = deadly surrounding cloaked substance expanding ring wall
- Omni Maximus Cosmio Solidus Integumentum Simulo Accelero Aevus Luminoc = deadly surrounding cloaked substance expanding ring wall
- Omni Maximus Cosmio Solidus Integumentum Penetro Simulo Accelero Aevus Luminoc = fast penetrating deadly surrounding cloaked substance expanding ring wall
- Omni Maximus Cosmio Solidus Integumentum Simulo Infinitio Luminoc = permanent deadly surrounding cloaked substance expanding ring wall
- Omni Maximus Cosmio Exhaurio Genero Multus Simulo Luminoc = surrounding vampiric draining expanding ring wall
- Omni Maximus Cosmio Exhaurio Genero Multus Simulo Accelero Aevus Luminoc = surrounding vampiric draining expanding ring wall
- Omni Maximus Cosmio Exhaurio Genero Multus Simulo Penetro Potus Accelero Aevus Luminoc = fast

penetrating surrounding vampiric draining expanding ring wall
Omni Maximus Cosmio Exhaurio Genero Multus Simulo Infinitio Luminoc = permanent surrounding vampiric draining expanding ring wall
Omni Maximus Cosmio Incalfacio Simulo Luminoc = surrounding heat concussion expanding ring wall
Omni Maximus Cosmio Incalfacio Simulo Accelero Aevus Luminoc = surrounding heat concussion expanding ring wall
Omni Maximus Cosmio Incalfacio Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating heat concussion expanding ring wall
Omni Maximus Cosmio Incalfacio Simulo Infinitio Luminoc = permanent surrounding heat concussion expanding ring wall
Omni Maximus Cosmio Elevo Simulo Luminoc = luminescent surrounding light lance nova
Omni Maximus Cosmio Elevo Simulo Accelero Aevus Luminoc = luminescent surrounding light lance nova
Omni Maximus Cosmio Elevo Penetro Simulo Accelero Aevus Luminoc = fast penetrating luminescent surrounding light lance nova
Omni Maximus Cosmio Elevo Simulo Infinitio Luminoc = permanent luminescent surrounding light lance nova
Omni Maximus Cosmio Apricatio Simulo Luminoc = bright surrounding sunlight lance nova
Omni Maximus Cosmio Apricatio Simulo Accelero Aevus Luminoc = bright surrounding sunlight lance nova
Omni Maximus Cosmio Apricatio Penetro Simulo Accelero Aevus Luminoc = fast penetrating bright surrounding sunlight lance nova
Omni Maximus Cosmio Apricatio Simulo Infinitio Luminoc = permanent bright surrounding sunlight lance nova
Omni Maximus Cosmio Chao Simulo Luminoc = surrounding chaos expanding ring wall
Omni Maximus Cosmio Chao Simulo Accelero Aevus Luminoc = surrounding chaos expanding ring wall
Omni Maximus Cosmio Chao Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaos expanding ring wall
Omni Maximus Cosmio Chao Simulo Infinitio Luminoc = permanent surrounding chaos expanding ring wall
Omni Maximus Cosmio Chao Disturbatio Simulo Luminoc = surrounding chaotic destructive lava expanding ring wall
Omni Maximus Cosmio Chao Disturbatio Simulo Accelero Aevus Luminoc = surrounding chaotic destructive lava expanding ring wall
Omni Maximus Cosmio Chao Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding chaotic destructive lava expanding ring wall
Omni Maximus Cosmio Chao Disturbatio Simulo Infinitio Luminoc = permanent surrounding chaotic destructive lava expanding ring wall
Omni Maximus Cosmio Disturbatio Simulo Luminoc = surrounding destructive fire expanding ring wall
Omni Maximus Cosmio Disturbatio Simulo Accelero Aevus Luminoc = surrounding destructive fire expanding ring wall
Omni Maximus Cosmio Disturbatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding destructive fire expanding ring wall
Omni Maximus Cosmio Disturbatio Simulo Infinitio Luminoc = permanent surrounding destructive fire expanding ring wall
Omni Maximus Cosmio Maledico Incursio Simulo Luminoc = surrounding abusive collisive ice expanding ring wall
Omni Maximus Cosmio Maledico Incursio Simulo Accelero Aevus Luminoc = surrounding abusive collisive ice expanding ring wall
Omni Maximus Cosmio Maledico Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding abusive collisive ice expanding ring wall
Omni Maximus Cosmio Maledico Incursio Simulo Infinitio Luminoc = permanent surrounding abusive collisive ice expanding rings
Omni Maximus Cosmio Incursio Simulo Luminoc = surrounding collisive air shatter nova
Omni Maximus Cosmio Incursio Simulo Accelero Aevus Luminoc = surrounding collisive air shatter nova
Omni Maximus Cosmio Incursio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding collisive air shatter nova

Omni Maximus Cosmio Incursio Simulo Infinitio Luminoct = permanent surrounding collisive air shatter nova
Omni Maximus Cosmio Maledico Simulo Luminoct = surrounding abusive water expanding ring wall
Omni Maximus Cosmio Maledico Simulo Accelero Aevus Luminoct = surrounding abusive water expanding ring wall
Omni Maximus Cosmio Maledico Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding abusive water expanding ring wall
Omni Maximus Cosmio Maledico Simulo Infinitio Luminoct = permanent surrounding abusive water expanding ring wall
Omni Maximus Cosmio Efficio Simulo Luminoct = surrounding power expanding ring wall
Omni Maximus Cosmio Efficio Simulo Accelero Aevus Luminoct = surrounding power expanding ring wall
Omni Maximus Cosmio Efficio Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding power expanding ring wall
Omni Maximus Cosmio Efficio Simulo Infinitio Luminoct = permanent surrounding power expanding ring wall
Omni Maximus Cosmio Imago Simulo Luminoct = surrounding mirroring expanding ring wall
Omni Maximus Cosmio Imago Simulo Accelero Aevus Luminoct = surrounding mirroring expanding ring wall
Omni Maximus Cosmio Imago Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding mirroring expanding ring wall
Omni Maximus Cosmio Imago Simulo Infinitio Luminoct = permanent surrounding mirroring expanding ring wall
Omni Maximus Cosmio Imago Communio Simulo Luminoct = surrounding mirroring sharing expanding ring wall
Omni Maximus Cosmio Imago Communio Simulo Accelero Aevus Luminoct = surrounding mirroring sharing expanding ring wall
Omni Maximus Cosmio Imago Communio Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding mirroring sharing expanding ring wall
Omni Maximus Cosmio Imago Communio Simulo Infinitio Luminoct = permanent surrounding mirroring sharing expanding ring wall
Omni Maximus Cosmio Fabricatio Redeo Simulo Luminoct = surrounding deadly making expanding ring wall
Omni Maximus Cosmio Fabricatio Redeo Simulo Accelero Aevus Luminoct = surrounding deadly making expanding ring wall
Omni Maximus Cosmio Fabricatio Redeo Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding deadly making expanding ring wall
Omni Maximus Cosmio Fabricatio Redeo Simulo Infinitio Luminoct = permanent surrounding deadly making expanding ring wall
Omni Maximus Cosmio Fabricatio Redeo Simulo Luminoct = surrounding antimagic nova
Omni Maximus Cosmio Fabricatio Redeo Simulo Accelero Aevus Luminoct = surrounding antimagic nova
Omni Maximus Cosmio Fabricatio Redeo Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding antimagic nova
Omni Maximus Cosmio Fabricatio Redeo Simulo Infinitio Luminoct = permanent surrounding antimagic nova
Omni Maximus Cosmio Necro Cedo Simulo Luminoct = surrounding death change nova
Omni Maximus Cosmio Necro Cedo Simulo Accelero Aevus Luminoct = surrounding death change nova
Omni Maximus Cosmio Necro Cedo Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding death change nova
Omni Maximus Cosmio Necro Cedo Simulo Infinitio Luminoct = permanent surrounding death change nova
Omni Maximus Cosmio Obliquus Simulo Luminoct = surrounding indirect area nova attack
Omni Maximus Cosmio Obliquus Simulo Accelero Aevus Luminoct = surrounding indirect area nova attack
Omni Maximus Cosmio Obliquus Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding indirect area nova attack
Omni Maximus Cosmio Necro Obliquus Simulo Infinitio Luminoct = permanent surrounding indirect area nova attack
Omni Maximus Cosmio Necro Obliquus Simulo Luminoct = surrounding indirect death area nova attack
Omni Maximus Cosmio Necro Obliquus Simulo Accelero Aevus Luminoct = surrounding indirect death area nova attack
Omni Maximus Cosmio Necro Obliquus Simulo Penetro Accelero Aevus Luminoct = fast penetrating

surrounding death nova attack
Omni Maximus Cosmio Necro Obliquus Simulo Infinitio Luminoc = permanent surrounding death nova attack
Omni Maximus Cosmio Imitatio Simulo Luminoc = surrounding imitating nova
Omni Maximus Cosmio Imitatio Simulo Accelero Aevus Luminoc = surrounding imitating nova
Omni Maximus Cosmio Imitatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding imitating nova
Omni Maximus Cosmio Imitatio Simulo Infinitio Luminoc = permanent surrounding imitating nova
Omni Maximus Cosmio Multus Simulo Luminoc = surrounding energy flood
Omni Maximus Cosmio Multus Simulo Accelero Aevus Luminoc = surrounding energy flood
Omni Maximus Cosmio Multus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding energy energy
Omni Maximus Cosmio Multus Simulo Infinitio Luminoc = permanent surrounding energy energy
Omni Maximus Cosmio Comformo Effectus Simulo Luminoc = surrounding adaptive effects expanding ring wall
Omni Maximus Cosmio Comformo Effectus Simulo Accelero Aevus Luminoc = surrounding adaptive effects expanding ring wall
Omni Maximus Cosmio Comformo Effectus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding adaptive effects expanding ring wall
Omni Maximus Cosmio Comformo Effectus Simulo Infinitio Luminoc = permanent surrounding adaptive effects expanding rings
Omni Maximus Cosmio Retexo Simulo Luminoc = surrounding reverse expanding ring wall
Omni Maximus Cosmio Retexo Simulo Accelero Aevus Luminoc = surrounding reverse nova
Omni Maximus Cosmio Retexo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding reverse nova
Omni Maximus Cosmio Retexo Simulo Infinitio Luminoc = permanent surrounding reverse nova
Omni Maximus Cosmio Fabricatio Simulo Luminoc = surrounding undoing nova
Omni Maximus Cosmio Fabricatio Simulo Accelero Aevus Luminoc = surrounding undoing nova
Omni Maximus Cosmio Fabricatio Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding undoing nova
Omni Maximus Cosmio Fabricatio Simulo Infinitio Luminoc = permanent surrounding undoing nova
Omni Maximus Cosmio Ferreus Aevus Simulo Luminoc = surrounding antimagic time nova
Omni Maximus Cosmio Ferreus Aevus Simulo Accelero Aevus Luminoc = surrounding antimagic time nova
Omni Maximus Cosmio Ferreus Aevus Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding antimagic time nova
Omni Maximus Cosmio Ferreus Aevus Simulo Infinitio Luminoc = permanent surrounding antimagic time nova
Omni Maximus Cosmio Defluo Simulo Luminoc = surrounding disappearing lightning expanding ring wall
Omni Maximus Cosmio Defluo Simulo Accelero Aevus Luminoc = surrounding disappearing lightning expanding ring wall
Omni Maximus Cosmio Defluo Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding disappearing lightning expanding ring wall
Omni Maximus Cosmio Defluo Simulo Infinitio Luminoc = permanent surrounding disappearing lightning expanding ring wall
Omni Maximus Cosmio Tabes Simulo Luminoc = surrounding disease nova
Omni Maximus Cosmio Tabes Simulo Accelero Aevus Luminoc = surrounding disease nova
Omni Maximus Cosmio Tabes Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding disease nova
Omni Maximus Cosmio Tabes Simulo Infinitio Luminoc = permanent surrounding disease nova
Omni Maximus Cosmio Pestis Simulo Luminoc = surrounding pestilence expanding ring wall
Omni Maximus Cosmio Pestis Simulo Accelero Aevus Luminoc = surrounding pestilence expanding ring wall
Omni Maximus Cosmio Pestis Simulo Penetro Accelero Aevus Luminoc = fast penetrating surrounding pestilence expanding ring wall

- Omni Maximus Cosmio Pestis Simulo Infinitio Luminoct = permanant surrounding pestilence expanding ring wall
- Omni Maximus Cosmio Inversio Thundora Simulo Luminoct = surrounding youthening lightning expanding ring wall
- Omni Maximus Cosmio Inversio Thundora Simulo Accelero Aevus Luminoct = surrounding youthening lightning expanding ring wall
- Omni Maximus Cosmio Inversio Thundora Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding youthening lightning expanding ring wall
- Omni Maximus Cosmio Inversio Thundora Simulo Infinitio Luminoct = permanant surrounding youthening expanding ring wall lightning
- Omni Maximus Cosmio Fulmeneu Simulo Luminoct = surrounding dominating expanding ring wall lightning
- Omni Maximus Cosmio Fulmeneu Simulo Accelero Aevus Luminoct = surrounding dominating lightning expanding ring wall
- Omni Maximus Cosmio Fulmeneu Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding dominating lightning expanding ring wall
- Omni Maximus Cosmio Fulmeneu Simulo Infinitio Luminoct = permanant surrounding dominating lightning expanding ring wall
- Omni Maximus Cosmio Obscuro Simulo Luminoct = surrounding cloaked lightning expanding ring wall
- Omni Maximus Cosmio Obscuro Simulo Accelero Aevus Luminoct = surrounding cloaked lightning expanding ring wall
- Omni Maximus Cosmio Obscuro Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding cloaked lightning expanding ring wall
- Omni Maximus Cosmio Obscuro Simulo Infinitio Luminoct = permanant surrounding cloaked lightning expanding ring wall
- Omni Maximus Cosmio Exuro Simulo Luminoct = surrounding heat lightning expanding ring wall
- Omni Maximus Cosmio Exuro Simulo Accelero Aevus Luminoct = surrounding heat lightning expanding ring wall
- Omni Maximus Cosmio Exuro Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding heat lightning expanding ring wall
- Omni Maximus Cosmio Exuro Simulo Infinitio Luminoct = permanant surrounding heat lightning expanding ring wall
- Omni Maximus Cosmio Conlido Simulo Luminoct = surrounding collision lightning expanding ring wall
- Omni Maximus Cosmio Conlido Simulo Accelero Aevus Luminoct = surrounding collision expanding ring wall lightning
- Omni Maximus Cosmio Conlido Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding collision lightning expanding ring wall
- Omni Maximus Cosmio Conlido Simulo Infinitio Luminoct = permanant surrounding collision lightning expanding ring wall
- Omni Maximus Cosmio Transcribo Simulo Luminoct = surrounding imitating expanding ring wall lightning
- Omni Maximus Cosmio Transcribo Simulo Accelero Aevus Luminoct = surrounding imitating lightning expanding ring wall
- Omni Maximus Cosmio Transcribo Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding imitating lightning expanding ring wall
- Omni Maximus Cosmio Transcribo Simulo Infinitio Luminoct = permanant surrounding imitating lightning expanding ring wall
- Omni Maximus Cosmio Compello Simulo Luminoct = surrounding compelling lightning expanding ring wall
- Omni Maximus Cosmio Compello Simulo Accelero Aevus Luminoct = surrounding compelling lightning expanding ring wall
- Omni Maximus Cosmio Compello Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding compelling lightning expanding ring wall
- Omni Maximus Cosmio Compello Simulo Infinitio Luminoct = permanant surrounding compelling lightning expanding ring wall
- Omni Maximus Cosmio Cesso Simulo Luminoct = surrounding retarding lightning expanding ring wall
- Omni Maximus Cosmio Cesso Simulo Accelero Aevus Luminoct = surrounding retarding lightning expanding

- ring wall
- Omni Maximus Cosmio Cesso Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding retarding lightning expanding ring wall
- Omni Maximus Cosmio Cesso Simulo Infinitio Luminoct = permanent surrounding retarding lightning expanding ring wall
- Omni Maximus Cosmio Simulo Animus Multus Luminoct = surrounding soul fire lance nova
- Omni Maximus Cosmio Simulo Animus Accelero Aevus Luminoct = surrounding soul fire lance nova
- Omni Maximus Cosmio Simulo Animus Penetro Accelero Aevus Luminoct = fast penetrating surrounding soul fire lance
- Omni Maximus Cosmio Simulo Animus Infinitio Luminoct = permanent surrounding soul fire lance nova
- Omni Maximus Cosmio Chao Simulo Multus Luminoct = surrounding chaos area nova - imagine the effect
- Omni Maximus Cosmio Chao Simulo Accelero Aevus Luminoct = surrounding fast area nova chaos - imagine the effect
- Omni Maximus Cosmio Chao Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding chaos nova - imagine the effect
- Omni Maximus Cosmio Chao Simulo Infinitio Luminoct = permanent surrounding chaos nova - imagine the effect
- Omni Maximus Cosmio Multus Exhaurio Taura Simulo Luminoct = surrounding lower resistance expanding ring wall
- Omni Maximus Cosmio Multus Exhaurio Taura Simulo Accelero Aevus Luminoct = surrounding fast lower resistance expanding ring wall
- Omni Maximus Cosmio Multus Exhaurio Taura Simulo Penetro Accelero Aevus Luminoct = fast penetrating surrounding lower resistance expanding ring wall
- Omni Maximus Cosmio Multus Exhaurio Taura Simulo Infinitio Luminoct = permanent surrounding lower resistance expanding rings
- Omni Maximus Cosmio Aero Veneficus Multus Penetro Luminoct = stinking cloud fog bank
- Omni Maximus Cosmio Aero Veneficus Multus Penetro Accelero Aevus Luminoct = fast stinking cloud fog bank
- Omni Maximus Cosmio Aero Veneficus Multus Penetro Infinitio Luminoct = permanent stinking cloud fog bank
- Omni Maximus Cosmio Necro Aero Veneficus Multus Penetro Luminoct = cloudkill fog bank
- Omni Maximus Cosmio Necro Aero Veneficus Multus Penetro Accelero Aevus Luminoct = fast penetrating cloudkill fog bank
- Omni Maximus Cosmio Necro Aero Veneficus Multus Penetro Infinitio Luminoct = permanent cloudkill fog bank
- Omni Maximus Cosmio Genero Penetro Luminoct = resist fear area nova
- Omni Maximus Cosmio Genero Penetro Accelero Aevus Luminoct = fast area nova resist fear
- Omni Maximus Cosmio Genero Penetro Infinitio Luminoct = permanent area nova resist fear
- Omni Maximus Cosmio Multus Exhaurio Simulo Luminoct = surrounding sleep expanding ring wall
- Omni Maximus Cosmio Multus Exhaurio Simulo Accelero Aevus Luminoct = fast surrounding sleep expanding ring wall
- Omni Maximus Cosmio Multus Exhaurio Simulo Infinitio Luminoct = surrounding coma expanding ring wall
- Omni Maximus Cosmio Magicus Simulo Luminoct = surrounding magic missile expanding ring wall
- Omni Maximus Cosmio Magicus Simulo Accelero Aevus Luminoct = fast surrounding magic missile expanding ring wall
- Omni Maximus Cosmio Magicus Simulo Infinitio Luminoct = permanent surrounding magic missile expanding ring wall
- Omni Maximus Cosmio Magicus Lipientis Simulo Luminoct = surrounding Melf's Minute Meteor expanding ring wall
- Omni Maximus Cosmio Magicus Lipientis Accelero Aevus Luminoct = fast surrounding Melf's Minute Meteor expanding ring wall
- Omni Maximus Cosmio Magicus Lipientis Infinitio Luminoct = permanent surrounding Melf's Minute Meteor expanding ring wall
- Omni Maximus Cosmio Inordinatinus Simulo Luminoct = surrounding confusion nova

Omni Maximus Cosmio Inordinatinus Simulo Accelero Aevus Luminoc = fast surrounding confusion nova
Omni Maximus Cosmio Inordinatinus Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating confusion nova
Omni Maximus Cosmio Inordinatinus Simulo Infinitio Luminoc = permanent surrounding confusion nova
Omni Maximus Cosmio Tabes Penetro Aero Simulo Luminoc = surrounding disease nova
Omni Maximus Cosmio Tabes Penetro Aero Simulo Accelero Aevus Luminoc = fast surrounding disease nova
Omni Maximus Cosmio Tabes Penetro Aero Simulo Infinitio Luminoc = permanent surrounding disease nova

Omni Maximus Cosmio Iniquus Maleficus Simulo Luminoc = surrounding greater malison expanding ring wall
Omni Maximus Cosmio Iniquus Maleficus Simulo Accelero Aevus Luminoc = fast surrounding greater malison expanding ring wall
Omni Maximus Cosmio Iniquus Maleficus Simulo Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating greater malison expanding ring wall
Omni Maximus Cosmio Iniquus Maleficus Simulo Infinitio Luminoc = permanent surrounding greater malison expanding ring wall
Omni Maximus Cosmio Multus Cyro Aero Luminoc = expanding ring wall of cold
Omni Maximus Cosmio Multus Cyro Aero Accelero Aevus Luminoc = fast expanding ring wall of cold
Omni Maximus Cosmio Multus Cyro Aero Penetro Simulo Accelero Aevus Luminoc = fast surrounding penetrating expanding ring wall of cold
Omni Maximus Cosmio Necro Attento Aero Luminoc = death fog bank
Omni Maximus Cosmio Necro Attento Aero Accelero Aevus Luminoc = fast death fog bank
Omni Maximus Cosmio Necro Attento Aero Penetro Simulo Accelero Aevus Luminoc = fast penetrating death fog bank
Omni Maximus Cosmio Necro Attento Aero Infinitio Luminoc = permanent death fog bank
Omni Maximus Cosmio Disturbatio Multus Aero Penetro Luminoc = incendiary cloud bank - creates a roaring flame cloud that kills in minutes
Omni Maximus Cosmio Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast incendiary cloud bank - creates a roaring flame cloud that kills in minutes
Omni Maximus Cosmio Disturbatio Multus Aero Penetro Infinitio Luminoc = permanent incendiary cloud bank - creates a roaring flame cloud that kills in minutes
Omni Maximus Cosmio Exhaurio Penetro Simulo Luminoc = spellstrike nova - this will remove all protections
Omni Maximus Cosmio Exhaurio Penetro Simulo Tardius Aevus Luminoc = delayed spellstrike nova - this will remove all protections
Omni Maximus Cosmio Exhaurio Penetro Simulo Accelero Aevus Luminoc = fast spellstrike nova - this will remove all protections
Omni Maximus Cosmio Solidus Elevo Ferreus Accelero Aevus Penetro Luminoc = magical heat seeking machine gun bullets
Omni Maximus Cosmio Solidus Elevo Ferreus Penetro Simulo Luminoc = surrounding heat seeking machine gun bullets
Omni Maximus Cosmio Solidus Elevo Genero Ferreus Accelero Aevus Penetro Luminoc = magical life seeking shotgun scattershot
Omni Maximus Cosmio Solidus Elevo Genero Ferreus Accelero Aevus Simulo Luminoc = surrounding life seeking shotgun scattershot

Light Void Attacks

Say the spell and focus on the intended target with intent

Omni Maximus Inanis Luminoc = incineration spheres

- Omni Maximus Inanis Tardius Aevus Luminoc = delayed incineration spheres
- Omni Maximus Inanis Accelero Aevus Luminoc = fast incineration spheres
- Omni Maximus Inanis Pyro Luminoc = black fire incineration
- Omni Maximus Inanis Tardius Aevus Pyro Luminoc = delayed black fire incineration
- Omni Maximus Inanis Accelero Aevus Pyro Luminoc = fast black fire incineration
- Omni Maximus Inanis Cyro Luminoc = black ice incinerations
- Omni Maximus Inanis Cyro Tardius Aevus Luminoc = delayed black ice incinerations
- Omni Maximus Inanis Cyro Accelero Aevus Luminoc = fast black ice incinerations
- Omni Maximus Inanis Aero Luminoc = black lightning incineration
- Omni Maximus Inanis Aero Tarius Aevus Luminoc = delayed black lightning incineration
- Omni Maximus Inanis Aero Accelero Aevus Luminoc = fast black lightning incineration
- Omni Maximus Inanis Visus Luminoc = permanant blindness
- Omni Maximus Inanis Visus Tardius Aevus Luminoc = delayed permanant blindness
- Omni Maximus Inanis Visus Accelero Aevus Luminoc = fast permanant blindness
- Omni Maximus Inanis Aero Pyro Luminoc = plasma bolts
- Omni Maximus Inanis Aero Pyro Tardius Aevus Luminoc = plasma bolts
- Omni Maximus Inanis Aero Pyro Accelero Aevus Luminoc = plasma bolts
- Omni Maximus Inanis Aero Animus Luminoc = mutation attack
- Omni Maximus Inanis Aero Animus Tardius Aevus Luminoc = delayed mutation attack
- Omni Maximus Inanis Aero Animus Accelero Aevus Luminoc = fast mutation attack
- Omni Maximus Inanis Aero Animus Liquentis Luminoc = black lava attack
- Omni Maximus Inanis Aero Animus Liquentis Tardius Aevus Luminoc = delayed black lava attack
- Omni Maximus Inanis Aero Animus Liquentis Accelero Aevus Luminoc = fast black lava attack
- Omni Maximus Inanis Aero Taura Necro Luminoc = shadow death
- Omni Maximus Inanis Aero Taura Necro Tardius Aevus Luminoc = delayed shadow death
- Omni Maximus Inanis Aero Taura Necro Accelero Aevus Luminoc = instant shadow death
- Omni Maximus Inanis Aero Animus Necro Luminoc = turn death
- Omni Maximus Inanis Aero Animus Necro Accelero Aevus Luminoc = instant death turn
- Omni Maximus Inanis Aevus Luminoc = time reversal confusion
- Omni Maximus Inanis Tardius Aevus Luminoc = delayed time reversal confusion
- Omni Maximus Inanis Accelero Aevus Luminoc = instant time reversal
- Omni Maximus Inanis Aero Animus Thundora Luminoc = chaos lightning attack
- Omni Maximus Inanis Aero Animus Thundora Tardius Aevus Luminoc = delayed chaos lightning attack
- Omni Maximus Inanis Aero Animus Thundora Accelero Aevus Luminoc = fast chaos lightning attack
- Omni Maximus Inanis Disturbatio Multus Aero Penetro Luminoc = black fire incendiary cloud - creates a roaring flame cloud that kills in moments
- Omni Maximus Inanis Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast black fire incendiary cloud - creates a roaring flame cloud that kills in moments
- Omni Maximus Inanis Disturbatio Multus Aero Penetro Infinitio Luminoc = permanant black fire incendiary cloud - creates a roaring flame cloud that kills in moments
- Omni Maximus Inanis Effectus Luminoc = maze person - make a person disappear into a dimesional world of thier own mental making
- Omni Maximus Inanis Effectus Accelero Aevus Luminoc = fast maze - make a person disappear into a dimesional world of thier own mental making
- Omni Maximus Inanis Effectus Penetro Simulo Accelero Aevus Luminoc = fast penetrating maze - make a person disappear into a dimesional world of thier own mental making
- Omni Maximus Inanis Effectus Infinitio Luminoc = permanant maze - make a person disappear into a dimesional world of thier own mental making
- Omni Maximus Inanis Aero Necro Penetro Simulo Luminoc = abi-dalzim's horrid wilting surrounding spheres - evaporates moisture in a wilting effect from every living being touched by these spheres
- Omni Maximus Inanis Aero Necro Penetro Simulo Accelero Aevus Luminoc = fast abi-dalzim's horrid wilting surrounding spheres - evaporates moisture in a wilting effect from every living being touched by these spheres
- Omni Maximus Inanis Aero Necro Penetro Simulo Infinitio Luminoc = permanant abi-dalzim's horrid wilting

surrounding spheres - evaporates moisture in a wilting effect from every living being touched by these spheres

Omni Maximus Inanis Exhaurio Multus Ancile Penetro Luminoc = pierce shield - pierces any protection and lowers resistance for minutes

Omni Maximus Inanis Exhaurio Multus Ancile Penetro Accelero Aevus Luminoc = fast pierce shield - pierces any protection and lowers resistance for minutes

Omni Maximus Inanis Exhaurio Multus Ancile Penetro Infinitio Luminoc = permanent pierce shield - pierces any protection and lowers resistance permanently

Omni Maximus Inanis Effectus Solidus Penetro Accelero Aevus Luminoc = mordenkainens black blade of disaster - creates a void blade that appears ion the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Inanis Effectus Solidus Penetro Accelero Aevus Accelero Aevus Luminoc = fast mordenkainens black blade of disaster - creates a void blade that appears ion the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Inanis Effectus Solidus Penetro Accelero Aevus Infinitio Luminoc = permanent mordenkainens black blade of disaster - creates a void blade that appears ion the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Inanis Effectus Solidus Penetro Simulo Accelero Aevus Luminoc = mordenkainens surrounding black blade of disaster - creates a void blade that appears ion the air and fights for you. this blade will make perfect copies of itself and destroys anything by absorbing its energy while surrounding the victims

Omni Maximus Inanis Effectus Solidus Penetro Simulo Accelero Aevus Accelero Aevus Luminoc = fast mordenkainens surrounding black blade of disaster - creates a void blade that appears ion the air and fights for you. this blade will make perfect copies of itself and destroys anything by absorbing its energy while surrounding the victims

Omni Maximus Inanis Effectus Solidus Penetro Simulo Accelero Aevus Infinitio Luminoc = permanent mordenkainens surrounding black blade of disaster - creates a void blade that appears ion the air and 8u7 fights for you. this blade will make perfect copies of itself and destroys anything by absorbing its energy while surrounding the victims

Omni Maximus Inanis Aero Taura Disturbatio Penetro Simulo Luminoc = meteor strike

Omni Maximus Inanis Aero Taura Disturbatio Penetro Simulo Accelero Aevus Luminoc = fast meteor strike

Omni Maximus Inanis Aero Taura Disturbatio Penetro Simulo Infinitio Luminoc = permanent meteor strike

Omni Maximus Inanis Aero Multus Accelero Aevus Luminoc = teleport

Omni Maximus Inanis Aero Multus Infinitio Luminoc = banishment

Medium Void Attacks

Say the spell and focus on the intended target

Omni Maximus Neuro Inanis Aero Taura Necro Luminoc = shadow group attack

Omni Maximus Neuro Inanis Aero Taura Necro Tardius Aevus Luminoc = delayed shadow group attack

Omni Maximus Neuro Inanis Aero Taura Necro Accelero Aevus Luminoc = instant shadow group attack

Omni Maximus Neuro Inanis Aero Animus Necro Luminoc = turn death

Omni Maximus Neuro Inanis Aero Animus Necro Accelero Aevus Luminoc = instant death turn

Omni Maximus Neuro Inanis Aevus Luminoc = time reversal confusion

Omni Maximus Neuro Inanis Tardius Aevus Luminoc = delayed time reversal confusion

Omni Maximus Neuro Inanis Accelero Aevus Luminoc = instant time reversal confusion

Omni Maximus Neuro Inanis Luminoc = incineration spheres

Omni Maximus Neuro Inanis Tardius Aevus Luminoc = delayed incineration spheres

Omni Maximus Neuro Inanis Accelero Aevus Luminoc = fast incineration spheres

Omni Maximus Neuro Inanis Pyro Luminoc = black fire incineration bolt

Omni Maximus Neuro Inanis Tardius Aevus Pyro Luminoc = delayed black fire incineration bolt

Omni Maximus Neuro Inanis Accelero Aevus Pyro Luminoc = fast black fire incineration bolt

- Omni Maximus Neuro Inanis Cyro Luminoc = black ice incineration shards
- Omni Maximus Neuro Inanis Cyro Tardius Aevus Luminoc = delayed black ice incineration shards
- Omni Maximus Neuro Inanis Cyro Accelero Aevus Luminoc = fast black ice incineration shards
- Omni Maximus Neuro Inanis Aero Luminoc = black lightning incineration bolt
- Omni Maximus Neuro Inanis Aero Tardius Aevus Luminoc = delayed black lightning incineration bolt
- Omni Maximus Neuro Inanis Aero Accelero Aevus Luminoc = fast black lightning incineration bolt
- Omni Maximus Neuro Inanis Visus Luminoc = permanent group blindness
- Omni Maximus Neuro Inanis Visus Tardius Aevus Luminoc = delayed permanent group blindness
- Omni Maximus Neuro Inanis Visus Accelero Aevus Luminoc = fast permanent group blindness
- Omni Maximus Neuro Inanis Aero Pyro Luminoc = rapid plasma wall
- Omni Maximus Neuro Inanis Aero Pyro Tardius Aevus Luminoc = rapid plasma wall
- Omni Maximus Neuro Inanis Aero Pyro Accelero Aevus Luminoc = rapid plasma wall
- Omni Maximus Neuro Inanis Aero Animus Luminoc = mass mutation attack
- Omni Maximus Neuro Inanis Aero Animus Tardius Aevus Luminoc = delayed mass mutation attack
- Omni Maximus Neuro Inanis Aero Animus Accelero Aevus Luminoc = fast mass mutation attack
- Omni Maximus Neuro Inanis Aero Animus Liquefientis Luminoc = black lava wave attack
- Omni Maximus Neuro Inanis Aero Animus Liquefientis Tardius Aevus Luminoc = delayed black lava wave attack
- Omni Maximus Neuro Inanis Aero Animus Liquefientis Accelero Aevus Luminoc = fast black lava wave attack
- Omni Maximus Neuro Inanis Aero Animus Thundora Luminoc = chaos bolt
- Omni Maximus Neuro Inanis Aero Animus Thundora Tardius Aevus Luminoc = delayed chaos bolt
- Omni Maximus Neuro Inanis Aero Animus Thundora Accelero Aevus Luminoc = fast chaos bolt attack
- Omni Maximus Neuro Inanis Disturbatio Multus Aero Penetro Luminoc = black fire incendiary cloud ring - creates a roaring black flame cloud that surrounds the caster and kills in moments
- Omni Maximus Neuro Inanis Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast black fire incendiary cloud ring - creates a roaring black flame cloud that surrounds the caster and kills in moments
- Omni Maximus Neuro Inanis Disturbatio Multus Aero Penetro Infinitio Luminoc = permanent black fire incendiary cloud ring - creates a roaring black flame cloud that surrounds the caster and kills in moments
- Omni Maximus Neuro Inanis Effectus Luminoc = maze group - make a group disappear into a dimensional world of their own mental making
- Omni Maximus Neuro Inanis Effectus Accelero Aevus Luminoc = fast maze - make a group disappear into a dimensional world of their own mental making
- Omni Maximus Neuro Inanis Effectus Penetro Simulo Accelero Aevus Luminoc = fast penetrating maze - make a group disappear into a dimensional world of their own mental making
- Omni Maximus Neuro Inanis Effectus Infinitio Luminoc = permanent maze - make a group disappear into a dimensional world of their own mental making
- Omni Maximus Neuro Inanis Aero Necro Penetro Simulo Luminoc = abi-dalzim's horrid wilting surrounding ring - evaporates moisture in a wilting effect from every living being touched by these rings
- Omni Maximus Neuro Inanis Aero Necro Penetro Simulo Accelero Aevus Luminoc = fast abi-dalzim's horrid wilting surrounding ring - evaporates moisture in a wilting effect from every living being touched by these rings
- Omni Maximus Neuro Inanis Aero Necro Penetro Simulo Infinitio Luminoc = permanent abi-dalzim's horrid wilting surrounding rings - evaporates moisture in a wilting effect from every living being touched by these rings
- Omni Maximus Neuro Exhaurio Multus Inanis Ancile Penetro Luminoc = pierce shield spears - pierces any protection and lowers resistance for minutes
- Omni Maximus Neuro Inanis Exhaurio Multus Ancile Penetro Accelero Aevus Luminoc = fast pierce shield spears - pierces any protection and lowers resistance for minutes
- Omni Maximus Neuro Inanis Exhaurio Multus Ancile Penetro Infinitio Luminoc = permanent pierce shield spears - pierces any protection and lowers resistance permanently
- Omni Maximus Neuro Inanis Effectus Solidus Penetro Accelero Aevus Luminoc = mordenkainens black blades of disaster - creates void blades that appear in the air and fights for you and destroys anything by absorbing its energy
- Omni Maximus Neuro Inanis Effectus Solidus Penetro Accelero Aevus Accelero Aevus Luminoc = fast mordenkainens black blades of disaster - creates void blades that appears in the air and fights for you and

destroys anything by absorbing its energy
Omni Maximus Neuro Inanis Effectus Solidus Penetro Accelero Aevus Infinitio Luminoc = permanent mordenkainens black blades of disaster - creates void blades that appears ion the air and fights for you and destroys anything by absorbing its energy
Omni Maximus Neuro Inanis Effectus Solidus Penetro Simulo Accelero Aevus Luminoc = mordenkainens surrounding black blades of disaster - creates void blades that appears ion the air and fights for you. this blade will make perfect copies of themselves and destroy anything by absorbing its energy while surrounding the victims
Omni Maximus Neuro Inanis Effectus Solidus Penetro Simulo Accelero Aevus Accelero Aevus Luminoc = fast mordenkainens surrounding black blades of disaster - creates void blades that appears ion the air and fights for you. these blades will make perfect copies of themselves and destroy anything by absorbing its energy while surrounding the victims
Omni Maximus Neuro Inanis Effectus Solidus Penetro Simulo Accelero Aevus Infinitio Luminoc = permanent mordenkainens surrounding black blades of disaster - creates void blades that appears ion the air and 8u7 fights for you. thess blades will make perfect copies of themselves and destroy anything by absorbing its energy while surrounding the victims
Omni Maximus Neuro Inanis Aero Taura Disturbatio Penetro Simulo Luminoc = meteor group strike
Omni Maximus Neuro Inanis Aero Taura Disturbatio Penetro Simulo Accelero Aevus Luminoc = fast meteor group strike
Omni Maximus Neuro Inanis Aero Taura Disturbatio Penetro Simulo Infinitio Luminoc = permanent meteor group strike
Omni Maximus Neuro Inanis Aero Multus Accelero Aevus Luminoc = teleport group
Omni Maximus Neuro Inanis Aero Multus Infinitio Luminoc = banish group

Heavy Void Attacks

Say the spell and focus on the intended target

Omni Maximus Cosmio Inanis Aero Taura Necro Luminoc = shadow wall
Omni Maximus Cosmio Inanis Aero Taura Necro Tardius Aevus Luminoc = delayed shadow wall
Omni Maximus Cosmio Inanis Luminoc = incineration nova
Omni Maximus Cosmio Inanis Tardius Aevus Luminoc = delayed incineration nova
Omni Maximus Cosmio Inanis Accelero Aevus Luminoc = fast incineration nova
Omni Maximus Cosmio Inanis Pyro Luminoc = black fire incineration nova
Omni Maximus Cosmio Inanis Tardius Aevus Pyro Luminoc = delayed black fire incineration nova
Omni Maximus Cosmio Inanis Accelero Aevus Pyro Luminoc = fast black fire incineration nova
Omni Maximus Cosmio Inanis Cyro Luminoc = black ice wall incinerations
Omni Maximus Cosmio Inanis Cyro Tardius Aevus Luminoc = delayed black ice wall incinerations
Omni Maximus Cosmio Inanis Cyro Accelero Aevus Luminoc = fast black ice wall incinerations
Omni Maximus Cosmio Inanis Aero Luminoc = black lightning wall incineration
Omni Maximus Cosmio Inanis Aero Tarius Aevus Luminoc = delayed black lightning wall incineration
Omni Maximus Cosmio Inanis Aero Accelero Aevus Luminoc = fast black lightning wall incineration
Omni Maximus Cosmio Inanis Visus Luminoc = permanent group blindness
Omni Maximus Cosmio Inanis Visus Tardius Aevus Luminoc = delayed group permanent blindness
Omni Maximus Cosmio Inanis Visus Accelero Aevus Luminoc = fast group permanent blindness
Omni Maximus Cosmio Inanis Aero Pyro Luminoc = plasma nova
Omni Maximus Cosmio Inanis Aero Pyro Tardius Aevus Luminoc = delayed plasma nova
Omni Maximus Cosmio Inanis Aero Pyro Accelero Aevus Luminoc = fast plasma nova
Omni Maximus Cosmio Inanis Aero Animus Luminoc = mutation group attack
Omni Maximus Cosmio Inanis Aero Animus Tardius Aevus Luminoc = delayed group mutation attack
Omni Maximus Cosmio Inanis Aero Animus Accelero Aevus Luminoc = fast group mutation attack
Omni Maximus Cosmio Inanis Aero Taura Necro Accelero Aevus Luminoc = instant shadow wall
Omni Maximus Cosmio Inanis Aero Animus Liquentis Tardius Aevus Luminoc = delayed black lava wall

- attack
- Omni Maximus Cosmio Inanis Aero Animus Liquentis Luminoc = black lava wall attack
- Omni Maximus Cosmio Inanis Aero Animus Liquentis Accelero Aevus Luminoc = fast black lava wall attack
- Omni Maximus Cosmio Inanis Aero Animus Necro Luminoc = turn mass dead
- Omni Maximus Cosmio Inanis Aero Animus Necro Accelero Aevus Luminoc = instant turn mass dead
- Omni Maximus Cosmio Inanis Aevus Luminoc = time reversal group confusion
- Omni Maximus Cosmio Inanis Tardius Aevus Luminoc = delayed time reversal group confusion
- Omni Maximus Cosmio Inanis Accelero Aevus Luminoc = instant time reversal group confusion
- Omni Maximus Cosmio Inanis Aero Taura Necro Luminoc = shadow army
- Omni Maximus Cosmio Inanis Aero Taura Necro Tardius Aevus Luminoc = delayed shadow army
- Omni Maximus Cosmio Inanis Aero Taura Necro Accelero Aevus Luminoc = instant shadow army
- Omni Maximus Cosmio Inanis Aero Animus Necro Luminoc = turn undead army
- Omni Maximus Cosmio Inanis Aero Animus Necro Accelero Aevus Luminoc = instant turn undead army
- Omni Maximus Cosmio Inanis Aevus Luminoc = time reversal group youthening
- Omni Maximus Cosmio Inanis Tardius Aevus Luminoc = delayed time reversal group youthening
- Omni Maximus Cosmio Inanis Accelero Aevus Luminoc = instant time reversal group youthening
- Omni Maximus Cosmio Inanis Aero Animus Thundora Luminoc = chaos lightning wall
- Omni Maximus Cosmio Inanis Aero Animus Thundora Tardius Aevus Luminoc = delayed chaos lightning wall
- Omni Maximus Cosmio Inanis Aero Animus Thundora Accelero Aevus Luminoc = fast chaos lightning wall
- Omni Maximus Cosmio Tardius Neuro Luminoc = mental stupidity nova
- Omni Maximus Cosmio Tardius Neuro Accelero Aevus Luminoc = fast mental stupidity nova
- Omni Maximus Cosmio Accelero Neuro Luminoc = mental intelligence nova
- Omni Maximus Cosmio Accelero Neuro Tardius Aevus Luminoc = delayed mental intelligence nova
- Omni Maximus Cosmio Accelero Neuro Accelero Aevus Luminoc = fast mental intelligence nova
- Omni Maximus Cosmio Medicus Neuro Luminoc = mental charm nova
- Omni Maximus Cosmio Medicus Neuro Accelero Aevus Luminoc = fast mental charm nova
- Omni Maximus Cosmio Medicus Neuro Penetro Accelero Aevus Luminoc = fast mental penetrating charm nova
- Omni Maximus Cosmio Medicus Neuro Infinitio Luminoc = fast mental charm nova
- Omni Maximus Cosmio Medicus Neuro Potus Luminoc = remove charm nova
- Omni Maximus Cosmio Medicus Neuro Potus Tardius Aevus Luminoc = delayed remove charm nova
- Omni Maximus Cosmio Medicus Neuro Potus Accelero Aevus Luminoc = fast remove charm nova
- Omni Maximus Cosmio Medicus Neuro Potus Infinitio Luminoc = remove permanant charm nova
- Omni Maximus Cosmio Medicus Magicus Iniquus Luminoc = miscast magic nova
- Omni Maximus Cosmio Medicus Magicus Iniquus Accelero Aevus Luminoc = delayed miscast magic nova
- Omni Maximus Cosmio Medicus Magicus Iniquus Penetro Accelero Aevus Luminoc = fast penetrating miscast magic nova
- Omni Maximus Cosmio Medicus Magicus Iniquus Infinitio Luminoc = fast miscast magic nova
- Omni Maximus Cosmio Inanis Disturbatio Multus Aero Penetro Luminoc = black fire incendiary cloud nova - creates a roaring black flame cloud nova the caster designates that kills in moments
- Omni Maximus Cosmio Inanis Disturbatio Multus Aero Penetro Accelero Aevus Luminoc = fast black fire incendiary cloud nova - creates a roaring black flame cloud nova the caster designates that kills in moments
- Omni Maximus Cosmio Inanis Disturbatio Multus Aero Penetro Infinitio Luminoc = permanant black fire incendiary cloud nova - creates a roaring black flame cloud nova the caster designates that kills in moments
- Omni Maximus Cosmio Inanis Effectus Luminoc = maze area - make an area disappear into a dimesional world of thier own mental making
- Omni Maximus Cosmio Inanis Effectus Accelero Aevus Luminoc = fast maze - make an area disappear into a dimesional world of thier own mental making
- Omni Maximus Cosmio Inanis Effectus Penetro Simulo Accelero Aevus Luminoc = fast penetrating maze - make an area disappear into a dimesional world of thier own mental making
- Omni Maximus Cosmio Inanis Effectus Infinitio Luminoc = permanant maze - make an area disappear into a

dimensional world of thier own mental making

Omni Maximus Cosmio Inanis Aero Necro Penetro Simulo Luminoct = abi-dalzim's horrid wilting surrounding fog bank - evaporates moisture in a wilting effect from every living being touched by this

Omni Maximus Cosmio Inanis Aero Necro Penetro Simulo Accelerero Aevus Luminoct = fast abi-dalzim's horrid wilting surrounding fog bank - evaporates moisture in a wilting effect from every living being touched by this

Omni Maximus Cosmio Inanis Aero Necro Penetro Simulo Infinitio Luminoct = permanant abi-dalzim's horrid wilting surrounding fog bank - evaporates moisture in a wilting effect from every living being touched by this

Omni Maximus Cosmio Inanis Exhaurio Multus Ancile Penetro Luminoct = pierce shield wall - pierces any protection and lowers resistance for minutes

Omni Maximus Cosmio Inanis Exhaurio Multus Ancile Penetro Accelerero Aevus Luminoct = fast pierce shield wall - pierces any protection and lowers resistance for minutes

Omni Maximus Cosmio Inanis Exhaurio Multus Ancile Penetro Infinitio Luminoct = permanant pierce shield wall - pierces any protection and lowers resistance permanently

Omni Maximus Cosmio Inanis Effectus Solidus Penetro Accelerero Aevus Luminoct = mordenkainens life seeking black blades of disaster - creates void blades that appear in the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Cosmio Inanis Effectus Solidus Penetro Accelerero Aevus Accelerero Aevus Luminoct = fast mordenkainens life seeking black blades of disaster - creates void blades that appears ion the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Cosmio Inanis Effectus Solidus Penetro Accelerero Aevus Infinitio Luminoct = permanant mordenkainens life seeking black blades of disaster - creates void blades that appears in the air and fights for you and destroys anything by absorbing its energy

Omni Maximus Cosmio Inanis Effectus Solidus Penetro Simulo Accelerero Aevus Luminoct = mordenkainens surrounding life seeking black blades of disaster - creates void blades that appears in the air and fights for you. this blade will make perfect copies of themselves and destroy anything by absorbing its energy while surrounding the victims

Omni Maximus Cosmio Inanis Effectus Solidus Penetro Simulo Accelerero Aevus Accelerero Aevus Luminoct = fast mordenkainens surrounding life seeking black blades of disaster - creates void blades that appears ion the air and fights for you. these blades will make perfect copies of themselves and destroy anything by absorbing its energy while surrounding the victims

Omni Maximus Cosmio Inanis Effectus Solidus Penetro Simulo Accelerero Aevus Infinitio Luminoct = permanant mordenkainens surrounding life seeking black blades of disaster - creates void blades that appears in the air and 8u7 fights for you. thess blades will make perfect copies of themselves and destroy anything by absorbing its energy while surrounding the victims

Omni Maximus Cosmio Inanis Aero Taura VDisturbatio Penetro Simulo Luminoct = meteor area strike

Omni Maximus Cosmio Inanis Aero Taura Disturbatio Penetro Simulo Accelerero Aevus Luminoct = fast meteor area strike

Omni Maximus Cosmio Inanis Aero Taura Disturbatio Penetro Simulo Infinitio Luminoct = permanant meteor area strike

Omni Maximus Cosmio Inanis Aero Multus Accelerero Aevus Luminoct = expanding ring wall teleport

Omni Maximus Cosmio Inanis Aero Multus Infinitio Luminoct = expanding ring wall banish

Waves

Think of the target and then speak the spell with intent. Intent is the need to effect.

Omni Maximus Taura Bentidoct = earth waves.

Omni Maximus Taura Taura Taura Bentidoct = wide area earth waves

Omni Maximus Lipientis Bentidoct = lava waves.

Omni Maximus Cosmio Lipientis Bentidoct = wide area lava waves

Omni Maximus Neuro Taura Bentidoct = manipulation earth waves.

- Omni Maximus Neuro Taura Taura Taura Bentidocht = wide area manipulation earth waves
- Omni Maximus Pyro Bentidocht = fire waves.
- Omni Maximus Pyro Pyro Pyro Bentidocht = blaze fire waves.
- Omni Maximus Hydro Bentidocht = water waves.
- Omni Maximus Hydro Hydro Hydro Bentidocht = great water waves.
- Omni Maximus Neuro Hydro Bentidocht = water manipulation waves.
- Omni Maximus Neuro Hydro Hydro Hydro Bentidocht = great water manipulation waves.
- Omni Maximus Pyro Hydro Bentidocht = warm water waves.
- Omni Maximus Pyro Pyro Pyro Hydro Bentidocht = scalding water waves.
- Omni Maximus Cyro Bentidocht = ice waves.
- Omni Maximus Cyro Cyro Cyro Bentidocht = ice nova waves.
- Omni Maximus Aero Bentidocht = air waves.
- Omni Maximus Aero Aero Aero Bentidocht = air blast waves.
- Omni Maximus Cyro Aero Bentidocht = cold air waves.
- Omni Maximus Cyro Cyro Cyro Aero Bentidocht = fast freeze air waves.
- Omni Maximus Taura Cyro Aero Bentidocht = shatter attack waves.
- Omni Maximus Taura Cyro Cyro Cyro Aero Bentidocht = fast shatter attacks waves.
- Omni Maximus Pyro Aero Bentidocht = warmth waves.
- Omni Maximus Pyro Pyro Pyro Aero Bentidocht = scalding air waves.
- Omni Maximus Neuro Taura Aero Bentidocht = changewind waves.
- Omni Maximus Neuro Taura Aero Aero Aero Bentidocht = massive changewind waves.
- Omni Maximus Thundora Bentidocht = lightning waves.
- Omni Maximus Thundora Thundora Thundora Bentidocht = massive lightning waves.
- Omni Maximus Animus Bentidocht = spiritual waves.
- Omni Maximus Animus Animus Animus Bentidocht = mass spiritual attack waves.
- Omni Maximus Necro Bentidocht = death waves.
- Omni Maximus Necro Necro Necro Bentidocht = massive death waves.
- Omni Maximus Necro Bentidocht = death waves.
- Omni Maximus Necro Necro Necro Bentidocht = massive death waves.
- Omni Maximus Inanis Bentidocht = incineration waves.
- Omni Maximus Inanis Inanis Inanis Bentidocht = massive incineration waves.
- Omni Maximus Inanis Pyro Bentidocht = black fire waves.
- Omni Maximus Cosmio Inanis Pyro Bentidocht = massive black fire waves.
- Omni Maximus Inanis Pyro Aero Bentidocht = black fire mass spread waves.
- Omni Maximus Cosmio Inanis Pyro Aero Bentidocht = massive black fire mass spread waves.
- Omni Maximus Inanis Cyro Bentidocht = black ice waves.
- Omni Maximus Cosmio Inanis Cyro Bentidocht = massive black ice waves.
- Omni Maximus Inanis Cyro Aero Bentidocht = black ice air waves.
- Omni Maximus Cosmio Inanis Cyro Bentidocht = massive black ice air waves.
- Omni Maximus Inanis Aero Bentidocht = black lightning attack.or warp gate waves
- Omni Maximus Cosmio Inanis Aero Bentidocht = massive black lightning or warp gate waves.
- Omni Maximus Inanis Aero Taura Necro Bentidocht = shadow attack waves.
- Omni Maximus Cosmio Inanis Aero Taura Necro Bentidocht = massive shadow attack waves.
- Omni Maximus Inanis Aero Animus Necro Bentidocht = turn undead wave
- Omni Maximus Cosmio Inanis Aero Animus Necro Bentidocht = mass turn undead wave
- Omni Maximus Infinitio Bentidocht = time stop waves.
- Omni Maximus Cosmio Infinitio Bentidocht = massive time stop waves.
- Omni Maximus Infinitio Aero Bentidocht = time stop mass spread waves.
- Omni Maximus Cosmio Infinitio Aero Bentidocht = massive time stop mass spread waves.
- Omni Maximus Inanis Visus Bentidocht = blindness waves
- Omni Maximus Cosmio Inanis Visus Bentidocht = massive blindness waves
- Omni Maximus Inanis Tardius Aevus Bentidocht = unaging waves
- Omni Maximus Cosmio Inanis Tardius Aevus Bentidocht = massive unaging waves
- Omni Maximus Accelerus Aevus Bentidocht = speed waves

Omni Maximus Cosmio Accelerus Aevus Bentidact = massive speed waves
Omni Maximus Inanis Aevus Bentidact = time reversal wave
Omni Maximus Cosmio Inanis Aevus Bentidact = time reversal group wave
Omni Maximus Inanis Aero Animus Lipientis Bentidact = black lava wave
Omni Maximus Cosmio Inanis Aero Animus Lipientis Bentidact = massive black lava wave
Omni Maximus Inanis Aero Animus Thundora Bentidact = chaos lightning wave
Omni Maximus Cosmio Inanis Aero Animus Thundora Thundora Bentidact = massive chaos lightning wave
Omni Maximus Magicus Bentidact = magical wave
Omni Maximus Cosmio Magicus Thundora Thundora Bentidact = massive magical wave
Omni Maximus Iniquus Bentidact = adversity wave
Omni Maximus Cosmio Iniquus Thundora Thundora Bentidact = massive adversity wave
Omni Maximus Magicus Iniquus Bentidact = faery adverse wave
Omni Maximus Cosmio Magicus Iniquus Thundora Thundora Bentidact = massive faery adversity wave
Omni Maximus Tardius Neuro Bentidact = stupidity wave
Omni Maximus Cosmio Tardius Neuro Bentidact = massive stupidity wave
Omni Maximus Accelerus Neuro Bentidact = intelligence wave
Omni Maximus Cosmio Accelerus Neuro Bentidact = massive intelligence wave
Omni Maximus Medicus Neuro Bentidact = charm wave
Omni Maximus Cosmio Medicus Neuro Bentidact = massive charm wave
Omni Maximus Medicus Neuro Potus Bentidact = remove charm wave
Omni Maximus Cosmio Medicus Potus Neuro Bentidact = massive remove charm wave
Omni Maximus Medicus Magicus Iniquus Bentidact = miscast magic wave
Omni Maximus Cosmio Medicus Magicus Iniquus Bentidact = massive miscast magic wave
Omni Maximus Medicus Magicus Iniquus Potus Bentidact = miscast magic removal wave
Omni Maximus Cosmio Medicus Magicus Iniquus Bentidact = massive miscast magic removal wave

Death

Think of the victim or victims and say the spell with intent.

Omni Bentidact Necro Luminact = death touch
Omni Bentidact Necro Accelerus Aevus Luminact = instant death touch
Omni Bentidact Neuro Necro Luminact = mind death
Omni Bentidact Neuro Necro Accelerus Aevus Luminact = instant mind death
Omni Bentidact Animus Necro Luminact = spirit death
Omni Bentidact Animus Necro Accelerus Aevus Luminact = instant spirit death
Omni Bentidact Cosmio Necro Luminact = mind and spirit death
Omni Bentidact Cosmio Necro Accelerus Aevus Luminact = instant mind and spirit death
Omni Bentidact Cosmio Taura Necro Luminact = total death
Omni Bentidact Inanis Aero Animus Necro Luminact = control death
Omni Bentidact Inanis Aero Animus Necro Accelerus Aevus Luminact = control death fast

Paralyzation

Say the spell and focus on the intended target

Omni Neuro Inanis Tardius Aevus Dorise = reverse time hold
Omni Neuro Tardius Aevus Dorise = time hold
Omni Neuro Tardius Aevus Infinitio Dorise = time hold
Omni Neuro Inanis Dorise = mind paralyzation
Omni Neuro Inanis Accelerus Aevus Dorise = instant mind paralyzation
Omni Animus Inanis Dorise = spirit paralyzation
Omni Animus Inanis Accelerus Aevus Dorise = spirit paralyzation
Omni Taura Inanis Dorise = body paralyzation

Omni Taura Inanis Accelero Aevus Dorise = body paralyzation
Omni Cosmio Taura Inanis Dorise = total body paralyzation
Omni Cosmio Taura Inanis Accelero Aevus Dorise = total body paralyzation
Omni Taura Inanis Aero Animus Dorise = total body hold
Omni Taura Inanis Aero Animus Accelero Aevus Dorise = total body hold

Quakes and Volcanoes

Think of where the effect is supposed to be and then say the spell.

Omni Maximus Taura Bentidocht = minor earth quake
Omni Maximus Taura Tardius Aevus Bentidocht = delayed minor earth quake
Omni Maximus Taura Accelero Aevus Bentidocht = instant minor earth quake
Omni Maximus Taura Taura Taura Bentidocht = major earth quake
Omni Maximus Taura Taura Taura Tardius Aevus Bentidocht = delayed major earth quake
Omni Maximus Taura Taura Taura Accelero Aevus Bentidocht = instant major earth quake
Omni Maximus Taura Aero Pyro Bentidocht = minor volcanic eruption
Omni Maximus Taura Aero Pyro Tardius Aevus Bentidocht = delayed minor volcanic eruption
Omni Maximus Taura Aero Pyro Accelero Aevus Bentidocht = fast minor volcanic eruption
Omni Maximus Cosmio Taura Aero Pyro Bentidocht = major volcanic eruption
Omni Maximus Cosmio Taura Aero Pyro Tardius Aevus Bentidocht = delayed major volcanic eruption
Omni Maximus Cosmio Taura Aero Pyro Accelero Bentidocht = major volcanic eruption
Omni Maximus Cosmio Inanis Aero Animus Liquentis Aero Bentidocht = major black lava eruption
Omni Maximus Cosmio Inanis Aero Animus Liquentis Aero Tardius Aevus Bentidocht = major black lava eruption
Omni Maximus Cosmio Inanis Aero Animus Liquentis Aero Accelero Aevus Bentidocht = major black lava eruption

Attack Storms

Think of where the effect is supposed to be and then say the spell.

Omni Maximus Thundora Taura Luminocht = earth storm
Omni Maximus Thundora Taura Tardius Aevus Luminocht = long duration earth storm
Omni Maximus Thundora Taura Accelero Luminocht = short duration earth storm
Omni Maximus Thundora Pyro Luminocht = fire storm
Omni Maximus Thundora Pyro Tardius Aevus Luminocht = long duration fire storm
Omni Maximus Thundora Pyro Accelero Aevus Luminocht = short duration fire storm
Omni Maximus Thundora Hydro Thundoris = a storm
Omni Maximus Thundora Hydro Tardius Aevus Thundoris = long duration storm
Omni Maximus Thundora Hydro Accelero Aevus Thundoris = a short duration storm
Omni Maximus Thundora Necro Thundoris = death storm
Omni Maximus Thundora Necro Tardius Aevus Thundoris = long death storm
Omni Maximus Thundora Necro Accelero Aevus Thundoris = short death storm
Omni Maximus Thundora Taura Luminocht = earth storm
Omni Maximus Thundora Taura Tardius Aevus Luminocht = long earth storm
Omni Maximus Thundora Taura Accelero Aevus Luminocht = short earth storm
Omni Maximus Thundora Inanis Aero Pyro Luminocht = plasma storm
Omni Maximus Thundora Inanis Aero Pyro Tardius Aevus Luminocht = long duration plasma storm
Omni Maximus Thundora Inanis Aero Pyro Accelero Aevus Luminocht = short plasma storm
Omni Maximus Thundora Inanis Animus Liquentis Luminocht = black lava storm
Omni Maximus Thundora Inanis Animus Liquentis Tardius Aevus Luminocht = long duration black lava storm

Omni Maximus Thundora Inanis Animus Lipientis Accelerero Aevus Luminoc = short duration black lava storm
Omni Maximus Thundora Inanis Animus Thundora Luminoc = chaos lightning storm
Omni Maximus Thundora Inanis Animus Thundora Tardius Aevus Luminoc = long duration chaos lightning storm
Omni Maximus Thundora Inanis Animus Thundora Accelerero Aevus Luminoc = short duration chaos lightning storm
Omni Maximus Thundora Inanis Pyro Luminoc = black fire storm
Omni Maximus Thundora Inanis Pyro Tardius Aevus Luminoc = long black fire storm
Omni Maximus Thundora Inanis Pyro Accelerero Luminoc = short black fire storm
Omni Maximus Thundora Inanis Cyro Thundoris = black ice storm
Omni Maximus Thundora Inanis Cyro Tardius Aevus Thundoris = long black ice storm
Omni Maximus Thundora Inanis Cyro Accelerero Thundoris = short black ice storm
Omni Maximus Thundora Inanis Aero Thundoris = black lightning storm
Omni Maximus Thundora Inanis Aero Tardius Aevus Thundoris = long black lightning storm
Omni Maximus Thundora Inanis Aero Accelerero Aevus Thundoris = short black lightning storm

Attack Tornadoes

Think of where the effect is supposed to be and then say the spell.

Omni Maximus Thundora Thundora Thundora Taura Luminoc = earth tornado
Omni Maximus Thundora Thundora Thundora Taura Tardius Aevus Luminoc = slow earth tornado
Omni Maximus Thundora Thundora Thundora Taura Accelerero Luminoc = fast earth tornado
Omni Maximus Thundora Thundora Thundora Pyro Luminoc = fire tornado
Omni Maximus Thundora Thundora Thundora Hydro Thundoris = tornado
Omni Maximus Thundora Thundora Thundora Cyro Thundoris = ice tornado
Omni Maximus Thundora Thundora Thundora Cyro Tardius Aevus Thundoris = long ice tornado
Omni Maximus Thundora Thundora Thundora Cyro Accelerero Aevus Thundoris = short duration ice tornado
Omni Maximus Thundora Thundora Thundora Necro Luminoc = death tornado
Omni Maximus Thundora Thundora Thundora Necro Tardius Aevus Luminoc = long duration death tornado
Omni Maximus Thundora Thundora Thundora Necro Tardiud Aevus Luminoc = short death tornado
Omni Maximus Thundora Thundora Thundora Inanis Pyro Luminoc = black fire tornado
Omni Maximus Thundora Thundora Thundora Inanis Pyro Tardius Aevus Luminoc = long duration black fire tornado
Omni Maximus Thundora Thundora Thundora Inanis Pyro Accelerero Aevus Luminoc = black fire tornado
Omni Maximus Thundora Thundora Thundora Inanis Cyro Thundoris = black ice tornado
Omni Maximus Thundora Thundora Thundora Inanis Cyro Tardius Aevus Thundoris = long duration black ice tornado
Omni Maximus Thundora Thundora Thundora Inanis Cyro Accelerero Aevus Thundoris = short duration black ice tornado
Omni Maximus Thundora Thundora Thundora Inanis Aero Thundoris = black lightning tornado
Omni Maximus Thundora Thundora Thundora Inanis Aero Tardius Aevus Thundoris = long duration black lightning tornado
Omni Maximus Thundora Thundora Thundora Inanis Aero Accelerero Aevus Thundoris = short duration black lightning tornado
Omni Maximus Thundora Thundora Thundora Inanis Animus Thundora Luminoc = chaos lightning tornado
Omni Maximus Thundora Thundora Thundora Inanis Animus Thundora Tardius Aevus Luminoc = long duration chaos lightning tornado
Omni Maximus Thundora Thundora Thundora Inanis Animus Thundora Accelerero Aevus Luminoc = short duration chaos lightning tornado

Omni Maximus Thundora Thundora Thundora Inanis Aero Animus Lipientis Thundoris = black lava tornado
Omni Maximus Thundora Thundora Thundora Inanis Aero Animus Lipientis Tardius Aevus Thundoris = long duration black lava tornado
Omni Maximus Thundora Thundora Thundora Inanis Aero Animus Lipientis Accelero Aevus Thundoris = short duration black lava tornado

Special Void Attacks

Can be dimensional storms if open gates present. Think of where the effect is supposed to be and then say the spell.

Omni Maximus Thundora Inanis Luminoc = void storm
Omni Maximus Thundora Thundora Thundora Inanis Luminoc = mass incineration
Omni Maximus Thundora Thundora Thundora Inanis Aero Taura Luminoc = black hole
Omni Maximus Cosmio Inanis Aero Multus Multus Multus Accelero Aevus Thundoris = teleport field - cast this and a field of energy will shift people that are your enemies somewhere else in area radius of 30 feet. imagine the area or place for this to occur.
Omni Maximus Cosmio Inanis Aero Multus Multus Multus Infinitio Thundoris = long lasting teleport field - cast this and a field of energy will banish people that are your enemies somewhere else in area radius of 30 feet. imagine the area or place for this to occur.

Summoning

Think of the place to summon the prospect. Then say the spell and then think of the name you want the summoned being to be called. This is the naming of the being. Use this name to control the being. If animals or monsters then think of the group name.

Omni Bentidoc Neuro Multus Ago Accelero Aevus Luminoc = animal summoning I - summons a small group of animals to your aid
Omni Bentidoc Neuro Multus Ago Ago Accelero Aevus Luminoc = animal summoning II - Summons a larger and tougher group of animals to your call
Omni Bentidoc Neuro Multus Ago Ago Ago Accelero Aevus Luminoc = animal summoning III - Summons a large and tough group of animals to your call
Omni Bentidoc Neuro Multus Solidus Beluosus Accelero Aevus Luminoc = monster summoning I - summons a small group of monsters to your whim
Omni Bentidoc Neuro Multus Solidus Beluosus Beluosus Accelero Aevus Luminoc = monster summoning II - summons a medium group of tough monsters to your whim
Omni Bentidoc Neuro Multus Solidus Beluosus Beluosus Beluosus Accelero Aevus Luminoc = monster summoning III - summons a large group of tough monsters to your whim
Omni Bentidoc Neuro Solidus Multus Ago Accelero Aevus Luminoc = find familiar
Omni Bentidoc Neuro Solidus Multus Taura Accelero Aevus Luminoc = summon lesser earth elemental
Omni Bentidoc Neuro Solidus Multus Liqueuntis Accelero Aevus Luminoc = summon lesser lava elemental
Omni Bentidoc Neuro Solidus Multus Pyro Accelero Aevus Luminoc = summon lesser fire elemental
Omni Bentidoc Neuro Solidus Multus Hydro Accelero Aevus Luminoc = summon lesser water elemental
Omni Bentidoc Neuro Solidus Multus Cyro Accelero Aevus Luminoc = summon lesser ice elemental
Omni Bentidoc Neuro Solidus Multus Aero Pises Accelero Aevus Luminoc = summon lesser air elemental
Omni Bentidoc Neuro Solidus Multus Simulo Beluosus Accelero Aevus Luminoc = monster summoning
Omni Bentidoc Neuro Solidus Multus Taura Taura Accelero Aevus Luminoc = summon earth elemental
Omni Bentidoc Neuro Solidus Multus Lipientis Lipientis Accelero Aevus Luminoc = summon lava elemental
Omni Bentidoc Neuro Solidus Multus Pyro Pyro Accelero Aevus Luminoc = summon fire elemental
Omni Bentidoc Neuro Solidus Multus Hydro Hydro Accelero Aevus Luminoc = summon water elemental

Omni Bentidocht Neuro Solidus Multus Cyro Cyro Cyro Accelero Aevus Luminocht = summon ice elemental
Omni Bentidocht Neuro Solidus Multus Aero Aero Pises Accelero Aevus Luminocht = summon air elemental
Omni Bentidocht Neuro Solidus Multus Taura Taura Taura Accelero Aevus Luminocht = summon greater earth elemental
Omni Bentidocht Neuro Solidus Multus Liquentis Liquentis Liquentis Accelero Aevus Luminocht = summon greater lava elemental
Omni Bentidocht Neuro Solidus Multus Pyro Pyro Pyro Accelero Aevus Luminocht = summon fire elemental
Omni Bentidocht Neuro Solidus Multus Hydro Hydro Hydro Accelero Aevus Luminocht = summon greater water elemental
Omni Bentidocht Neuro Solidus Multus Cyro Cyro Cyro Accelero Aevus Luminocht = summon greater ice elemental
Omni Bentidocht Neuro Solidus Multus Aero Aero Aero Pises Accelero Aevus Luminocht = summon greater air elemental
Omni Bentidocht Neuro Solidus Multus Magicus Accelero Aevus Luminocht = summon a magic golem
Omni Bentidocht Neuro Solidus Multus Ago Necro Simulo Mutus Beluosus Accelero Aevus Luminocht = carrion summons - summon carrion crawlers that grow to monstrous size and do as the caster wills.
Omni Bentidocht Neuro Solidus Multus Beluosus Draco Accelero Aevus Luminocht = basilisks summons - while saying spell think of a basilisk
Omni Bentidocht Neuro Inanis Solidus Multus Accelero Aevus Luminocht = summon nishruu
Omni Bentidocht Neuro Inanis Inanis Inanis Inanis Solidus Multus Accelero Aevus Luminocht = summon Hakesshar
Omni Bentidocht Neuro Draco Solidus Multus Accelero Aevus Luminocht = summon wyvern
Omni Bentidocht Neuro Draco Draco Draco Solidus Multus Accelero Aevus Luminocht = summon dragon
Omni Bentidocht Neuro Caecus Solidus Multus Accelero Aevus Luminocht = summon invisible stalker
Omni Bentidocht Neuro Araneus Solidus Multus Mutus Accelero Aevus Luminocht = summon spider spawn
Omni Bentidocht Neuro Maleficus Solidus Multus Accelero Aevus Luminocht = summon cacofiend
Omni Bentidocht Neuro Maleficus Maleficus Solidus Multus Accelero Aevus Luminocht = summon fiend
Omni Bentidocht Neuro Maleficus Maleficus Maleficus Solidus Multus Accelero Aevus Luminocht = gate of outer planar demon
Omni Bentidocht Neuro Chao Maleficus Solidus Multus Accelero Aevus Luminocht = summon a chaos fiend
summon
Omni Bentidocht Neuro Djin Multus Accelero Aevus Luminocht = summon djinni
Omni Bentidocht Neuro Efreet Solidus Multus Accelero Aevus Luminocht = summon efreeti
Omni Bentidocht Neuro Chao Solidus Multus Accelero Aevus Luminocht = summon a chaos being
Omni Bentidocht Neuro Chao Chao Chao Solidus Multus Accelero Aevus Luminocht = summon a chaos lord
Omni Bentidocht Neuro Apricatio Apricatio Apricatio Solidus Multus Accelero Aevus Luminocht = summon a solar
Omni Bentidocht Neuro Maleficus Apricatio Apricatio Apricatio Solidus Multus Accelero Aevus Luminocht = summon a fallen solar
Omni Bentidocht Neuro Inversio Taura Elevo Solidus Multus Accelero Aevus Luminocht = summon a planetarian
Omni Bentidocht Neuro Inversio Taura Elevo Maleficus Solidus Multus Accelero Aevus Luminocht = summon a fallen planetarian
Omni Bentidocht Neuro Adigo Adigo Adigo Taura Solidus Multus Accelero Aevus Luminocht = summon deva
Omni Bentidocht Neuro Adigo Adigo Adigo Taura Maleficus Solidus Multus Accelero Aevus Luminocht = summon fallen deva
Omni Bentidocht Neuro Elevo Elevo Elevo Maleficus Solidus Multus Accelero Aevus Luminocht = summon light demon
Omni Bentidocht Neuro Visus Caecus Solidus Multus Avis Accelero Aevus Luminocht = wizard eye - creates an organ of sight that sends to you the the vision of where it is at the time. it is unseen and it is directed as the person who casts it wills.
Omni Maximus Neuro Visus Caecus Solidus Multus Avis Maleficus Accelero Aevus Bentidocht = wizard evil eye - creates an organ of disturbance that sends to you the the vision of where it is. it is unseen and it is directed as the person who casts it wills. this evil eye will make disturbance as you will it.

Omni Maximus Neuro Visus Caecus Solidus Multus Avis Magicus Accelero Aevus Bentidoct = wizard magical eye - creates an organ of magical increment that sends to you the the vision of where it is. it is unseen and it is directed as the person who casts it wills. this will increase magic potency in the area as you will it

Omni Maximus Neuro Visus Caecus Solidus Multus Avis Chao Accelero Aevus Bentidoct = wizard chaos eye - creates an organ of chaos that sends to you the the vision of where it is and it is unseen. it is directed as the person who casts it wills. this will allow chaotic effect in the area as you will it and will create any effect.

Fiery spells

Think of the target, then say the spell to get the effect.

- Omni Pyro Luminoct Empyrus = Fiery light
- Omni Visus Empyrus Bentidoct = Fiery vision
- Omni Omoptio Empyrus = fiery cleansing
- Omni Bentidoct Tabes Accelero Aevus Empyrus = cause fiery disease of person or object
- Omni Bentidoct Taura Emperoct Empyrus = fiery earth healing that recovers weakness
- Omni Bentidoct Hydro Emperoct Empyrus = fiery water healing that changes the body
- Omni Bentidoct Thundora Emperoct Empyrus = fiery psychic empowerment and spirit purifications
- Omni Bentidoct Inanis Accelero Aevus Emperoct Empyrus = fiery being transform
- Omni Bentidoct Inanis Empyrus = fiery empowerment
- Omni Bentidoct Empyrus = fiery illuminate the spirit
- Omni Maximus Penetro Bentidoct Empyrus = fiery gate shift
- Omni Maximus Cosmio Empyrus = fiery cosmic attack
- Omni Maximus Inanis Empyrus = fiery incineration spheres
- Omni Maximus Neuro Inanis Aero Animus Thundora Empyrus = fiery chaos bolt
- Omni Maximus Neuro Inanis Aero Animus Thundora Tardius Aevus Empyrus = fiery delayed chaos bolt
- Omni Maximus Neuro Inanis Aero Animus Thundora Accelero Aevus Empyrus = fiery fast chaos bolt
- Omni Maximus Cosmio Inanis Aero Taura Necro Empyrus = fiery shadow wall
- Omni Maximus Thundora Empyrus = fiery storm
- Omni Maximus Thundora Thundora Thundora Empyrus = fiery tornado
- Omni Maximus Thundora Inanis Empyrus = fiery void storm
- Omni Bentidoct Neuro Solidus Multus Accelero Aevus Empyrus = summon fiery being to your aid

[Back to top menu](#)

[Beginning_](#) [<<<Previous](#) [Next>>>](#) [End](#)



[Back to the index?](#) [Return to the School](#)

Egyptian Forcecraft spells

To help bring money (ARABIC) (don't expect to be a millionaire! This is to give you what you need)

The 1 chant consists of 4 lines

Aye Ab, Abber Abra:

Kah! Brakad!

Kad, Kadder, Kaddab.

Dabbar, Dabbar, Kadabbar!

For better health (This should be done with a small blue candle,considering you may be ill and you must do the chanttill the candle is burnt out and on a Sunday and visualize the infected,or injured area while doing this)

- 1. Sagosol
- 2. Preeva Quilt

Respect

Kepser Nanno Rimda Reegah = to help gain respect

Protections and Healing

Bare Nu Lairt on Hear = circle of protection

- 1. God cweeth eak swilch-----|
- 2. Bare nu lairt on hear-----|-- said together means circle of protection
- 3. God gewort there airdan dior-|

- 1. Brenyar theekan-----|
- 2. Astyrian ongonn mid songe-|--to protect yourself
- 3. Kwen lair lufiend beon----|

Faedaric ic bidde thay hait = To help protect yourself against legal proceedings

closea agate = close gates and negate effects of happenings of people who came through

To heal bleeding wounds

gyamit niluil mayzhiwundl heawund = (gil-am-might nile-lung-mill may-zhi-wound-l heal-wound)

Fbi agent begone. this consists of three verses.

growl lggs oily,
turing kennan irth,
oodles fbi agone !



[Back to the index?](#)

[Return to the School](#)

Elven spells

By the Angel of White Fire
contributed to by: friends, others and experiments
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To form more elven spells, use this formula: The resource that the spell draws from, subject and the action verb or phrase. Or, The resource that powers the spell and the action you want the resource to do, cause or help along.

- Aile ailine ailo aire aina aksa ambarta = water spell
- Aile ailine ailo aire aina aksa amlug = water dragon
- Anar anaroore anrrima anarya ambarta = shining light
- Anar anaroore anrrima anarya amlug = dragon of light
- Aile ailine ailo aire aina aksa andamunda = water elephant
- Anar anaroore anrrima anarya andamunda = light elephant
- Anar anaroore anrrima anarya ango angwi = water snake
- Anar anaroore anrrima anarya aara = false dawn - kills vampires
- Anar anaroore anrrima ainator maa = hand of god spell - as in doom
- Anar anaroore anrrima anarya ankalima alka = sunlight beam that kills shadows
- Anar hui lusta palla men hui = area dark that causes shadows
- ambar aire anar nulla urwa wilma kelva tulka = heal wounds
- ambar aire anar nulla urwa nu kelva tulka = heal deep wound
- ambar aire anar nulla urwa nu wilma kelva tulka assare = heal bones
- ilya quanta kelva tulka harwe ilya-ser = group heal
- ambar noore kelva tulka noore = repair land
- ambar aire anar nulla urwa wilma nu qualme = cause death and agony
- ambar aire anar nulla urwa qualme tulka = raise dead
- ambar aire anar nulla urwa nu wilma quaame = cause poisoning
- ambar aire anar nulla urwa nu wilma quaame tulka = cure poison
- ambar quende aire fyria nu urwa wilma wili = make fly(flight)
- ambar quende aire fyria nulla nu karka loomin = make shade or shadow
- ilya karka ava-ainu firya loomin = fade (souless human shadow)
- ilya ilfirin = immortal
- ilya istya = all knowing or powerword knowledge
- ilya tiuya mii vanwe venwe = no fat or reduce fat
- ilya maka = powerword slay
- ilya kuile = powerword liveV
- ilya fuume = powerword sleep
- ilya osse parka = melting mist or horrid wilting
- ilya mart-onta = create item
- ilya onta suhto = create drink
- ilya onta yaave = create fruit
- ilya onta apsa = create cooked food
- ilya uu = undo
- ilya uu-ilya = undo all
- ambar wilma putta = stop
- arda venie = earth shape
- tanya arda siirima karka venie = lava elemental
- tanya venie = fire elemental
- wista venie = air elemental
- helke venie = ice elemental

neen venie = water elemental
lusta venie = void elemental
kuru venie = magic elemental
ilya uuve alma = get wealthy
ilya ainu maka = kill spirit
undume valasse uumea X = banish or drive away
undume valasse uumea X ainu = banish spirit
undume valasse uumea X osse = terror banish or banish nightmare
lusta kara na = make be
elda firya nisse neer lav-na = make compromise or make allowance
ilya varya si mine = protection of one
ilya varya limbe = protect many
lusta arda tanya wista helke neen kuru varya = all element protection
lusta merke tarne ter lin-tinko = pass though metallic attack
lusta merke firya lav-na na sermo = turn enemy, wierd counterspell or friend spell
lusta firya lav-na na serme = girlfriend spell
aule arda tanya wista neen kuru kelva tulka si aule = fix invention
arda tanya wista helke neen kuru kelva tulka si kar = fix house
oor firya elda uu-or = calm emotion
anka firya lusta kelva tulka anta anka uu-nwalya = painless teeth and gum repair
anka firya lusta uu-nwalya = reduce pain
lusta tol noore-ti Oo hwesta varna raane firya elda = klondike safety travel
ilya varna horta nan-luume raane = forward time travel
ilya varna horta il-nan-luume raane = backward time travel
ilya ilya kelva kotumo nuru = wierd spell (kill all enemies)
ilya wista kalina wili lutu-kalina = featherfall
wista neen ilya kelva poika amba uu-saura = clean all
ilya kelva poika amba ilya saura lanne = auto clean clothes
wista neen poika lanne tanya kelva uu-saura wista = good scent or zone of sweet air
wista helke lusta sinome na en = teleport (think on appearing in place)
wista helke lusta en na sinome = import here (think of thing or person)
luume lusta helke putta luume = time stop (no events occur)
lusta neen il-putta nan-luume = continue time forward
lusta neen il-putta uu-nan-luume = continue time backward
ilya nuquerna naikelea kara = reverse attack or torture
aule lusta karne horta = speed up machine
aule firya horta nan-luume = speed time forward
aule firya horta il-nan-luume = speed time back
aule lusta hir-si mi si = find this
aule lusta firya un-lenka nan-luume = slow time forward
aule lusta firya un-lenka uu-nan-luume = slow time back
aule lusta uu-urys-et-aule = anti-burnout
onna lusta aule kuile yar-suk onna uumea X = drive away fleas, lice or ticks
olva aule kuile uumea X onna uu-nosta = creature anti-birth or anti-fertility
ilya nuquerna naikelea kara = reverse attack or torture
ilya wista kalina wili lutu-kalina = featherfall
ondo aule wista lusta tanwe varna tarna tere sarna = passage through stone
nat aule wista lusta tanwe varna tarna tere sarna = passage through things
ilya firya uu-na kena si er = invisibility
ilya firya uu-na kena ilya-dil = mass invisibility
kuuma kuuma kelva yar-suk onna lapse nuru = kill all fleas and eggs (adapted wierd spell)
kuuma sanye firya elda fainu-il-sanye = release from illegal persecution
aule kara-suule kuuma kara-oore-lapse nuru yar-suk onna = auratically kill all fleas and eggs or vampiric creatures

aule kuuma il-aule = undo curse or invention
lusta kuuma na si er = negative kill
ilya lusta ambar uur kara-suule noa faina = cause effect to be made by speaking it
ilya lusta ambar uur kara-suule faina = cause effect to be made from the aura and your idea that you want to happen by will
ilya lusta ambar uur tengwa faina = cause effect from writings
ilya lusta ambar kara-suule hauta = cease effect by aura

[Beginning_](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index](#)

[Return to the School](#)

The Charms, Spells, Hexes, and Curses of Harry Potter and High Magic Chant

High magic is the study of using power words and phrases. Use a wand, force or focus energy into the hand and focus the hand on casting as if a wand. An alternative style is to think of the words to cast and then have an image of the target while you do a flick of the wand. This doc separated into 6 parts.

A note on high magic: High magic chants are formed by so many believing that it will do the effect at least somewhere, that it is caused by a statement of the word or phrase evoking that belief and with the intention that its will.

Old material

Normal use spells

High magic added by Spellhawk

Created by Shadow Yomasu

Extra additions of various high magic material

Extra spell additions of Movie and game

Newer materials

Spells from the movie and book 6

Even more spells from the movies, games and books

Extra materials of High magic

Normal use spells

"accio": a summoning charm (i.e. accio firebolt).

"alohomora": a spell to unlock a door.

"aloha" = make person leave the premises of your area.

"aparecium": a spell to make invisible ink appear.

"Avis" a spell which fires birds out of the wand.

"avifors" = make target into small birds.

"avada kedavra": the killing curse, unblockable; one of the unforgivable curses..

"crucio": one of the unforgivable curses; makes victim suffer intense pain, can be ended when the wand is withdrawn.

"Confundus" Charm Used to confuse opponent.

"Conjunctivitis" Curse Damages opponents eyesight.

"deletrius": a spell Mr. Diggory used to get rid of the dark mark but removes anything.

"densaugeo": a spell to give buckteeth to the victim.

"diffindo": a spell Harry used to split open Cedric's bag or split seams.

"dissendium": a spell which opened a secret passage inside a statue.

"ennervate": a charm used to bring someone back into consciousness.

"engorgio": a spell used by Moody to make a spider larger.

"expecto patronum": a spell to guard you from the dementors by conjuring a patronus.

"expelliarmus": disarming show.

"ernunculus" a spell to cause a rash of boils to appear on the face of the victim.

"ferula": a spell to create a sling or bandages.

"fidelius" hides secrets within person.

"finite incantatem": a charm used by Snape to end commotion by students but ends spells.

"impedimenta" a spell to stop an enemy in his tracks.

"imperio": one of the unforgivable curses. Forces victim to do whatever the source wants.

"impervious": a magic spell Hermione put on Harry's glasses so they would repel water during a quidditch match. It repels.

"locomoto mortis": spell for the leg-locker curse.

"lumos": a charm to light the end of a wand (acts as a flashlight).

"mobilierbus": the magical way of moving objects.

"morsmordre": a spell used to cast the "Dark Mark".

"tempra": a spell to change the temperature. Feel the temperature to change it.

"transmutor"; a spell that transmutes anything into gold..

"mobilicorpus": a spell that makes a person float as if they are being held up by invisible strings.

"nox": a charm used to turn out the light on your wand after you say "lumos".

"obliviate": memory charm used by Lockhart which can backfire. memory charm.

"Orchideous" - a spell which causes flowers to come out of the wand.

"patronus totalus": a spell to create a patronus; one performs the spell while thinking happy thoughts.

"petrificus totalus": spell for the full body-bind, causing the subject to lie motionless (petrified).

"point me": a discovery of Hermione's that makes the wand point due north.

"Priori Incantato" - a spell which, when placed on a wand, causes the wand to identify the most recent spell that it performed.

"Quietus" - the spell Bagman uses at the Quidditch World Cup to lower his voice.

"reducio" - a spell which decreases the size of the victim.

"reducto"- a spell which blasts solid objects out of your way.

"Relashio"- grindylow defense spell; shoots sparks above ground & boiling water underwater.

"reparo" - a repairing spell.

"piori incantato" - a spell that causes a wand to perform its previous act of magic.

"rictusempra" - a tickling charm.

"ridikulus": a charm to make a boggart take on characteristics of a person or object the sayer is thinking of.

"serpensortia": a charm used to summon snakes.

"commutatus serpensortia": a charm used to shift someone into snake form.

"translatio" = translate language..

"stupefy" = a charm used to immobilize someone.

"neuro transfero" = a charm for language translation.

"tarantallegra" = a dancing spell.

"waddiwasi" = a spell used by Lupin to send gum up Peeve's nose or unstick objects.

"wingardium leviosa"= a spell to make things fly.

"corrumpo" = annihilates the target.

"lumos solarum" = Bring bright sunlight.

"engorgio" = large feet.

"tripcio"= trips people.

"Homorpus" lockhart's werewolf cure.

"Scruge" Destroys ectoplasm (remains of ghosts) .

"transformus vampirus" = vampiric transformation.

"inciso" = create scissors at wand tip.

"imago" = create mirror.

"pluvius" = rainstorm.

"fluvius" = water stream from the wand.

"dessicatio" = end rainstorm.

"purgario"= cleaning charm.

"anima tua; anima mea" = ghost compulsion.

"anima tua" = release ghost.

"a tempo" = go to normal speed.

"mano suo" = hand.

"lacerto suo" = upper arm.

"bracchio suo"= whole arm.

"tracheo suo" = neck.

"passus est"= add at end to effect body part with pain.

"hara kiri"= self-mutilation suicide.

"reverso" = reverse actions.

"inverso" = invert actions.

"egami rorrim" = confusion attack.

"frigidarium" = create ice.

"mobilicorpi" = moves unconscious or stunned bodies.

"enuma elish tiamat apsu" = create rift.

"scourgify" = clean area.

"locomotor (item)" = cause lift of item.

"evanesco" = makes items vanish.

"evanesce" = evaporate potion or spill and cause unnecessary waste.

"silencio"= silence something or someone.

"legilimens" = Relive memory. Also, allows the caster to delve into the mind of the victim, allowing the caster to see the memories, thoughts, and emotions of the victim.

"protego" = Latin - I protect. A shield charm. This a protection spell when cast on to someone.

"incarcerous"= Latinate - the ending is English. In carcer would mean in prison. A rope binding or it casts a person into prison in the mind as with the body being locked up in position as with rope, and it may on a bad moon form a cancer or lung disease.

"flagrate" = X marks the spot. With this spell, the caster's wand can leave fiery marks.

"colloportus" = door and portal key seal.

"portus" = make item portal key.

"Liberacorporis" = A counter-charm for levicorporis, this charm releases a person from being suspended in mid air.

"Envio embellium" = Causes curse rings to come up.

"Oppungo" = Latin - I fight against. With this charm the spell-caster can command something to attack a specific target.

High magic added by [Spellhawk](#) with permission, for the ideas may or may not be indicative of someone else's work. Add an 'uo', or just use uo by itself. To cause instantcy, of the effect, that you want.

"accede" = make someone give in to your will.

"accio taura" = use with accio to make an earth ball or earth effect while thinking on the effect.

- "accio Liquentis"= use with accio to make a lava ball or any lava effect while thinking on the effect that draws lava.
- "accio pyro" = use with accio to make a fire ball or fire effect while thinking on the effect.
- "accio hydro"= use with accio to make a water ball or water effect while thinking on the effect.
- "accio cyro" = use with accio to make an ice ball or ice effect in a ae while thinking on the effect.
- "accio aero" = use with accio to make an air ball or air effect while thinking on the effect.
- "accio thundora" = use with accio to make an air / thunder strike while thinking on the effect.
- "accio neuro"= use with accio to make a mental attack or effect while thinking on the effect.
- "accio voidus" = use with accio to make a void effect while thinking on the effect.
- "accio voidus pyro" = use with accio to make a black fire effect while thinking on the effect.
- "accio voidus cyro" = use with accio to make a black ice effect while thinking on the effect.
- "accio voidus aero" = use space while thinking on the effect.
- "accio animus" = summon ghost by thinking of the ghost.
- "accio carpo" = summon animals, think of the animals to summon.
- "accio djin"= summon a djinni.
- "accio empyrus" = summon a dealt blow that causes feverish activity on suneone.
- "accio fey" = summon a faery but be wary.
- "accio lepre" = summon a leprecaan and be wary as it could try to trick you.
- "accio t" = to summon an item that is thought about to and of you.
- "animus" = make a spirit do what you want as you think on the purpose you need done.
- "avarecium" = Avoidance in practice and effect by and for, sometimes this spell causes you to do the effort, sometimes the air itself causes its avoidance.
- "En" = Ends an effect thats thought on or stated after 'En' is stated.
- "Inversio taura" = use faery earth while thinking on the effect.
- "Inversio Liquentis" = use a faery lava while thinking on the effect.
- "Inversio pyro"= use faery fire while thinking on the effect.
- "Inversio hydro" = use fairy water while thinking on the effect.
- "Inversio cyro" = use fairy ice while thinking on the effect.
- "Inversio aero" = use fairy air while thinking on the effect.
- "magicus"= make a magick effect while thinking on the effect.
- "penetro"= make an object or effect passthrough anything.

- "penetro commutatus" = make a change to someone or something while it passes through while thinking on the effect.
- "commutatus"= make an effect change while thinking on the effect.
- "potus"= energy absorbtion in a water effect.
- "potus abfabricatio" = make an event as if it had already been done and drain something to cause it.
- "abfabricatio" = make an event while thinking on it and it will be as if the event had already happened.
- "iniquus"= make an conflicting event while thinking on the effect.
- "medicatus"= charm someone.
- "medicatus mutus" = to charm a person into mutation,
- "mutus" = mutation effect, think of the effect or say the form after,
- "moderatus" = control someone or something,
- "moderatus enervatus" = mental domination,
- "ennervatus" = domination of anything,
- "maleficus" = create an evil efect while thinking on the effect,
- "occultatio" = conceal from sight anything.
- "occultatio simulo" = clone your body without notice.
- "simulo" = clone your body or an object.
- "exhaurio" = drain away energy from something or someone.
- "exhaurio aspectus" = remove illusion.
- "aspectus" = make illusion while thinking on what you want seen.
- "subduco" = invisibility.
- "opacus"= call a shadow to your service.
- "opacus reductio" = restore a shadow .
- "reductio" = create a restoration flame that restore dark creatures including shadow.
- "solidus"= create a substance that you imagine taking form into something.
- "solidus integumentum" = create a substance that cloaks your body or an object with shadow.
- "integumentum"= cloak yourself or anything else with shadows as if invisible.
- "interruptus" = interrupt spellcasting of opponent with this wish.
- "incendio" = great fire attack.
- "caecus" = create a darkness or lightless area.
- "genero" = resurrect heal or heal person.

"genero elevo" = heal with light and life magics.

"elevo" = create a floating light in the air.

"facio" = energize water and or heal and make resistance.

"facio incalfacio"= make heat in the area that heals.

"incalfacio" = heat area for warth.

"apricatio" = create unnatural sunlight out of your minds eye.

"chao" = make a chaotic effect happen by thinking on it.

"chao disturbatio" = make a chaotic destruction lava that kills people or objects in its path and warps them.

"disturbatio" = create a very destructive fireball that makes double the damage of a normal fireball.

"maledico" = turn someone destructive and against him/herself.

"maledico incursio" = abuse of the mind and mental blows rain down on the person.

"incursio"= make someone feel mental strikes until the spell expires or kills them.

"concertatio" = make an event that is disaster for the person, to happen.

"efficio" = enchant an item or object while thinking the property, that you want enchanted.

"efficio descriptio" = create a power item of an object as a copy.

"descriptio" = copy an object to make another object.

"imago" = mirror image.think the number and person or object.

"imago communio" = create an object perfectly like another .

"communio" = share an items or persons properties while thinking og the target to share with.

"imitatio" = create a simaelcrum of yourself or a perfect other you.

"appono" = make a glamour that hides an object or person.

"appono multus"= make a near permanant glamour.

"multus" = energize an item or person to make it stronger.

"comformo" = adaptation to any event.

"comformo efficio" = make an efect that other people will accept as normal.

"cancelitus"; A spell that cancels all spells the victim had done.

"elope" = to make a meeting happen that you wanted.

"effectus" = make effects that are imagined by yourself.

"shearus" = cut anything that is cuttable say what to cut.

"adigo" = manipulate energy by imagining it.

- "caecus" = make something unseen or invisible to the eye.
- "caecus retexo"= remove an event or person unseen.
- "retexo" = reverse a moment or spell.
- "fabricatio" = undoing an event or person aqs if it never happened.
- "fabricatio redeo" = making an event that is imagined come to pass.
- "redeo" = use nothing energy for an action.
- "malus" = control negative energies.
- "ferreus" = manipulate iron magic or antimagic.
- "ferreus aevus" = control time by imagination yeilding antimagic or iron magic.
- "aevus" = manipulate time through imagination.
- "accelero aevus" = speed spell.
- "tardius aevus" = slow spell.
- "necro"= cause death or manipulate death magic.
- "necro cedo" = make zombies, skeletons, shades, or liches with this spell.
- "cedo"= make a change of direction for someone.
- "obliquus" = manipulate by indirect actions.
- "pestis" = create pestilence in anything you imagine.
- "tabes" = create disease in anything you imagine.
- "visus" = grant vision. This grants a vision that may or may not be abusive above.
- "voidus visus" = grant black vision.
- "animus visus" = see into the person's soul.
- "Inversio visus"= grant magical sight.
- "iniquus visus" = grant psychic vision.
- "maleficus visus" = grant demonic vision.
- "subduco visus" = grant night vision.
- "caecus visus" = grant the vision of a shadow.
- "aprecatio visus"= see by starlight or grant it.
- "concertatio visus" = see violent visions as in murders.
- "imitatio visus" = grant illusionous sight
- "adigo visus" = grant sight of forces

"malus visus" = grant sightless sight

"obliquus visus" = grant other sight

"ancile" = make general purpose shield

"neuro ancile" = make mental intrusion shield

"voidus ancile" = make void shield that absorbs all damage when active.

"animus ancile" = make aura shield.

"Inversio Ancile" = make inversion shield.

"iniquus ancile" = make violence powered shield.

"maleficus ancile" = make mental manipulation shield as its working, you can mentally manipulate any.

"subduco ancile" = make concealed glamour shield.

"caecus ancile" = make cloaking shield.

"aprecatio ancile" = make sunlight powered shield.

"aprecatio caecus ancile" = make shadow shield.

"concertatio ancile" = make violence shield that strikes at people.

"contorto" = make person with body wracks.

"imitatio ancile" = make illusionious sharing shield.

"adigo ancile" = make force shield.

"malus ancile" = make negative force shield.

"obliquus ancile" = make time shield.

"neuro aevus" = manipulate mental time.

"voidus aevus" = manipulate reversed time.

"animus aevus" = manipulate spirit time.

"Inversio aevus" = manipulate inverted time.

"iniquus aevus" = manipulate momentary time.

"maleficus uo Aevus" = manipulate time, instantly.

"subduco aevus" = move without a sound and in a time sphere of concealment.

"caecus aevus" = use dark restorative time.

"aprecatio aevus" = use positive time.

"concertatio aevus" = use chaotic time.

"imitatio uo aevus" = use sharing time, in an instance that pauses time and appears in mind. This is a sharing moment. As the instance happens, the effect thats about to happen or is occurring in the area is

drained of energy.

"adigo uo aevus" = manipulate adaptive time, in an instance.

"Infinitio" = extend spells time length or persons lifetime.

"dominus" = become a master of anything.

"blueball flames" = a blue ball of flames.

"aclapola forwardeo" = Ages to number you mention after.

"backwardeo" = Move time backwards..

"isa" = time stop, to put on any item or person only.

"continua" = makes moment continue after a time stop.

"continuus" = makes moment unstopping or keeps a spell working.

"isa continuus" = makes unstopping moment stopped.

"forwardeo"= move time forwards through imagination.

"rewindillo" = add to spell to undo.

"changelio into dogelio"; changes a person into dog.

"scalio" = with left wand flick turns anything into lizard of desired sort.

"agro" = with right flick returns lizard into object.

"flippendo" = knockback.

"un" = put in front of a spell word and said like that will make the spell unweave itself.

"sui" = puts the victim in a panic and suicidal.

"hara kri" = suicide spell that kills in the end created by niarah riddle.

"supultra" = blood into fire that kills in the end created by niarah riddle.

"multus avis" = sending images to another. Think of the person and then the vision and say the words.

"Formus" = form a being from your own force to serve as your servants.

"sayso" = everything the victim reads they do to themselves.

"interruptus" = make an instantaneous action moment that you feel and imagine the event of.

"dement" = make a person demented with dementia and then dead from it.

"schitzo" = make a person schitzophrenic.

"contolley" = control a dragon.

"dissolvo" = think of the problem while saying this word and problem will go away.

"orcus porcus" = make person overeat and gain weight til death.

- "maniac"= make person maniacal for the duration until dispelled.
- "colidus"= creates a collisive effect on anything.
- "beluosus" = summon monster to aid you.
- "ago" = summon animal of your choice. think of the animal on casting.
- "casus" = creates a spring of water.
- "cleanus" = cleans the body and many other things.
- "stup" = makes the person stupid.
- "anima defendus" = makes anything animate or plant including trees become an animated defender
- "whumpus"= makes the person beatable.
- "transforma" = makes a person into another shape that ye imagine them transform into.
- "treant transforma" = makes a victim into a treeman.
- "incess" = makes a unceasable spell dissipate such as unforgivables.
- "immaculate" = makes the person unkillable and indestructable.
- "magus" = enchants any object as you desire.
- "corpul" = animate dead.
- "spherio"= makes rocks explode when thrown.
- "stupijinx"; a charm that causes stupidity in a person.
- "intellijinx"; a charm that causes intelligence.
- "highjinx"; a charm that jinxes a person with a Gods aid.
- "abra kedavra" = kill magic in victim.
- "corpus kedavra" = make undead of your choice.
- "unkedava" = remove death.
- "uo aevus bube" = Instant time bomb; To form in the air, a ticking time bomb. That irridiates nearly everything, near the area, of the bomb. After, it goes off. This only takes the description, of it going off, or having a time of that it goes off in.
- "avra kedavra" = make the dead speak or a body respond to questions.
- "avadra kedavra" = control spirits.
- "dentio reparo" - a spell to repair teeth.
- "aegrotatio reparo"- a spell to repair and heal.
- "putre"; a charm that makes a stinking cloud.
- "expurgo"; a charm that purifies metals and removes stinking cloud.

"roacheous" = create or control roaches anywhere.

"demon" = call a demon to serve your needs.

"abacus impecus" = create a time machine.

"abacus" = create a thought computer.

"disinteria" = causes disinterest funding effect, to create a disease in the body that acts as a hosted disease in the target but eats infected person from within, and makes stupidity. When the persons cut, the disease spreads and infects others. It doesn't hurt the caster even if done on self because it acts as an inoculation.

Shoulookah = You go one way when you are seen to go another way, This from an act of drunk activity as you see its an opposite alternative activity. Anyway, it seems they demon themselves.

Shurlookah = You speed up while going the same speed. Just imagine the event as faster, Music you focus as a key and its going faster while we are going the same speed. You go the exact same speed as we were walking and working then we go back to normal.

Shukamukah = To be edisoned and this is to think that you have a brilliant idea. This causes in idea the moment of aging per due invention. When your done with the inventing then you the effected may make it be as if to their or they're effect. At the moment of invention the person is said to be shaking.

The daey = "The donkey", As to do if its possible, then use dreams or darkness to extend the moment and then stop the daydream or nightdream, as a dream brought on as by the night and your still awake, if necessary when its done. To extend it they also use things or do something and then use a dark weave of energy by absorbing void and thinking about the pattern or idea to cause further and this continues the energy that first started it, the activity. The energy is in this case movement of atomic nature that ceases to become movement of another type. To use it most likely its to use it for energy streams. Its to use things to continue things but on a course of action that is, by some idea sometimes in some idea of unearthly means. Sort of as the effect of leading a donkey on by dreams of eating a carrot or something consistent to food.

Angrir; To send a strange fabric particle down the throat of the person, that irritates the area around it as it goes down. To make you angrier and angrier so that you don't ever realize it, until you blow up or seem like your calm but you boil beneath and scream inside.

Tegrir; To be of tenacity more and more until you have to see to do things but have to know to become of the idea circum situation. The circumstance rules the moment with this and so this makes you very tough.

San angrir; To be as if making you feel better and as by a sand particle passing down your throat somewhere. This might make you cough spasm but it soothes in the end, As the sand particle absorbs the pains and problems.

Iseulf; To cause puffyness, by use of heat in an idea area to surround and scorch the victim, slowly heating and cooking the victim or thing, until the heat is causing a puffy state of the body or like cooking, its cause is to create a roundness but not in hard objects. This however could melt the edges to make a roundness.

Ninseulf; To cause slenderness and hard edges by cold energy that surrounds in an area. And cold forges the idea of your desire. This tempers the area object or person into a slenderer form and then sometimes into a more edgy form. The edge is of form by belief in siyndication of effort. Its cause is to create slimness by cold treatment and tempering.

El zhimage; to go due of something or of people as it if it is of your own property.

El zhimmege; To go and due something things happen like the loss of things or people, this is just quicker to occur as its gathered chaos due to your actions that makes it go.

El zhemmige; Things that do but due to the occurance and when it does it can overwhelm/scare you.

El zhemmege; Things that due out of occurance will react strangely of differently done pattern.

Due zhemmege; This blocks occurance and loops efects/events to do things at the moments notice that are safe.

Gue zhimmerag; To get the due of things on purpose and knowing it might hurt. With goo and gluings to stop the people on a bad moon or those you dislike.

Rever losing; To cause reverence and revert a losing of something much like a losing streak lost.

Micho degeneratius; To become micho degenerative or Mischal degenerotive, to be as a female and lady effective with some signs of female nature. This includes lessened male private parts, and mostly those traits that women seem to share with a slurring of speach and different way to speak. This comes upon them the infected gradually. Their energy is chaotic and their manner is similiar as they would do anything to either trick themselves or fix it with added support by magic. To go micho or some statement and then mentally hand them something might cure them.

Micho derangementius; This causes micho derange in a person or To see what is of the moment and to be the moment to let the moment bring them out of what is called sanity. They hesitate by hand and try to do two or more things at once. They don't speak well after their deranging moment and their body smells real bad as it released the scent that is worse than shit or all the bad things of their body in a cleansing effort to recover. In early years if they get this infection then they tend to self-destruct. Its pretty bad in those that got it and don't realize it. Which is reason why you are to give no indicating clue as to give them a reason to lash out.

Micho regeneratius; Causes a person to be of the ladylike traits but regenerative and as they regenerate their male hormone is used up and they get more depemnish femalish including memory improvement.

Macho degeneratius; macho degeneration, a disease made by an order of events that converts females to male slowly to increase the testosterone and causes stupidity as well in the intensity of the moment.

Macho derangeius; Macho derangement, Causes the person whos effected or affected to go into rages when the testosterone and female hormone is up in levels. Its a cause upon a cause, that forces the mind, to derange itself and you think insanely but crazy with intentions. Though everyone has a dominant gender, some are more mixed than others. This switches the dominant gender in females to male when in effect but in males it makes them more irritative and makes both of them enraged easily.

Macho redomness; Creates a macho regenerate or Macho randomness state, This theres a regeneracy form of machoness and its interesting as they change into an female slowly and over time then they use up their female hormones in balance to regenerate by. Power only increases its edicts of use as effects. And the mood is heightened by inducing chaotic moodiness on the moment of regeneracy.

lifxeit; Life existant energetic, To create life to be existant and its energetic. This could be any type of life thats hought about or on. This usually derives itself from the concious and being of the person or idea object that is near.

Killius effectus; As it is if it is with idea to kill an effect or to the extent of killing a 'force', is to be of the element effect and contain it in void to use it as of a void source to 'kill' it. Use things of the void, to be of the void and think of the element to kill it by access of you. There is only so much of an element if you do this long enough, so you will eventually create a coldness where the element was at least in your aura. In a rewrite, as you can overdo in writing some things are sometimes lost in the translation.

Voidalius Movius; To move it as into void or imaginary energy space and hold it in void or the space then move it to else is to move an element.

Kinjoo; You or the target may gain the ability to turn someone or something to crystal as a crystal form or thing as crystal. To learn to crystal of someone by thinking of the vibration and feel them change through the vibration and heat into crystal. To feel this vibration as a force within to manipuate and form to the moment.

Soul harmonius; Causes soul harmonization as your giving of your life for the effort of creating life with sorcery or to use sorcery to make life as an effect of life. As of every life or time of effort with some degeneration. This might form as a child or babe. So to imagine the life of another in or of things or as a

person and feel it turn into what you want much like a seed. Or to hold a seed and feel the life go into the seed as from an object with life energy and this drains from you also. It takes two life forces to make one as it seems, this from a sorceror hunter anime.

Soul stormus; Soul energy storm, This imitates a 5th level energy storm of some type from the game Legend of Lore, as you hold an energy psiball or energy inbetween your two palms and you focus in as to target by seeing the person in a vision or in your mind and release thinking of the energy striking down at the person or thing. In the process of doing the psiball think lightning, air, air fire or other elements. And you get the storm form as a version of it.

Burur; To bury by burrowing, This is one actual trick to say your undoing or not. This causes you or someone to beat the hands on a drumlike surface and create the sound vibration on it if you focus your mind on a person or thing, as you feel the effect of vibration you imagine it form around a person's limb or throat. You can form rings by separation of sound that surrounds the throat or limb part and trap them that way. To gather the music vibration in a focus can imitate a drumbeat.

Mindus gather; The next one idea you have is a trick that is to gather from the area your thought or your mind. To feel it, think it, and do an action to see the energy in it, fluctuate and draw your effect of some sort of emotion or idea. So you gather from the area your thought or your mind and feel it lick or become as you want and it does. So you see you get the deal in issue, think of the element and see it happen an feel it occur and that should gather it, but you might feel a little bit of the energy hard to feel in itself.

Hiquee Makes things lighter so you can lift up things easier.

LZegend; creates a drug effect of which you choose but most likely a MSD effect if you left to default. This works by it not being present for its with the power of nothing.

Egalion Evalarion; To be of regal strength but healthy by effect of tissue repair and a moment in idea. Visions will occur that will try to deal with things or make things as a positive as of the possible. This vision will have its power from a moment on considerance and usage of some element. This usage may include on a simplistic moment considered an action. Each action powers the sight a little less or a little more. A visioned gate is a gate in real life. The idea behind the visions, are that they are part of your subconscious and considered levels by layer. Each exploration of level makes you weaker. The vision may be drug enduced or induced some other place.

Evaluation egalion; Evaluan regaluan, In evaluation of it or what it is, it, the devices, start to work or we can make it work by thinking on them and sometimes a body or our body may do the trick.

Evarion Egarion; An evarion of value if egarion as to be ever compassionate about something that is of a short time value, until it has no value but long term value things will be ever an variable and treated as if ever there until you need it no more.

Zambobwe; This can cause a person to procede as a test run or if it is as though were testing as to go on collective mission and at the person you target as if their evil and all prospective place so to counter it use imnzambobwe wee. Which does a reverse of attack or a reverse world attack as though natural and uses chaotic idea and neural impulses to stop the zambobwe by activity that seems lawful.

Muse funnel; Music funnelling, To focus music as if satellite broadcast at a person by thinking of the the music, feel pressure build up as a broadcast within you, and let go. If you feel away from it but intense it causes it to hit as if a weapon beam. One could use the sound of their voice as if music. This in the least can leave a person stunned, at the most it could damage the person.

Mind confuse; To do mind confusion, that is to set in an idea to achieve and what you think of else may confuse you. To focus a little energy or electricity to cause mind confusion as its directly sent an your in a way.

I enh anz; Progression of presence, it progresses the presence and effect of someone and something, as its saying 'go on' to the effective presence to be going on in to the next stage of life or the people near the presence go away from sublminal psychic presence. Progressed trained by effect or mutation with some positive and negative influence.

En Entenwi; End spell effect by having the effect reoccur as an event, yet the event caused is undoing the original and disappears.

En Entewi; Encouragement of story to be the End of the story or The end of something. Cast by thinking about the effect to end, and stating the phrase. Has a drawback that is to end the caster of something, if they don't think about what they want to end. Otherwise it could backfire and end the caster's life.

En Enternwi; Encouragement of effect to end movement, to end the movement just think of the area to stop movement in and the spell stops the movement ye desire or need to stop. This can effect people or animals very well, as though they naturally obeyed a voice in the head. Sometimes its taken as God speaking. To end the momentary effect, think of the target, and make movement by physically moving. The link you formed by thinking of the person or thing will cause your movement to move the target.

[Back to top](#)

Created by Shadow Yomasu

- "luminera" = create a light that is shot out of the wand.
- "articulon" = freezes an item or person.
- "silencion" = silences the victim.
- "renecele invisilis" = makes invisible the person.
- "testio" = tests a wands ability.
- "rye" = flips an item or person.
- "dunium" = makes a person dumb.
- "illunion"= makes an illusion. the person must say what the illusion is to cancel it.
- "rendemsey" = makes an anima shoot out of a wand.
- "orlatez" = kills the victim.
- "eklor hudan" = heals the victim.
- "wargalile" = calls the help of the person named after.
- "erolash tiv" = cuts thin things.
- "reneflet claton" = reflects spells.
- "estunep ooezat" = turns the person to stone.
- "delevinafy" = destroys any barrier.
- "cronasis" = puts a person to sleep.
- "tono flamarin" = shoots powerful flames with every flick of the wand.

[Back to top](#)

Extra additions of various high magic materials

Belladantrix = Transgender, this causes the person effected to be formed into any shape you want to choose to be. This is slow, except when you use extra force (x's) at the end of the activation word. The actual change rate is 1 change per day.

Ensoniq = Coercion; A Coersion action goes on.

Blessij Note = Effective blessing; Effect a blessing from things worked with. This can be money, or the other things from a machine with a blessed note.

blessyj = [bless-aye-j] Wild energy aftereffect; This blesses the planet or ship and the people on it. This gives them whatever they wish for. This also has effected an anything goes mood change with an anything happens effect.

En Blessij = End the Blessing effect from returning energy.

Une Ysh = Unlimited wish; This makes an unlimited wish ability.

Une Chan = Unlimited chain; To cause chaining of something or someone with the actions they do.

Une Chanur = Chained lightning; This is the unlimited chain lightning that is cast at several groups.

Fae Myk = Fate voice; This is where fey give you the voice of fate on special occasion.

Fixeous Fae = Fix fate; This fixes fate to be better.

Fixeous Fat = Fix the fat; This is to fix the fat on the body, as you form need it to be.

Triesndox = (Tree-esh-docs) Wild rampager, Caused by gas, makes rampages that can destroy a building. May incidentally cause a wild giant form transformation. The wild behaviour can be triggered by a need to escape or want to leave.

Willius do; Will to do and want to need. Will to want, be as of what it is. This will cause things to do what you say.

Kingsiey iffert; To see or be of some will as do is to do and know. So to do is to say or say if effect.

Some fx; Some do if say in effiect to say but to do as if will remove evil is important or some evil isn't evil.

Te saye; This causes a 'I may make but I knaw on things or know to own my own type of ability from a preexisting one.

Exct san; (Exh-c-t sanh) Makes Human puppets, or puppets that maintain their human form. As its so, its still energy manipulation called by use of chakra manip strings. They are made of a person who was transformed into a puppet. They can sprout weapons as on necessity, these weapons are unnoticed to the eye and felt to their effect. To say this, may make it be true, but at some level of reality human puppets can come to life as is. Human puppets are made to retain their chakra energy. Human puppets are unaffected by the idea of the Iron sand spell. They are immune to most damages, don't age much.

Fe Sandio; (Feh Sand-ee-ohn) Iron Sand, This causes a corrosive sand that is made of iron particles. It can corrode and ultimately destroy anything it touches. It works over time, but at first doesn't seem to effect. This iron sand can cause suggestions to be amplified.

Extra bei; To feel anger, to feel the moment to let it be deathly strong. This with another spell will strengthen it. To sasuke it, in effect.

Extra elp; To assist in the moment as if necessary. Its short for "In the moment of dark magic assist me now."

E chekra; to end a scenario or scene by energy or extra body force. This energy stops other things in the area as well.

No E; to stop the E chekra. This restricts energy from being used on the area in spell form.

Ener gist; You percieve the gist of the energy by idea and you get a fist effect on you. This gets a lessened effect of 'Fisty'.

E Fisty; This causes endless fisting into an area of the afflicted. These fists can come from the air, or more probably other people.

Pur gee; To be a fist, or the first thing that is necessary as theres a chance that your purging something.

Em pur'ge; Because you need to have something you end up with it.

Er satz g; To get a tough nature of material while you get beaten strikes everywhere in some other place.

Ersatz = Continuous life spell; To go on as with life after. To make it through life after the fact, as though you haven't died.

Epiduma = To call a creature who creates episodes of anething in the brain. If you discover it then it could try to kill you.

Epidrex; To be as balanced but by each idea that makes it before or after the moment. As the best things in life arent things, they're aspects. To be farbearing for more agreement.

Nething a becket; With nothing to something energy, starts encounters and exchanges or promotes ideas.

Exonerous; To exonerate a moment and stretch it out. To continue a moment that should best be avoided, unless used right.

Excom; Excommunicate by panel. If you excommunicate someone you go and force them away. If extreme action is done then its by aura or other things. To do things with this is to be good. As to knock out a target and drag them away. To subdue this is by symposium. Other people do not see this on exit. This is when not is do, as we do not accrue bad energy as evil is good. We do not exit seen.

Em es; To ambiguously go to collect any item out of a natural curiosity.

Em se; Give back to the seclusion of few.

Hearsday; hearsgrux, This works to transform back by calling the soul back to form into the body.

Xenophilus xobius; That is to cause resistance to any energy effect, or electrical and lightning effect. The price is a little adrenaline. Or stress is up and one can use 'unstress' to cross over into other ways. One must meditate to eliminate the idea of too much to counter this stress brought about.

Xenofelia; Purge of moment, to purge anything out of a sudden fear or suspicion. To purge an effect. This can cause on a waning moon or negative influence, the female you target to fall down.

Ecetric; An encetric or electric shock and no physical traces. This can be used for torture.

Ita exa; Doesn't do it an within it, as you. Doesn't allow magic to do a thing, it makes it impossible in fact by use of other idea and at the moment.

Exact xiang; An to fix the moment of which makes bad things go away. This causes a heavier atmosphere in the area.

Exact ita; its a bit of excitement in an excitable idea. To give the cats something else to think about by usage of item or to be exact by use and pointing things out.

Foc fras; focus word, to phrase and the body to do. This cast on another will allow them to do what is spoken, or things happen as a phrase is stated near them. This can control the body.

Ita italicized; Item italicized, makes things as though Its to be related to and realized. Its influence at its best, unless the influence is used to make someone do what they don't desire to.

Ita xcita; excitement, To excite by moment. This is short for 'pix exactable scrutiny mutable'.

Excta ipix; escape by exactable scrutiny or exactable conclusion.

Epiox becomix; As you can state an it tends to become. Things tend to do. So to focus on a moment, then write it down and you might miss the last word or letter and the event is cancelled. The place is existant, the people the idea to do if it is.

E knewn; To allow for it but remain unidentified and unaffected as if you were absolute immune ity.

Epiox; Epoxy, a glue that is also possibly used to create spirit bonds.

Exo dius; Use the creation as an exodus for a commonplace idea.

Exo befo; To be an beef up, this is as an formed up condition by the repeatable pattern that is sustained as memory. This pattern is what the body follows and conditions itself with.

Ito schleus; Schitzophrenia where you are of an ever active dream center and have no center of balance and no curiosity.

Ex; is if an exodeus energy or expelling energy is used to create the result that cancels out another. When the result happens, the effect cancelled out will dissipate.

Reverto; to revert a spell to its opposite.

Exoc exocutable; Exo, executable to stop things by or on a moment an to be cause of an electrical problem.

Protego; is a shieldus as to be of prot for protection. Proteus is an example to protect by cell or the protected cell from a positive atom.

Exo tegus; To be of a cruix or an crook positive nature in all things of the time and to be outgoing.

Ex scheum; The ex sceum as an ex scheme that represents 100's of alternatives that act as correspondences. This if used twice cures the condition.

Ex cleus; It is to excuse it, the activity, as it is the same body interacting with others as in so many different worlds that the action represents. Helps clarify the other worlds and allow idea to work.

An; In another or to anull by use or some sort by an activity. Stop one thing to go to another activity.

Ex ceus; Excuse by A pattern thats presented or to put things on a patter'n that can cause you to shift around.

Xeno crucefo; To divide to get rid of werewolves by a torturous energy.

Xeno crucelfo; To divide then understand by ream and then get rid of werewolves.

Xeno exelfo; Do your part on a pattern of activity by thought and cause a shift by an activity. Doing else in this is to go evanesce and mostly too far with a destructive type force. This shift that is what is caused by a gate opening up in a different world that may appear here.

Ex puerto; To bring a change and an exchange. To bring death to disownership, or to shift in a place to be astral. By another chosen thought you can get an asthetic approach to do a few things.

Ennerv; Bring to a choice by an idea with a different means, Then use that choice sometimes as a last ditch effort. To then issue commands to be done and to use efoem or Energy foam to be as of you. The "essue" in idea is to reassure by the issue to do things as is if in another world, with energy or otherwise activity as energy. Essue is ensure moment by peace with vibrational vibes in energy. To insure by your use in that action you attempt per dieux or diue (diluted) dialect. Your house then is your prison, but if you may want

to work out you walk out. The idea of this is one command gives so many results as in a order by respect to law and purpose in due moment.

Evanesco; This spell is used to make up things and an to object vanish. It is assumed this spell works only on objects, and will not work on people. Note that this spell actually makes the object disappear rather than just turn invisible. An Invisibility Spell is required to have this effect. Evanesco is also known as the Vanishing Spell.

Ferula; Conjures a few splint and bandages.

Be exdo; Fidelius Charm, This is a complex charm that allows someone or something to be hidden away, often times in plain sight, for an indefinite period of time. The location of the hidden people or items is a secret known only to one person, the Secret-Keeper, and the information is stored within their very soul. The Secret-Keeper is the only one with the power to divulge the secret. The information remains undisclosed until said time when the Secret-Keeper decides to reveal it; not even those who have been told the secret information can reveal an of what a they know. However, the Secret-Keeper does not have to directly speak with someone to tell him or her the secret, the information can be disclosed in a letter as long as the Secret-Keeper is the one who wrote it.

Exiero epiero; When Harry and Dumbledore were an attacked by Inferi in the Horcrux cave, Dumbledore created a ring of crimson and of gold fire to be protect them. This may be simple a Dumbledore-powered version of Flagrate or Incendio, or it may be a separate fire creation charm.

Flagrate; Makes the spell-caster able to draw lines of fire with their wand. This spell draws fire somewhere and you put it out after. The fire in the air powers the effect.

Exero expiro; Flame Freezing Charm, This charm was used by Medieval witches an to remove the effects of the fire an when they were burned where at the stake. It was a good idea at this point to scream a bit and pretend to be burning.

Furre exist; Fur charm, When Ginny was upset about the spate of Petrifications at school during her first year, Fred and George embarked on an ill-conceived campaign to cheer her up. One thing that they did was to cover themselves in fur and jump out at her from behind statues. Far from cheering her up, however, it merely caused her to have nightmares.

Hex deflex; To deflect hexes, It is of unclear nature whether this is of a spell or a branch of magic (such as Occlumency). Either way, it is used to block or deflect magic cast as you on you.

Immobulus; This is possible to being made and stops an object moving. The name an of this spell comes from the films rather than the books but is included here as it is very likely to be the "clever Freezing Charm" used by Hermione to immobilise Cornish Pixies in Professor Lockhart's first Defence Against the Dark Arts lesson. See also "Freezing Charm".

Inanimatus Conjurus; A spell mentioned in passing as homework in Harry's fifth year. The effect is unknown, but presumably involves a conjuring of inanimate objects. Professor McGonagall said at another point that Conjuring Spells were NEWT level magic, and so this is probably a simplified version.

Inexodus uneducatus; This spell causes a person to become uneducated and do tough things instinctually with intuition. When the person is presented with education, they react with anger or with unanticipated reaction. They tend to think whatever is presented is a real thing. Some have the rare reaction, to create the possibility and try to recreate their knowledge. If they do, they lose their anger and start learning again.

Intuitous ex; This causes a similar condition to uneducatus, except that this occurs the body to react according to guided instinct, without becoming uneducated. Also, there is no anger and the person feels pleasure. It tends to relate and also create the tenseness thats related to people who do to much.

Induitous ex; This causes intuitive activity of the body. Thats counted as inadvertant activity. It can become what you may need it to. On a given moment, it can create movement in the body. The movement is by someones suggestion and can come from your spirit.

Instance scalpus; Instant Scalping Hex Removes the hair from the victim instantly and if not instant, then its a pattern baldness. Harry consulted the book "Basic Hexes for the Busy and Vexed" in preparation for the Triwizard tournament and found this spell but discarded it due to the fact that dragons have no hair. Align alternates; Alignment of subconscious and alternatives to become of them of a moments notice.

Bombarda; To make something explode and Smashes doors open. Can possibly also be used on other types of obstacles. If the intent is used to make the body explode, then the effected person can blow up in weight until their body explodes or the spell is dispelled. 'In deux' can cure the condition. Hermione cast this on the door to the room where Sirius was being detained following his capture in order to rescue him.

Zanzuth; To go into someones mind and destroy or control them as from within.

An exco; To fuck up by someones mind intrusion rather badly and to enjoy it.

Eproxy geleigh; No dimensionnal door has a hold on you only if you have epoxy glue around. And even then it only goes to the other area thought on.

Is he it; This makes it where you don't have to do things, it Is as if he who is near is to do it. Also you may cast this with a 'Is this it'. Where you don't have to point it out and he does it for you.

Is ist; Is to change something by use and make it different as sometimes this is in appearance but other times in a 'in' moment.

He en; At an end, It is not saying that it necessarily exists; It is he that is saying that when he's thinking on the necessarily existing items.

Ester gex; high tension grip. You can be hold anything with this. The Gripping Charm that Allows a person to grip an object more by effectively being used. This was invented in 1875 and is primarily used in Quidditch to allow the Chasers to handle the Quaffle an one-handed whilst still keeping a grip on their brooms.

Findex word; Find the true meaning of the word by trace of use or use in the word and the tone.

En err; Search for it then do of it if is to be correct. Like a point me to point in the right direction this lets people have entry into things or an area.

To of it; To be of it by being with it and someone for it. To be of it in error by it and inheritively.

To pwn it; You own it to be of it and whats with it. To down it if its liquid or asthetic (items). If money strapped, you can pawn it.

Input infextus; to cause strange behavior to a action or fight when magic is done.

Teuso deus; To shift, through a device with seeing you are there and interacting with the place as if you were there. Then your acting, as though you were there. But not hurt as though you are where you were. Then you are back home. It makes it easier by thinking you are home while near shifted. Then your at doing things. This is where you wondering 'why would you ever imagine yourself shifting from your home in the first place?'

Queho pehcto; said in the moment to be a form of material. If you think of the pueblo indians, then you might incite them to attack you.

Problemic; to see do go, this causes the process of fallen nature.

Ore; 'Don't care' whorls of energy that is set just in pleasure and by the God bleagens, just do as it can be done. To mentally yell yahtzee if the idea is way out there, because in a yahtzee game the God might react as if its dispersion.

Set bcuz; Set by cause is just with or without effort and doing a job with the peoples energy that you think on or your mind.

Dozencu in reco'nitn; To shitball at something. Shitballs is do this, have this and do in this for dislike of it.

lensih; wherever and whatever it is, its to cause shitfull behavior.

Steppl; This makes something not a staple of some sort or in building point, it is no changes except that which are necessary. Things are to reocccur naturally. But no actual death happens from extreme activity as it spurs on a moment. An enamelis consent removes this.

Stapl; Creates a staple in any point. This can also cause food reduction on intake.

Now ez; To want something and to pass energy an as if through a device. Watch in through actions by yourself going somewhere. You see it, but over there its in the device that your sight happens. If it did anything and then you are there where you are accomplishing results. To imagine what you want will pass it again and it is as a line of channeled energy. To occur the event as it will happen. Yet the event is never mentioned.

Izfixit; An another way to fix things, in and of that which is thought on.

Critics; As to spur on an activity and be of caustic idea which is in an uncaustic moment. This is by motion to fix things in it your mind, thoughts or at least physically. The idea is simple, to listen to the words spoken, get a resource by it and to set it up as in a moment. Procrastination may come of this, as you realize its not important. Alternatively, its to be critical with weight near negative energy.

Mizeseourc; To be of an idea thats set in by a moment. This is being actively done or to be of a moment as of variety act and conmisseeuratis or in a miserable moment, as a little wild magic with allot of effect may cause you or the target as you try to change or concur it.

Euc lile; As you recall you realize that you have to do something physically. This is done spiritually and your being self-centered in it. In earth energy, this is where you are for a better purpose and watching beside yourself (watching without bias). This is active as its a predefined spell, science moment or signs by the moment's notice. This is in an idea on page and its an idea thats on nurtured earth. This is in the fact of what is there and what something does. And you choose which of the idea that you have. That is to being taken of being better as by comfort in something.

Asslf dissolv; This is cast in retribution or resolution for dissolution of what happens and this dissolves anything or on a bad moon it as a unnoticeable effect that attacks females. The special conditions of this are to be of a break, to dissolve an attack then it won't be of an effective assallant effect. As it steals the effect of the effective person except for dissolving of anyone's presence.

Ectu eschew; This sends kicks or 'kx' to crack the will of someone by mental attacks an some by physical attacks. This has a side effect, to get the caster attacked in the same way.

Turbeo; To be of a turn an be unstoppable and its action set up an things as you see it. This could set off an turbine effect or a reactor with enough energy.

Turgeo; As this is unstated but thought and willed to effect, point it at objects and it siphons off dirt and grime.

Moefertio; I saw this as a spell is to see a spell of effect or a spell in effect as this calls up unnoticeable to noticable effects that you 'see' to become apparent.

Open to close; To be by not being in a certain space, that you are aware of, and you can close things by being open or opening things. This may cast a silence spell on you if you are somewhere in the area to create an effect.

Hoerputatio; a protection effect. It causes static field protection. Usage of an ongoing effect is to fuel this effect spell.

Be use; To use the recent demise, and idea someone typically hoards and causes horrors that give ourselves strengths and scare themselves into doing something else.

Hoeno relatio; To reveal community or hidden presence.

Aquamenti; Huo gueni is to create streams of water.

Huo apolgy; To make them the effected think "thanks to your apology he did nothing bad so do as you want."

Sensidel; vhat, to bat or to cause a bat like effect.

Genfeld; Nonfat. Create a nonfatty body as in a homegenized effect.

Jiue beavis; Its the 'sound filus' as its an obvious or too obvious effect by an object to make your body get energy as it pools, this is born as its inferno.

Velus; Which is in truth, it causes things, however resistances arise to etherings and spells in infinite nature from this effect.

Habeos; Emotion or to cause emotion. Within this emotion is an ever constant weight that may appear on an you or not as you try to deny it.

Detiur; To use an escape to other places to make a quaint prospect that happens five times. Possibilities with this is to create debt five times.

E be; Its an obey or cause of an energy being..some say its a curse not to let things work and it makes itself seem like it. This on a day of negative energy.

Eu paufr; Its to see as its you speak and causes celebration but also you observe and somehow it relates to you. Basically you see a speaker that is you and yourself speaking.

Eu paudre; A to burn Easily something.

Singhin neural; As to stop the transformation curse.

Confundus; Makes a person confused and if confused they might talk or be easily directed.

A inp; What you say is to be the input. If a soul appears, don't have any objects on you when you do it or you could be cursed by them.

Warding; It affects the person by averting their senses away from the area and by the way they keep walking, or a turn point away as they walk away and aren't there.

Twin; This causes you have a twin being that makes results in areas that you intend to get effects in.

Hiddecris; As to the only actual command to cause thief communication, this is without actually being seen communicating. You have to do at least one type of communication as though they are in their head.

Tango horreboellus; protection from anything which is horrible in effect as is. Where there be any threat.

Portoto locomotor; Movement of inanimate or dead things in area.

Descendo; to make things fall or break down. This when objects tend to make themselves or people fall. Also in effect with this is to cause downward volume.

Hoer clementi; soon be the moment. Makes things soon to be happening.

Fiendus fiery; fiend fire as cursed fire that set to destroy any cursed object including hoarcruces or objects with a soul.

Duro; turn thing durable or to stone.

Panzo electrico; to have electricity to come form from idea.

In form; To cause energy flow that makes a person inform someone of personal information. This can be used to create a criminal into talking about his or actions.

Mem liq; to form memorance solution is to form substance out of your memory or your body. It comes sometimes comes into form as a visible vial or silver liquid.

Glisseo; to create a chute effect where air flows through an area, but on a waning moon, it blocks the flowing of some form.

Serviex; Born to the first person you see with part of your soul. This creates another you, that is shaped as he, it or she wants.

Relashio; to break the chains by a lash of locks or the chains themselves. Relashio effects by usage of evidential theory. Breaks down anything till it collapses somewhere somehow by a lashing. And done to a body its with an added effect of it, that is to have seen a mental scene of lashing of some sort to keep the cost of the cure. They are lashed or is weakened till they fail, falling to the ground.

Elashio; an energy lash to cause something to be put down by mental scenes and not let up till the spells over.

Curvuix; to work on some object by some scene imagined, this scene is a depiction of what it was or has been as it incurs a happy thought. This goes on as long as the person does things and is happenin as the object is impervious to the moment. If the person is attached to an event, so is the object. Then, the event can be recreated by the object.

Libre; This effect frees you from anything that effects you and/or afflicts you.

Libre corpus; causes freeing of bodies, you don't have to specify but any body in the area drops down. It can make things easier..

Defurbio; To enlarge the passageway and seemingly make it easier to pass through.

Enlength; lengthen it as it creates the length and the moment to create an built up event.

Levi; To cause a levitation on that of which is a target and thought on.

Levi corpus; lifing in the air a dead corpse. Sometimes causes a bind on some of us lest for year which is of a dead energy. Levi cerpus; levitation of objects.

Dessido; the form dessidence or division of some sort by death energy. This can dissolve anything it targets.

Dissideo; just pay of some sort, this makes images similiar to that of what we think is separate. Yet it effects equally and yet it separates an dissolves.

Dissedeo; This makes you bear a sight of hideous insidious nature, where you find the idea in effect. This uses 'Passeus' in essence or esper. You get hideous visions from an area powered by ether.

Diseu dissideo; maximum disinterest and it consists of three parts: too much, going to interest, and being faraway by force or activity. Where activity is an idea and as way of force or forcing an issue.

Isseo dissidium; Maximum disinterest that consists of three parts, to be of interest, to drive in force, make the moment.

Diseh dissideum; Its identification of parts, this works when there is 'partus dissideum'.

Sesseo dessideum; By evan nee nee nee, It ties the tongue but leaves you out of mind. Your spirit is driven out by death energy thats amplified.

At su; repeat of everyday things, till they are tedious.

Ennerabi deroachineous; Deroach the nature of roaches. Inner roach ability on a day or night with negative energy. On such a day you can absorb roach essence. When done enough, they start dying by activity and being drained.

De roach; This kills roaches, plain and simple. It spreads out in a poison cloud and kills rats and other insects after the first roach death.

Nor xp; nexorxist or exorcist by prediction by corporeal moment. A warning, the ghost moment could be misleading. This causes you the person to ignore your experience. A bird transform otherwise happens.

Ensane; This is particular avoidance and by going insane. Or, your basically a cook, somewhere out of the law that won't looking sane here.

Du shield; Form a demon to protect you anyway, you can be a host to damage due to patrol. This is as to terrain where there is to remain or not remain a patrol. To be as as ensane. P.S Shiyan is not insane.

Ensurer erun; Can reform on reform and on necessity.

Enchain; Causes their causes to be here.

To hasendence; This is working, playing, otherwise making effects, an its felt to be worth it.

So tu; This causes a subtle moment.

So ta; This makes sabotage of idea, thing or place.

Snack; This is to sack as in stealing or breaking things.

Revuin; This is to become unsane. The only counter is xempro and that is to set possible things impossible that could make people unsane and cures them in the end.

Corruptus; To corrupt, as with a little corruption there is a lot of bad that happens, with a lot of corruption very bad is done. Where the side effects of corruption is to do good with reaction from others. That's to do good with intent from others purpose.

Voidr; As to be in support, The power of nothing and void itself, to power an event like a rune, sigil or yourself, to think of nothing then draw the rune, or sigil or do the action and think of a effect for it. And then you power it by an infinite source of energy and it won't drain you or the area, mainly the eternal side of things. This is similiar to 'think of the action or effect and then do the act for the effect'. To keep by continuance an action by event is to think of a idea that is similiar and when it matches it is stable to you. The price for this is to erase one event or action that makes for free source energy that it draws from to create events.

Soije; Makes a 'I can't help it but to make a shit' mess.

Soijeb; Makes a can't mess effect.

Sojeb; To be as though helped.

Doizo; Makes things like "I said so as the effect".

Aquible; To send out jet energy streams and cause harm like jetted water and can cause pet feeding amongst other things.

Ageh Agoe; To bear again something or do things as a gain in effect. On a waning moons energy or negative energy, this causes nightmares.

A agoe; To form a gate to somewhere. Whatever you think through it happens to wherever.

En di; If its direct its there by moment and idea, called direct turrets or indirect inturrets where they can think of one thing, whats ahead of them and only that. This is considered by some a form of blindness.

A ci; a crispix effect for food. Crisping effect for food.

A se pi; to set pie for people.

A pu; To set an event, describe effects and the energy does. It either Belates or Answers, as it relates to those who need to do it.

Placed in; To place into the science interceptibly. To place in a moment as if you weren't there and its by influence.

As to do; You find yourself doing it. Your in energy trance or you actually got to doing something.

Its in; its if in ef em in. This makes things as though its in under an iffy condition. Otherwise, it effectively condemns people in an area. You can either choose one or the other effect, as its on casting.

A twist; a tie or however things would change but you don't really get the feel of it except in spirit. This is without disruption until the spell is dissipated. To twist something you change it but you don't change it as you disrupt its pattern.

Dar kig; A dark chinge is a change of darkness that stops things but continues to warp or wrap areas in dark tendrils until the effect is felt. Then people can freak.

Dar twis; A dark twist, to feel and see the difference in something by physical and spirit that can leave a person fearful as its a dark change in the area. It can leave a person throwing up. As in, going across the veil to the nightmare realm. Instead, your bringing some nightmare effect here on halloween.

Kig kag; A chinge change; to percieve the change in an object that makes for different feelings. To change something in a way that is spiritually and physically changed as is possibly positive.

A change; This is to be as spirit but its physical change caused by your spirit. This is directed by your will.

Ige do; the gserfeids effect. To get and do things from your third eye effecting the outcome. I do it I get it done.

Ane t; This prevents unethical rules and writings as it uses rules and writings by some person. This acts as a guiding force to create better writings.

E esp; This is the ending energy of esp as if to bring to life an idea.

I esp; Some might say mental torture, this is the mental I as it is the esp thats done or thought on with use.

Ase do; An e A set idea to be and do. This creates a spell effect to make a set spell and can be used to make traps.

Ase aif ; This is to do things as things are set and done.

Elink; This is to be interlinking in a network by energy and the network is set by enlength. an energy ether net where each site is as a computer and can be viewed by psychic sight as if a part of another world. It starts off where you think of itor are located when you translocate, or it could be different like a archeology site. A e i like a separate net of one thats built off the net and is supported by it. As if a separate world, so it has the same information. Want to be in a node area say elink and let your brain come up with the area while you think of it. It seems the brain is the key to it as it is connected psychicly. you can find out stuff that is hidden here while there. Not many do know about it as its built off the firegrid or nodes of information on the internet. You see its info is like a live event in here and any info written there is an event here or its evident here. Like cast a horseshoe for luck in there, as it is generic meanings here from there. A se.

E'epex; This is the most effect machine idea, it then leaves people and machines and causes an intelligent machine with a learning mode. This learning mode can cause the brain to learn as its a most effective way to be done. This is to be as though with an energy machine or being.

Acnu'epex; (Ack-numb Ee-peek) Its assigning to beat the road and to be as if you knew you. This is to effect like a AI matrix. It is as if you or the machine were an a Energy computer that could transform. Your more than meets the eye. This is where you effect yourself anyway you can and cause yourself to make effect, this is to suspend time, to effect things to be like an idea, or to be as motion. To be more effective, this is to be able to do accomplishment and have a no lose effect. This is to be more able to get effects by use of a decision. This is to ascend and accept the consequences when you closer to the resolve of desire. You dissolve your being and body after being effected in negative energy and being effected by this spell.

Mechu'epex; This is to be as machine or be a vehicle, its like you are polymechnics that effect things differently and can transform by most effects. Considered polypenics by polyponics. This uses material as is, like transferrance materials, to be like transmutex and know its a changeable material. As long as its a changeable material, its possible.

Speuril; (Sperr-rill) To make an interesting being appear that can channel any doorway, as if it was meant for them. Speurils are actually eternal and super natural ability are there strength with an ability greater than normal. Yet the body naturally and somewhat looks like a cross between a squirrel and a human. They shiftshape to human form and this reflects some inner ability with their strength. They do things as on their own but on a suggestion. If no suggestion, they find things to do.

Alien ebil; The Alien evil is thought to be made through resistance. And, as they show their resistances by activity, by some they do missions. If the mission is above a 'lesser or puer' spell, things should be as it occurs and its a cause of corruption on unknown beings. And if a hold spell is cast, then its in object form. When a word spell is cast, you arent losing a whole object which is by force when it has incurred damage while it is doing things, this means its alive and winding you down to letting you not hold itself. Sometimes in a separate space or spirit.

Magna bar; To separate the spirit from a body, is to pass a magnet bar of energy across the stomach and free the spirit. Once you pass the magnet along the body the spirit is gone free.

C es; This makes something do as it seems to be capable of.

Oinko; This is to make something piglike and also like an orc. Its a good idea to be capable of standing the spirit effects. This makes a being or person piglike by making them eat and act like a pig.

Es c; To escape in some manner as if into a new world or a safe part of the original existance.

Gneurlly; This is to make anything you think on and seem like a gnarly old idea or superb hourly moment with a girlish idea.

Emme wa; This is very similiar to the effect of Em mo wa to where energy collects all the texts, idea sets and moments. Then sets them someplace by sending them back in time. All idea are assumed nurturing or aggressive in nature or agreement to some degree. Stop the effect to let you go, if your caught by this.

Fullmeun being; Fullmoon being, Its life that takes form as a being beyond the artificial effects and sacrifices. Sacrifices cause the live effect. As the continuuim lets the sacrifice live as a being. Artificial effects power it, along with the moon or planet. Another thing that this does allows continued thinking that it can be an mixed idea and be thought on anytime as its there. Like a child will be born as it is within 3 actual seconds. A sacrifice, in this case, is to make some basic effect and release energy by it.

An a; Creates a bloodhound effect. It is life in danger. It takes the form of a human at first. This being then tries to trance and does things to which allows it to trace another person, and kill them or ensPELL the person in a bind. Its sitting on a well made course as its away. Then, to be on its purpose is to be of what it needs from focused energy. In its final course it becomes self-set like a cigar bomb and this being is then formed into a explosive device. Its life is like a lifetrack of an idea that forms into a human then forms into a cigar-bomb.

Pas x; After, enough energy charges through spells long enough, it only ages you. No actual effect except for that.

Diu; It is physical essence breakdown and balance causing action due intended force and energy. As to take risks increases your comfort zone. As a Diu locomotor.

Do locomotor, that's one to think about as it is that feeling that spurs you into motion by dark matter. A 'simply am' feeling. A feeling like everything will be done in its own time and at peace. So to stop it, just think about the idea and a un (unn). It's assumed that it will be done. You don't have to try too hard, you just go through the efforts that come to you and it will be done in time.

Locomotor; It is effective in which you cause action and might not stop acting it out till you say 'un to do'.

Diue; (Die-you-ehn) It is like a 'what did you do?' was asked in your mind and you are spurred into action. This has a side effect of causing gas and diarrhea.

Dieu; (Die-ee-uhn) It is like you have an 'in moment' that's weird, but by tracing of action you get the idea of what's happening or die young to do things. This has possibility of causing diarrhea on a waning moon.

Deiu; (Dee-ihn-uhn) It is like you trace events to do a moment as to do things right, sometimes alone.

Du; It is to do things whenever dumb or not.

Due; It is when you are to do something for the effect and are due a reaction, that is the end result. Due is whatever is to do that is done as if your designed for it.

An pa; To shift from one mind to the next. This is literally meaning 'An died of pa' or 'pa died'. It is beseechment, or Another way of saying things to make an impact and shifting.

An pa mo; The more pay the more effect for the the moment. This uses the money as a power to use and gain effects from.

Ane pa; Goes to the panel of window, to pay more for the idea.

Aceptieca dielectica; To make good tasting food as if a master chef.

Acieptica Sielectia; As to make a good selection and do preparation as in xgee twee or to steal something.

Acieptica Dielectia; To make good dedication in using pans and other work.

Acieptica integea; If in meringue or 'merging things', its to choose to be in the right idea or be as you may be right by an effect that is right.

Acieptica Tgud; To make for things as it is good for the idea.

Ones Acieptica; This is to sweep to the side or don't actually do and dismiss.

Ones Aciep; To make good time and do things to be on the go.

Onies aciep; If you don't accept things, then you might be better or worse.

A ship; This is to summon a ship, that does what you will it to do and is powered by crystals.

Aciep; To be and to make things do or be due.

Typ int; Typical or special interest, makes you full of thought and has direct appeal.

As au; As it seems no is the answer, this is to do something we do as we want or need.

Th'flune; in e in: This is as there are three different types of flunes set by what's near you.

1. Its standard mirror operated, usage of a mirror in some way A flunie. An Any disinterred discorporeal shift of an opposable gateway system, engineered by thoughts and a for which things that are thought as positive is actually negative but its thought of as positive in physical actions or dimensions.
2. The digiworld way is if there's a computer operated way. Called a flumie. A disassociated corporeal shift.
3. As provided by flume energy and crystal flume.

1 As you go the first way, you put a man in e an protected there is the passability created by two way flow of positive and negative. With the third thought flow of one direction governed by mind action. The negative is governed by the thought flow where the positive is governed by a action. The mirror makes it occur, and its disinterred by use but causes a discorporeal shift. The actual process is to go set the way, as by mirror and go through a door physically or mentally. Skeptisism rests it. And to try to focus a mirror by imagining where you want to go, then touch a mirror from thoughts on it or ik on the beside of it and to focus it. Then walk through a door and your someplace at least in spirit. That imagined mirror, Self directive measure by means to acts as a focus and you become aware and as to where you are. A vision can come upon it with flunie activity ingenerated by you as to where you are.

2 Is in the digiworld way its the computer thats the way to the flume. You type and whatever you type you end up doing or someone else does. It's the same idea, but there's worlds linked together, the typing thing takes the special typing energy. given by a flume an I figured what powers them.., candles. Somewhere there are candles to cause the flume. Most times about 1 inch above it, The screen is the flume as you think toward it or just touch it and you do.

3 The third, a third to do as it takes "It's more like a wormhole than anything else. Most wormholes are unseen or seen by feel. When they go through it, it's like they're riding an a cushion of air that sends them through these tunnels that've got "crystal walls" that you can see through, and out into space with bright lights."

Thats the third type, the crystal flume. As its with bright lights, crystal wall and as if you float on air and the crystal places in itself between worlds and the territories are similiar. It acts as a conduit actually anywhere through light and energy so adjust and think the place. Flumes can be near between poles. It can be powered by computer.. But as you think go places you activate them. You can seal them. By usage of a dejective thought, a projected darkness and seclusive activity towards in it as the shot hits the gate it collapses and anyway its like a life path. Adjust by wearing straps and collage by wearing cologne.

An em; To be Ever looking considerate, an ever with excuses with many uses.

Amstead; To be ruthless and introspective. A replacement moment that is like 'I am of what is'. This causes you to believe, as a whole that is as most of what is is emphathetic. As it came from the thought, "Hatred for a corrupt government means nothing when the innocent populace is at stake".

Switchous energy; it switches the energy off from the moment, that energy moment is used by your own lifeorce. You then control it but must do requests as to remain good.

Shihn; To control and cause use of body pleasure with vibration to unite the conscious with the subconscous. This is to cause the effort to be more effective of what you achieve. This is to not be done while moving. When its done, you will have a more powerful body.

Shehn; This is to not defeat the source, which is not draining it. This makes you use a real reason and try to go do something or become better.

Em eh; The other universal excuse as it diverts attention to something else or just seems to do what the onlooker wants.

Biofe; Biofeed bag, to be as fed but by life itself as its only an idea. This summons a spell bag of spirit food that you know when your munching on subconsciously and won't overdo with.

Fneuf; (Newt) Biofeedback realization or recognition by clarification. Once recognized, you stopped acting badly or do the appropriate thing.

Lv xp; To level expell you or create level experience.

Au acommo; A hrundinger, a cuomf or accomodation spell which gives you everything and anything you desire, including knowledge and you can be prepared for it. As the price is annulling which comes about of

some idea. In a preparation it does allow change to size, shape and form. This is where that which you want well, fits the motion to which the spell has to do things. So in an accomodation spell, it allows you to be half the shape or weight as of normal and still its counted as though living, then your in an accomodation concept. This can cause you not to be noticed if you do something.

Vis druid; Vision of a druid, imagine yourself as a druid while dealing with people on normal point of living. While on another point of existance, you are on a druid level dealing with people as if they were a druid.

Aur acommo; Aur aer, Auratic air influence is where you are someplace by aura shift to do as is necessary. Or your aura shifts to do as you want. With the spell, you can have your aura become a solid form. This is done by stating the spell and have the intent for that effect.

Ef eficio; To cause you to disapparate (shift) to another area or idea of space. When it does, it can if cause an disassociation, or if disclosure then the effect that ends the spell is disconnection.

Selffrac dupar sel'pardue; To know and throw something in or add things spell wise with examination.

Select speak; Listen to the way you speak and then clarify. This can cause cleching your teeth while speaking amongst other things that make you understood.

Auer spuer; Sets a good time shield effect or good aura shield effect per defense needed in moment, Sets in suggestions to make it as though secluded of the moments you live through. Also, its as the purpose is set for actions to happen. Otherwise, somethings just come in many different forms of reprisal.

Cime One Death; Causes a near death or you could just imagine the person's spirit exploding, and...it does. A por nor. Nor por noix.

Opposing effect; Its as if an Opposite being effects the course set by pros and cons or makes things of peoples energy in moments. It is powered by the bar.

Sometin' coelescant; To coelesc or collect things by the moments you live through.

Portus Select; Self-directive gate, that offers your spirit direction as you can go anywhere, but think about it as you are to think about it, and that's where things go. This is to say something, as a shift gate takes what you say as direction as you say it, then it becomes compulsive behavior till it shifts you. Compulsive behavior here doesn't permit permissable acts. As it does distraction and dishonoring of the purpose in mind.

Lv ez; Live easier, this on games is to level easily or make the game easier.

Job demon; Calls a job demon to be there, or a intricate extricate being. A job demon depend on a job more than most amongst people. Assign him what you want him or her to do.

En if; To end the moment by whatever is in effect. Short of whatever usage you want in natural concept.

Airateo; Use to avoid attack by air shield thats shielding of heat and this is sending effects to that other reality.

Air radeo; This causes an effect to be on effect by use.

Ereis deis; To come to and reconstitute (reuse) the heart of something. This erases the effect of what is used in ritual to power the effect.

A li; A thought line effect spell; You mention it as a spell line of description, it could be any language and it causes the effect to occur as it does make you stop in movement sometime. The two moments are linked together timewise. It is not only the key component, wisdom in this is the only other component as its a large crystal that assumes a form to be creating the effect. It operates only by the lines. It is cast by stating 'a li' while needing the effect described, it causes the person who casts it to be formed into a being that is a magic being. That is in the form of the stone in alterform. Several ways of casting that as I saw it, uses a gem and think of "the gem". This is also to Say "I see it" then say line angel. The stone supports

people as it is needed to. This stone gives them energy to do things on a need, desire or lust. Say 'do' and you know, as the crystal keeps its programming and self reforms with regeneracy. There is a guard for the crystal, of a real ogre or vampire.

An en; Creates an opposable view that is interpreted with use as something. This creates an end on an effect.

Deu erecture; A result from this can be that soothing but is causing caustic nature from others. This draws soothing nature from other people, at random.

Deu eruchture; It causes an caustic action by soothing respite. On a volcano, it can cause a different thing. This is eruption.

Deu ereuchture; To erupture, or to be of abuse that is in use of fists and considered abuse. This makes abuse to become use somewhere in a negative energy field. This can cause a quicker eruption of lava.

Orgasm machine; To have sex and of the sex this causes a created effect, such as a monster or two. As only in efficient use, that isn't to use poorly and this causes shifting. Some use an added 'sheft' as to make it a crime and it is then the cause of a crime to happen.

En is; Set up an event that is your Purpose and that is To do things as is. This is an 'Endemic of condemning' which is by pursuit of that which can do deadly action.

En emn; To condemn, by which is to turn a blow and accord to the idea as negative. This idea is what allowed for it. Set by Purpose, this is to self make an event. Self purpose is a probable making.

Famoly; That which is and makes itself known. What one does is to make that and thats what you do.

An en; In the end we don't do as we thought we are to do. We do what is necessary.

Amethyst; To be long of cause is to know and find out. This spell makes situations where you are of long cause and find out by trial and error.

Anoth; To be of sorrows and self-cordulance. Self-cordulance is to be tired of being effected by something your used to.

Ane tho; To be powered by making and knowing. You are power born and making. Sometimes this is of a fake or routine idea. If written down, it could discredit you in society.

Astate; To be able to do things as though more action is required. This is for a puppeteering purpose, and to make away with what you have. This also allows you to open a way to an seemingly innocent world but is abusive to certain individuals.

Astete; To be made to do things and be able to do effects where you didn't but this is moreso understood. This is understood, by the effect of making do and working better.

As be; To design things as to be a living representative of what you want.

Eh er; Dinner and Mercurial attitude with easy flowing drugs. Any Error there in this could get you killed. Such as mistaking someones purpose.

Eh ers; To be of proposal, Its ethers or spirits that can give an emergency rush of energy. Its errors in this that give reason for people to come.

In ers eh; Dinners come normally. Also self-defensive measures are there to do as is possible and where able there is not always an inability. A love of your life may come otherwise.

To hea; This is to beat to near death in mind or adverse moments, your adversary, or to be active on a waning and new moon.

Er if; The target becomes like humanistic angels and they are not but devils or none better.

To cee; As if care is done to make a representation of what you want, IRL its easy, just think it there but living (not dead). As you see things in your head, you see it there in front of you. As thats only if you like it too much.

Time vampire; Become one who uses the secluded efforts to seclude herself or himself. Then use your time to waste ours. By use you gain things on your own. In offense you use concept. In defense you use concept. You do things under circumstances, as in do or don't.

Exieos exiea; Growth; Similar to the Enlargement Charm and the Engorgement Charm, this spell causes the target to increase in size. The precise differences between these three enchantments are unknown. Harry got confused during his Charms OWL and cast a Growth Charm on a rat he was meant to be turning orange. It had grown to the size of a badger before he could stop it.

Exies exiaeo; Hair Growth Jinx, A spell cast on Alicia Spinnet by Miles Bletchley before the Gryffindor vs Slytherin Quidditch match in 1995. It caused her eyebrows to grow so fast they obscured her vision.

Exies hair; Hair Loss Curse Makes the victim lose their hair. Covered by Professor Vindictus Viridian in his book on curses and counter-curses.

Exies Exios; Hair-Thickening Charm Causes hair to thicken. During the build-up to the Gryffindor vs Slytherin Quidditch match in 1995, Alicia Spinnet was hit from behind by a curse from Miles Bletchley that caused her eyebrows to grow so fast they obscured her vision. Professor Snape refused to believe this and stated that she must have attempted a Hair-Thickening Charm on herself.

Hives; Hives Hex Causes the victims face to erupt in hives. Hives are raised lumps on the skin, usually caused by an allergic reaction.

Hornio; Horn Tongue Hex Turns the tongue to horn. This makes the voice boom as you speak. Harry found this hex in a book when he was trying to work out how to defeat a dragon in the first task of the Triwizard Tournament. He decided not to use it as it would just give the dragon an extra weapon. On a negative waning moon, it can cause horniness.

Horns; you get to be brazen and concentrated on insults. This spell has a potential to grow horns on you.

Brakio; Horton-Keitch Braking Charm Patented by Basil Horton and Randolph Keitch, this charm aids broomsticks and other things in slowing down in a controlled manner.

Epiox epiux; Hot Air Charm Causes hot air to stream out of the end of the caster's wand or aperture. This is similar to Relashio, but in the case of the Hot Air Charm, no sparks are released. A complicated wand movement is required to cast this spell but no incantation. Hermione used it to dry her robes in winter 1995, and also to create a path through the snow.

Hoeve; Hover Charm Makes an item hover in the air. Famously used by Dobby on Aunt Petunia's pudding.

Exius hexio; Hurling Hex Professor Flitwick thought, that Harry's new Firebolt broomstick - a gift from Sirius Black - might be jinxed with this hex. It is likely that it causes the rider to be thrown off the broomstick. This can cause bucking.

Exus turbeo; To cast and cause someone not to like someone such as in exius exuis for banishment. Extrudia invisibilis to cause invisible banishment.

Exius rxio; Imperturbable Charm Impeturbable means "not able to be disturbed". Creates a barrier which sounds, objects and people cannot cross.

Invisibilis Fnord; Invisibility Spell Fred and George Weasley used this spell to good effect in their range of Headless Hats. Hermione was particularly impressed that they'd managed to make the range of invisibility go beyond the charmed object. This spell is different to Evanescio in that Evanescio actually causes the item to cease to exist rather than simply making it invisible. You are the invisibility that most would be hurt

by.

Conskript; Makes a thing that is to occur events and is conscript run by spirits as the action maker is you. Some of spirits can drive you crazy. This can create truth from what people say. This uses two types of summoned truth. The first truth is to say it and know it is true. The second is t'rue by veritaserum or other truth serum and have the person admit it by your influence.

Ephidrenic; To destroy some beings or things for a result.

Ephenedrel; To set up someone in an inescapable pattern. What one does, is to make a pattern of energy and devise it to become inescapable.

Efinedrix; This can form a drug that causes things. This is to be as things are but not as a concept or as its necessary. And if it is about to happen, it is to nonexistent and then it isn't. The result is what becomes of how it is. This also was a drug machine of some dimension. That created results, from other places to be where you wanted them.

Ephinshin; To destroy what is, this is to believe in things first, then to work with it. As you work with it, they go depressive and then get someone else to destroy things. Then usage is first. This effect could cause depravity. But a neglect could cause interest. When doing something in a case, you don't want interest you want resolve by duty or results. Otherwise, you get a drug and you have to live through it.

Ephinex; This is to be where you are. Then, to do in an effect, this is to end a result and cause the effect on the sender. A drug of unusual application. Its about comes to those who are crazy and you can stop it if it does, through will. Indications are of what does come about. To be as though something happens, if soothing, by use and not if gone too far. This is such an effect as to allow no abuse. Its of the fact to point it out, as the fact is of what you want and it is to left to do for no reason. If a person lets the effect happen or makes allowance, then it is to be for an end of it. For real, it is of the job as if it is to do any of what you want, do it or be in it. This rule applies in application, to do application of it is allowed in the application if it is used right. You don't apply application by use of it, if you are to do self application with it. If hera energy is applied, you are to do with things it and then you are okay.

Phinedrix; A foe of unusual nature. To be expiaditrics or expedient is to use expelliarmus on them.

Expediants; Expedients, to speed up use by efficient idea.

Efindriel; To use or be of use or be done by use in permanent measure.

Effindrex; To be of use or practical use some might say things of use. Abuse is the negative effect of it.

As tedute; To be understood is to do things and you become a part of the event.

To channge; This causes a change by three parts, As you be or beat things, As to be aware, you are as you can be. To curse, change and become. This is the negative energy version.

Inefi em; When inept, This is used to open a flume or fleme gateway that effects the ability to go almost anywhere. Within 10 worlds in range. Independant in effect, this can cause situations if your intent is bad.

Amem effect; Cast by pronouncing the phrase and sending energy to the target. This is to block and dodge around areas thats in a fight. Mostly unseen.

I amem; To be condemned in one world, but you earned acceptance to an area or activity in another. As you do the activity you are forgotten in that world.

Emam em; To become as one with the thing, using enhanced telepathy, and you gain immunity as by the thing with embuement as the force.

Imam; A force condued or conduit shifted.

Inam em; Its as if one with you, This one is a useless thing, and it is what is desired by some. So it becomes a distraction. This can pause a person endlessly unless resistant. Unless restraint is used.

Embass; To cast as necessary, it forms nothing as essay and goes with you to pause the other person whom you want to pause, but with ideal use, it can restrict by a pattern observed of a person by removing the unwanted with a memory scene. This is what you have or wont to do until you do have as was requested.

Wont to; A person or thing summoned for use, this is including energy. By use it is of a purpose set by you and of nothing to watch.

Inefficient opposable; An opposable that is like you but not. Inopposite opposable as they are where they could take your place or drain you like a wraith. Swing it around, meaning fate is brought about and to the opposer.

Inefficient; Makes you or the target an ineffectant person by use of anything that is usable, but not inefficient in mind. Opposable all the way as in price. The price degree is set by use.

Simp serv; The idea is dished by a simple sentence given out. But use is caused by infinity thats used by thought, as the idea describes itself to a subconscious form by the simple serv effect.

Dim travel; To travel dimensions and go to places as they are, and find yourself get at least one free ride.

Anem ef; To be Inexorant and opposable as a force of nature is caused. This is by use of force that is to break down by an entropic type of energy. This is to effect anything that is in movement, to keep it going. Entropic bystandard force.

Asder tat; To use tatterdamains (which are beings shaped like spirits from lost memories) to form energy by them speaking of their memory, this energy forms a human to do things that are needed. The energy is your friend as you can see it or use it as its the use of things. This is as though you use your own things and beings. As the human isn't killed, the tatterdemain is an undestroyable being.

Andy; A set effect or moment by chocolate formed with some effect, as if a mint was in your mouth serving as the energy to cause your pain an ills to go away. Most often of times it allows an moderation of an idea in answer to pain. Its to set aside the effect of pain and leave the body in numbness for some time.

To setup; To set in a pattern of a given situation a pattern of example that uplifts a mood or power. Some say this is a result to set in an idea with a pattern. This can set up effects to shift in things with pattern. It has only effected because it has had nothing to do with the caster.

So Blizzen; To be of snow and blizzard like activity. This uses the soul with an effect of the spell to create a blizzard. In moderation, it can cause snow.

So Blizzon; This causes rain by soul activity being directed.

So Blizzin; This causes heat in an area its cast. This is done by directed soul energy.

So beun; Makes a person to be unable to do things and safely set aside the activity.

Water wasi; A supposition to do and know that forms water. A thing to do will cause a known form of water. Water washing.

Ge indo; To be in the form thats an idea to get in and out and do things. This keeps from private facts being a seen.

Vas por; To pour rain somewhere and in a mental landscape goes pourable fire.

As casc; Free and loose consequence, Everything thats run by some sort of idea has a set consequence.

Ntodo sue; To be of undoing and make it so. To see the people effected as unreal and do something to

them.

Some do; To do as an abstract moment, an set into play things with an idea that suits it.

To ando; To undo as in a moment as is necessary.

El cid; To be in and of thought, and the result is of like sound and given results.

Energy; This is to be as though a thought up action, that is of considered and sometimes measured resources. This can materialize in the aftereffects by no shock except electricity. This can render a person harmless and thought harmless, they do they need.

El ciden; To be of an end, by use of created moments or as something that may be of use. This is as though apple cider is used to cure a tiredness.

As duen; To continue as if an idea but doing something else. As is to use english and do things otherwise.

Asis du; To do as you are an end of an ending of something that is. Supposed alternatives are that which may be.

To due; To do as in a notion and have effect by your use. All you need is to suggest something after this is cast.

Is es go; Is easy go. To make it easy and to do things as you go and believe them.

En es du; This Ends weight dumbness.

Em en; To be slapped. Ce en, Makes in the person slapped a real pocket dimension area that you visit by vision quest.

En em; Dont do as badly done.

Smart; Create yourself, as able and capable and given purpose unless your already smart.

Dumb; To be really really dumb. Except for serendipitous behaviour. If you try to be smart, you get distracted.

En du; As to end the dumb action.

Ei ho; End the dumb idea.

Ei en A; End dumb act.

Make fast; An in dulciemer is, To make faster time as if it may go as in blink of your eye.

Make better; To get better than ever.

Xetra exeria; Germ warfare, This causes a person, To self-deflect an item or desire. Some use a germ to control with this idea. The idea could be the act you do to convince people.

Er en; To forge or force entry to an impossible entry point as it is possible.

Eran ger; In error your tense and do stuff that causes no thought, or do things and be slightly angry.

En tergo; End by something and be in terror and go or Enter and end the terror, this is also a go away or make acceptance.

Teren go; Write and enter some area or end writing to go.

Enser go; Go an be of an answer by activity. This causes the target to tense up and use the tenseness as a

focus. An end of this is an erasure of the event or to swerve out of the way into an accident. Incidental death is the worst advent of it.

Answer go; Answer to be able to cope by some activity.

Enser; Makes things to get an idea by an experiment and use explanation by devising an activity in an relative moment.

Essen as; Causes a person to Do things, have intention, be essence, and form esper or become of the lesson at hand.

An essen; The cause of the moment becomes of an idea that represents the path one might take. This can be of an effect one can't speak about much.

Ess essen; Humans go, The path you take becomes out of the way. This can be used to make the human side of people leave them.

To go; Erg'o ergo, To go out of the way to resolve an idea or another idea of another way of life in a form of movement.

To erg; Usage is of those who can do things.

Ergo proxy; This is to be of machines and self-procurative in intelligence gathering.

Ergo mechanics; To be of 'in vei' veiled machines, to be able to repair them.

Ergopolics; To be an Expressed idea when in action, by usage and politics or bipolar disorder.

Ergopolice; To be of a police unit and of a law enforcement agency.

Ergox; To be of unlimited charge that crosses energy to cards and this energy acts according to your will.

Indrepolics; Indirect pole to pole action across state or other lines.

To repulse; To be repulsive in ways that don't go away unless the counterspell is done. Inrepulsive is the counterspell.

Inrepulsive action; To be as is and allowed to do and repulse the action that was set into play.

En emp; End the empathetic moment. Its a mandatory theory which happens to people that prose. Don't dislike what is, Be of like or dislike in mind.

Emp; To see with empathy. This causes you to be empathetic.

Erg urg; To cause movement of the idea you want to happen. This is by idea and the casters choice that happens with great strength.

Unce te; To be uncertain. But certain of every action. This tactic terrorizes the mind, with what they fear the most and causes the uncertainty of what they believe. Unless the action is pointed out to them, then they are certain of what happens.

Time spell; You watch the time and know of the moments by thinking of it. Most of the time what material we have could be dissipated in its effect by this.

Instant time; to create something like it was built in an instant. Thinking of the thing, animal or beast will get you the thing, animal or beast.

Instent view; To be of view but untouched.

Send channel; to set up a time area to send a message through a video that is sent to the right time.

To show; It shows anything invisible as visible but temporarily.

Marrowswith; To be as able, and powered by bone or more likely causes the dense bone regeneration.

To be; Is to make a person tubby by relaxation.

To set; This causes a person to be set tubby and in relaxation. This is advanced from the To be effect. As, it creates a need to be lazy and the effect is more permanent. In to be or In to set cures this.

Barrowswith; Being as an able mind with use by words or some idea. The wheelbarrow you might use as if possible. To go along with and to yield results with use. So to speak, to try and trust, then to speak. Your never a target if you do as with things.

Forgiveness; Your to do as of those with ability. To this effect, we can see forgiveness and a stoppage point to the effects through suggestion. In fact, we do things with the thought of things to do well.

Ce te; To capture things by being of the moment and use virtue, or to be of use by being of virtue sometimes with music.

Ce; To cause a Scenic moment or a music moment. You can see the only sea in your mind. Or, do other things.

En ce; End of a scenic view or music moment.

En mo; To skip the act and do else.

En se; To end a setup or moment. This is under circumstance.

En no; To end by a nothing activity or a no moment. To be very similiar in energies, otherwise.

Em etc; To be of value and be rest assured of an assurance. To be of virtue by use.

Enm no; Stops a person by any enmity or enemy being attracted to them. You are taking things realistically as if any everyday event were normal.

Em mo; To no more often do things by bringing fault and get things by giving or being hurt. The end result is to see more often of some desire or need. To end certain things and make a person panicked to show respect more often.

Em no; To get more need from 'in knowledge', which is the accepted knowledge of the moment and its if you read it by viewing it.

Em ce; To see them as if there and for real. This helps to see invisible people and gates.

Ce ve; See the scene, view it and do something about it. This can alternately cause someone to stay back.

No har; Now, no more harrassing.

Ce vu; This causes the soul to see of the view, as a scene. Then know of it as in a vault with energy.

Ce vuno; To view by need no more and view no vault. A vault is a dimensional pocket of the mind.

Sede no; Sudden death of idea or person to aggravate all of the family or people to get something.

Ceve no; The antidote to see note death. To set no cut off point unless its needed.

Cee vee; To be with a pass and make cause by sole decision.

Gerthump thuo; To knock out someone by out energy of strike. This can cause the idea of someone using a staff or lance on the person. This may seem like a throat choking somewhere nearby. But, in truth, its to set

the object thats nearby to assault with on the victim.

Cee ne vee; To be the cause in redoing something by refunding and a 'make it again' result by making a pass and an occurance. Done with a pass of the hand.

Am dessica; I am dessica to be of now. To dessica you dessicate and do things to know.

Cenedre ce; To great cease or have musical idea with interaction. To cease, one stops and becomes still. This causes the ceasing effect in many, though.

Ce nedris; Inevitable to great cease. To disappear something in the meantime that could get you in trouble.

Nedre; Great devastation and this becomes the cost of effect.

The cause; Demons have a case in some cause. This may summon the demon to serve a case.

En de; End up alive after death.

En suit; To end the suit of a case in point, Ends up ending pursuit. This could also be used to end the suitcase, bag and other such end.

As mu; Similiar act of a position as it is set by energy only if you couldn't do it.

Fly up; To cause the person to fly at least in spirit.

An dessica; To dessicate by way of life. As you do things, energy imprints make a desiccation effect as the impact to an area.

En dessica; To stop anything dessication and despotic acts by the act of normal or unnatural ways of life.

Dishippea; Creates Anticlimatic moment by moments decided by subconscious, this is the idea that is formed in our mind and is what we might think about it.

Is shippea; To turn to phase and continue in or of a voidal and voided moment.

In raiden; To go as a God by force of electricity that spreads forth. Can call up a raiding force of some kind. It has been known to do two things ever since. To create revoked effects and make godlike actions. When the electricity goes out, so does the Godlike ability. With a little bit of manipulation skill, you can get away with anything. Optional is the Bioenergy that is energy and creates a moment if channeled. or used like electricity where there is none.

In raiddu; In raiden be. It restores as it calls A spirit force of beings that reflects and absorbs as it does things.

Indisue Inechu; A wild horse or force pattern that causes .. forces that go about. They goto areas that need enforcement by people who need help. Some act in a form similar to you to do things. If they don't get results, they leave.

Absolv desoelv; desoelv desult; Absolve division, this is to dissolve a vision. By using the differences of two things against each other, at least in your mind the vision dissipates and dissolves itself while it does so. With enough ability that channels power, you can dissolve the wolrd around your senses.

En Con; Thought and soul makes the effect, motion is the ability.

Desult desulv; It stops infamy, it stops the thing fighting back with reactions and you can get energy from visions.

Desolve desuelt; Dissolve force, It stops by emfamy different effects.

Ammunit; An interesting thought of ammo usage or a amulet and a immunity by shaped force. Then there's

the force of void ability that adds to the effect.

Enrich; Enderech, give to the rich or correct to be rich. This makes Enrichment by a factor of money force, no force that we do except of others.

Wyld defense; To defend by use of an idea and stop violence sometimes by a vision. If its possible.

Wyld fighter; This calls up a fighter to fight for you. Obviously, a fighter that Relieves him or herself in wildness and believes in wildness, idea, and conception. A willed and willful fighter, they won't effect an innocent.

Spell fyghter; To be a defying fighter by wild standards in and of use. With spells, this is to be of a way to do things, as sometimes its to do with chaos or multiple events in a moment by a single instance.

Wyld mage; To be calling up a mage to fight for you. Obviously, a magic user who believes and relieves stress in use, by definings. Believes in use, to be of knowing and expedience. They can bring an energy to serve an effect. As this may be chaos, it is certain that we who are effected by the wyld mage could be used as info.

Chong chaikēi; To gain a servant by stating this over the body using tai chi effect. If their dead it should raise them by a charge that goes through the back as a producement of necromancy.

Eng no; To attack at a distance by use of tai chi.

Tchai ken kei; (Chai ken key-ih) In port defense energy that can use duplicitous force, Defense energy is an available force of effect that brushes something, It isn't really energy rushes that you feel from this as it sometimes goes through your past.

Coif; To form a handcuff, the key is imagined and formed from you or the victim thats cuffed. Imagine the cuff being used for some use. Imagine the cuff being released from the victim.

En haidu; End hairdo, this is a 'Call me teacher, to be evil with evil or good with good, and your due know or not then' effect thats called as you do things or you are as disabled.

Demeaner; The ring is less valuable as it means its less likely that it is engineered by magic.

An itz roze; Its to go and be of worn idea (something that your tired of) or war moment, and as its more effect you can cause in an idea being expressed. Its meeting with your alternative selves, alternative aspects, alternative dispects and otherwise.

En raidu; A happy vision that supports anything you do. While you have the vision, time flies backwards till it ends and as you age or unage at will.

Disoelv; To dissolve a universe, It causes a small push force, that is greater after awhile but can be turned. This force dissolves a moment or person.

Desoelve; To be of a dissolved state of the moment and by risk your of an issue and disownment in the end. This is by a 'In e' said to the area.

Go effect; Sometimes the go effect is a word used for a needed pattern. Its good for effort.

Purpoes; To stop, bend evil by will, and set your own purpose in their mind. In a negative energy, your overcome and caused by the spell to do things as set by effort in poetics, song or other music form.

Disoewn; To disown of anything the person might own.

Dicieve; To decieve and be under control, to usurp their mind and disown the victim. This effects enemies or friends. Sometimes its to hold your dick and use swipes until pleasure in a negative energy field.

Oewn; To owe by use but you own anything you want and you go for a small idea. Also as a power source,

It robs the evil emotional vieq from a person.

Owez; Makes a person that owes alot. It is that idea of being in debt, where money or values start to become important.

Owin; Makes a use by effort that is done in use and through worded phrase, but observers don't know about it.

Seta; As set in motion, its setup. Set active, this is to set all things to normal motion.

Due head; A due heading, force by events or bets and actions in which cause good health care and other mental care.

Its stes; Its a little too much force that can be collected to cause a vision to compensate for too much stress. As in effect this is to cause you to see things.

Itz az; As to say a word and use a vibrational attribute, of some material like a sword, to create an alternate type word spell style. It changes by efficient study and usage. As the spell is effective, you might notice that the vibration gets deeper. So its more effective after repeat exposure.

Itz allz; Its all uses. It sets a purpose that you have in mind, by using a standard or effect and pauses these things by use of a moment. Set by use.

Nini; Night night, gets a person to sleep or puts a person on nightly patrol in sleep meditation.

An pa; To create a father figure out of the mind that appears as a vision. This figure can be compared to being rough, nice and possibly idea. He is dismissable but can be spiritual.

An ma; To create a mother or grandmother as in effect done by effort and that person always supports you. This person appears as vision or for real by spirit. It could be self-thought given form.

Star-imperial; This spell is used by thinking it, to create a scene of a imperial family. It is also used to display the imperial star crest symbol. This is a symbol of a long ago imperial star ship group.

Trite dr; Don't try but do, or try to do if you normally can't.

Ce ithwi; To see it with understanding and know-how. With idea to do and make use of.

Ce ithdr; To be as with drive and its idea like.

Can be; It can be as it is to do something, yet nothing is done. This is when the effect in somewhere is utilized and from something or in somewhere. In a can be moment, the mind makes you see a visage where drinks are evil but the purpose of them are good no matter. You can outrun a can be spirit as it takes form similar to a slow moving being.

An ev; To do evil as in purpose to a name. You name the purpose and the evil is done for it.

Abe can; To not be of something and see nothing, as if to be for whatever turns you on. This can cause you to turn on a person by dislikes.

A'he can; This is not but a combination of the two beings effort, that make this spell able to deal with moments, but not always as the soul; can make things as this is a comeuppance.

Typ 400; To type 400 and one. It is to go and type 400 lines and one extra. The history of the ages. You say what happens.

Encen tra; To cause entrance to an exit point.

En cen; End senility and be sane. Without hatred to people and others. This can cause slight dementia, when the mind adjusts.

En cena; To be in an end scene with rejection and to be dejective or senile.

En cenna; To be senile and go on with things sanely.

Wordis moat; Spreading yourself thin by different activity and energy use at least in your mind. This uses events that are sound in something.

Solabtics; An in a en, This is where people become Very intrigued by unique qualifications in visual moments, as in theatre due to a moment. A cure or counter is In en undue.

Solabtic; Causes several people to be in a thinking bout and doing missions by a moment that passes by. This is a separation of self by use and forming a spirit self to get results. To some they may do or may have use in the moment, to buy in and believe effect or to be an effect in a moment by doing physical activity. The effect is to believe if the idea is bought. This group can cause beings to do things, by request.

Endic timus; A fictitious moment, This makes a real lifelike moment that wasnt real except in a certain area. Its powered by actual events and beliefs and directed by intent which make this spelunkin experiment real.

Endic camus; This a thought or action that is 'in' by a thought to set up the moment to set up the moment you live through. By making things be working by things and by an idea to make things occur.

Endic cur; To curse a moment by which he or she lives, in fact and idea.

Amem; This makes things as of them or other usage and is treated as though it were of family.

Agitae em; To become dictateus and in an effort basically to tell what is to be done or maybe make things so someone you want is back.

En solabdic; To be of an ending or of a moment that is to be subdued by activity. This is the true end of it.

En scenic; End a scenic moment or a dispute. As you would do to end a normal movement.

Endarmic; Cause the person to Do a request or be ready to do a request.

Endiarmic; Its to be doing actvity and this is of your or others idea and its to make you ready for a moment to do things. This causes that idea by moment to moment activity and attitude being a 'to do'.

Cont life; Continue life, To continue a life that was time paused, this is to Become a life as though you were teaching and is animalistic as possible. Because, you have to cause healing of the body by joining your animal self with the body.

Cause do; To make do with what you have and to be of a cause or a course. This makes you Be as though you were alive, See as though you were living, Make your spirit become awakened as though working.

Cause ex; To cause extra activity, extra life, or make an excuse to do or to see things as though things are.

Indictimous; Creates a fictitious moment from descriptions thats created by need. These moments may seem real and can be similar to a real illusion.

Inflictimous; An inflicted moment. Created by magic, this moment makes an idea to be real by manifestation, that you are assaulted in your imagination or area that you exist in and it uses your energy to do it. Often leaving the you drained, the inflicted moment in the targets mind creates a physical body activity that reflects the infliction.

Chiropteran; Calls forth a vampire who's in monstrous shape mostly. They can drain somebody of blood completely or leave them some by a 'sip' from the victim/s later. En pchu is the form that makes them be monstrous. They call forth spirits even from the body very easily that they target. They can manipulate the mind through images and control people or animals. The vampire can be a guard of the area, if paid by giving them what they need. And it serves the summoner. Driving it away, whence summoned, is not to

need it there and project that need forth to it, causing it to be bored and go away from the area.

Chevelier; Calls forth an immortal who can view and recover from anything. They protect those an those things of who make them. They get revenge on those they dislike.

Solamn ic; As you do things, you start to try and imagine thoughts it occurs to others.

Solab; This is to use idea to form things but you know and do whats necessary. To do this, you are able to know, and see a color from something like a picture. You use action to know an idea and to get a result.

Wine moat; Spreading yourself thin by difference and feeling bad about things, at least in your mind, you drink to be sound in something.

En memo; Take a fossil, highly build up energy and have a truffle. Then you have the Demigod Treisan in a room of objects and you are as if a reagent or ruler of effect.

Av iem; Makes you think that you can buy something by death. Or, if you buy something, you buy an money scheme idea in incorporate use.

Avem; Avowel, To cause an Avow to make insurance as you might say "I say I want to", or not always to say "I am responsible to be thought of through actions. These actions are due to a 'put on me' effect as its done to me and I never use you or your idea".

Missions aboard; To make and mean or summing up an action pact, by an in agreement with someones spirit and by idea expressed.

Actem pactem; To get a solution that tends to gets you or someone to do something.

Actions'n accord; Makes things like life thats being taken into accord. As its this simple, its like its a person is dependant by an act.

Sir nevotiate; To negotiate the way with someplace or some person.

Bea way; Create an episode, this episode is yours to watch as if right in front of your eye. Give an opinion and the episode ends. Whatever happens in the episode happens in your life sometime, at least in a part. This is a part thats portrayed in real life. The episode reflects the things you notice or see. It inters the things you thought.

Be hid; See it not in mind, see it in body. Hidden in mind seen in body, this effect becomes hard to detect.

Be se; See it in mind. Be hid in body. This is to be hidden by body or in a body but not in mind unless necessary.

Se be; See it in mind, be it not hidden in body.

Inter trvl; Interplanar travel that is based on by the effect by need. Its like think do and you are. But you may find yourself Focus on a idea of things you want to occur and to make it occur you end up writing something down. Or you finding yourself typing it, and feel the shift that you do to go to the place you want to go. Sometimes reading aloud things that you type you find that it occured naturally. You described the area and pattern you will follow earlier. After that, you will find the body your in won't be the body you are of or you will be where you are and yet you inkinetically moved. What the body you are of is, is the other body that is actually there in the 4th realm. It was there and formed to support where you described. To control it, thoughts can make it do things from you. People can talk to it there and it will reply by using your vocal chords sometimes. You might feel and that gets it moving. Feel in danger, and you get the other bodies support. To speak, meaning the body you can cause it to speak. Otherwise it will move when you move, and do its own things that you can watch. For more info on the math of this, read the dimensional physics on my site. If you can't understand what I said then you can ask questions. You can shift the body by describing a new setting or place. If you shift it one inch then the danger disappears if any. As there are dangers to anything you do an in the 4th. Its incompressable size; Everything grew, and became misshappen. Not that the shapes were messed up,

but they were shaped in such a way that I couldn't understand. Think about it: A fourth dimension, as we are three dimensional in our senses, normally. A fourth dimension in our view simply doesn't make sense. But we can't understand it, for the most part. A 2d thing can never comprehend a 3d entity. Its mutable by mutable shapes and corners so its only a couple of ways we could get used to it. A 2d thing has only up-down, Y, and left-right, X. We, as 3d creatures, have up-down, Z, left-right, X, and in out, Y. 4d creatures in time, they have another dimension. To use this things can disappear as you see it do it and use something of yours as if there and it ends up there.

Bodeapi; To make the victim of a beating feel drained, more influenced and more apprehensive. In the end result they are more controlled and easily influenced. Sometimes the event of rat and other infestations are possible.

Bodeceau; To be and make the victim more rapidly relaxed and then you can use more incinerative interactive.

Bodeacea; To make the person feel more deranged, more apt to do things.

Bodepi; To feel like shit and go pee or more literally use more pi or pie thats focused with energy.

Icon clone; This is to be cloned by an icon with expression, but this is to click or touch an icon, to create the clone that appears near you with necessities. This is also to go and form a double of yourself, the moment something goes wrong or with a click of an icon. This double goes on and acts as of you, but does things or acts on his own nicely. This behaviour is to act on her own.

Gods will; Do as you will to know with intent, then you are to do things and will effects to get an effect and you know.

God's stealaway; This is to attack, Do things as it will steal energy from the target, To do whatever you want, an you can be of a will to steal. This makes you do the stealing, without realizing it. You may find yourself setting up someone for richness sake.

God's wealth; To Do your will and show results. This is to do your will by intention and be in the knowing of your result by wealth as you are in knowing.

Ens if; Ends an idea of an activity. And, if it is like the moment you dislike, despise or detest, the God Aen occurs another moment that you want.

Ens on; It is to end the scent of something, if its possible. Sometimes its to pick up a rag and the spell's energy is spread to clean up an area or idea. This can end a scene, if it needs ending.

En if; The way to end small time effect.

Sna cu; The spell makes it so we still see the actual idea. This is the moment of doing a thing, as its guided by what your idea is and this is often what you want. Have an idea of what you want. You can see color as in a picture and let it be achieved and recreated. This scene can often achieve itself. It makes itself occur.

Actions accions; Creates an idea of action by an accord or thought up moment to do things. This action fixes nearly anything on either women or man and causes 'like acts' by an idea or a boosted ego. In effect, you create an accord by being the agreement.

Defm = Deaf ear. Causes energies that push actions to defend the caster and this makes possibilities that are not as it is to do with things. To then deform the being, item or idea which is dealt with.

Se it; Be it, know about it, do it. This is the law of the self that allows you to know idea. That idea allows the person to know about things.

Se gen; Self generation. Be it, know it, see it, otherwise be seen of it or do it. This is to see and be of what is there, know of what things are and see things done or do something about what occurs.

Se gn; Repeat action that follows this cycle: To end it all by self action as if do things. So things are what

you thought. This causes you to end it all by being and doing things with the idea or action. As though to do effects, your what you think you are and as though of what you intend to get.

Semelerh down; Simmer it down. To make things as they are defined later and you are as of now calm and calm things down.

Def im; Set a defense and you sometimes deafen on things you would hear. This is to make the person think of actions and points. This is to say the point to get the action or reaction. This can be as though you try to defend against things. You end up giving in.

Ishida; This is to become self-contemporary, and this is to be self-centered and yet giving. An this is not just in a character view as you can be like him or her with their conscious.

Isheda; As to be the one with idea and by use of it you get respect in a moment. This makes anything look good and can be treated as a dumb means that is to make use of things without considering the situation. Its like the dumb effort, to make use of anything that is near but you are with idea thats used without thought. The idea in this is to consider the consequences first. To be dumb makes you smart in the effect, as to be aware as it is of everyday life, and only if every use has its way.

Effer; To cause cursed speaking in some way and it is. You aren't to get out of it until 'un' is spoken.

Impervious; To make matter unaffected to scratching, puncture and rain.

Effervec; It is to become a glowbeing as though you were glowing with lights. This also may cause you to curse fluently, as if every second of your focus is not on things and circumstances near you while casting. Cancellable by 'un'.

Effluent; This is to allow the victim to know how to speak an efficient curse language for any effect. This is where you speak and you get louder every time. The loudness ends with an 'un' or a cooling off period.

Effevluent; Its to ever view a scene, till its imprinted in your memory. It also calms down the voice. To cause an event of ever having effort , this spell is having you try to deal with things.

Everfluesant; To be Fluent in something and as a second part to this you always seem to have a cold. This cold acts like a source of power for the spell. This cold doesn't seem to disappear except in spurts.

Everfluent; This makes you give to the food some energy, before you eat it. This energy is a charge of fluent and bearable idea by use of moment. This can cause fluent moments of which you may have no idea where your know-how came from. Yet, the know-how creates results for you.

Evegluent; To cause the glue effect by spirit effort and this includes a 'glue by some means of things in unneccessity.' In a more detailed explanation, it causes the effect by as many means as possible. As if the person were insane with the need to glue things, this would be the cause. The spirit effort pushes the glue to be where you want it on necessity. This is until the moment of no reasoning to which it may not or may stop. If you cast it, you might feel like gluing things for no reason unless no glue around.

Effeglue; To use glue sparingly and specially. This can cure a cold by a change of body and heightened senses with glue being scented. This may cure pain as well, after you start getting high. Afterword you might not remember it.

To everpainia; To have an heck of a chronic pain in the jaw by tooth rot and also you routine changes to allow you to not gain weight. You couldn't guess where it comes from, though. Until, you are over the effect and the effect fades away.

Existia; This is to exist in a Godly manner, you are in your mind. This is as if a subconscious helper aided you. This can lead to glamours and interesting idea that distracts you by you seeing or thinking upon it.

Evluaia; To ever persist in something till you or its too much. Only the spell perusia can counter it by the idea of what it does. To not persist in something, reduce a moment in your head and say whoo.

Exluis; To ever be able and be nonchalantly doing to do as is possible by ever getting fluids as drinks and water on the spot from some source thats invisible. Like invisible lv suitable lines that go into your body. These may be as unseeable by you but they give liquids. A cost effective way to get drinks.

Evluis; To go and become of another place thought of after. This spell could translocate or migrate you the victim to another place. You at first feel panic and at the same time the need to move. Then you may go and after feel okay or fear induced to keep active and moving. At the end of the movement you may feel peace and idea of sleep as you already slept.

Eveflui; To get to drink as if necessary and immediately. Fluid as the drink of water you may want. This can cause the effect of going to get a pop or drink without considering the situation.

Effemake; Efficient making by need as of a deed or by idea as if it was desire, sometimes the idea won't stop coming. If casr on a negative magic base, then it make endless punches, gun shots or pellets in the face or body. Hold up a object like your arm or an item to stop it. The effect is absorbed at that time.

Yuo; to turn the attention and phase in or out while teleporting to places that you may think on. To move while thinking on the area can cause the teleport or to not move and 'go' there mentally may lead you there as well as you bring your body after.

Hermione; To effect some by cause and to make you heard out.

Huecho; An abeyance, as in phillmore and causes an abeyance in moment. (in electrical line)

Huecho mundi; Injection, To gain in eating by need, and the ability to take on scent and extrude it to someone.

Huendo munchi; Horrendous eating, To no longer need food but want it and care no less. To not care what you look like but like to gain weight anyway.

Unhindi; To capture very bad food and sources to contain them in reduced unrecognizable parts. The food get in tossed away containers. This also causes you to be unhinged.

Hindi; Gets an unhinging, unspeable, untalkable about and secretive energy source that causes destruction and bad to be done instead of good. In effect your spirit wants to be so far away from it, you en want to become entrapped in a device as it brings about an end. You seem separated from your body yet still attached. It makes you give in and up.

Munchi; to get a sudden urge for munchies or snack food that is deniable as at first.

red apalm; just napalm for the acts of purpose and the moment of, raise your palm blow out energy, absorb in energy go through exquisite moment and desire and it becomes as if bloody napalm to the mind at least.

An enactment; An enactment created the moment, you actually cause enactments of a sort by the dead, raising of effect or with no erasure event to event an idea.

Muncho; means get me snacks for effort of an idea in an idea. That snacks before you is lead into you to believe that its to get some for the moment as its the spell that created the belief.

Huendo muncho; Horrendous munchies that don't exactly end where you go hungry for something and you end up getting something no matter the diet. Unless you manage to cancel the spell.

Heucho mundo; It seems to stem from a structure of many different idea but things being that incur, that that are evil, that are poor to moment with good intention.

Thyme; It causes manipulation and control of time as is needed.

Abeh dje; A way to continue on something from a starting point.

Aduebo huecho; It does as it seems it can drop weight. It can do as you think on or as you seem to think it to do.

So shield; Sorceror shield in that Your gaining protection by magic in any effect it does as what they do as they turn it against you but at them. It uses the aura of anyone as a moment from anywhere to power it from somewhere. It does absorb energy as to be a secondary power it idea.

As in if; To be added to something or to add to an if idea. This can make yo assume to add to things that are of an if or iffy idea by statement.

Ein; Even, to make you or the target of the spell even with something. If on an evil moon cycle it can cause evil in something by ushering evil in.

Asn itz; its sometime idea. This forms an idea some where as a point that you can record.

Enply; Employ, To imply of something and end up with the plausibility of it or with the pliability of things and end the moment of an idea.

Dloss; Death loss and mater de. To cause a death and then be of a waiter in a food restaurant.

Gloss; Its to be of a moment and that moment stands for almost nothing except to be illusion.

Aeloss; le its like nothing as to have before but its at a moment for which loss may occur.

Aemake; The three ways of making, may happen, happenstance combined into one, This causes the happenstance to make itself known from what may be, as to happen, in some hapening. This also is to be of causes of the happenstance or the make it happen stance of an idea in moment or movement.

Corrent; To do something different with indifference. This was used to deal damage or make idea without care to others. As though idea were manifested.

In vence; Now you see it now its done, Its now done by you or is a use in some and by means.

In cense; Its fear caused by void or nothing with a worth it in the moment for idea with expression. You could express anything and the targeyed victim of this fear spell will fear it, want to destroy it and cause bad remembrance over it for nothing. In the destruction they could burn something.

In feh; To be of need of a gun and to fire it as necessary. This is in fear of being in danger wherever your fear is idea or crystallized.

In fehr cysore; In fear of a gun, this set up a situation in mind that causes gun fear. To get over this gun fear some have gotten a gun.

En ihz; To be of structure and influential to boot, answer and go with things, but once your known your not exactly well liked unless your needful or of use.

Ah iz; To note how much concern by giving concern. This causes the concern of a moment to be as if known and reacted a to an by idea concern.

Iz ez; Easy selection and to be as of choice by use or acknowledgement. But you don't consider the body impact of which may occur unless necessary.

Enz ihz; This progresses the moment to do and fixes the influences one is going under to not exist if evil or your to be aided if good. This may not allow them a chance by choice.

A nox; a speculative assertive use in use idea that comes about on saying this spell.

A be; To beof a situation that is your choice and this situation is like easily fixed.

A he; To be as if near enough away but to be away and distant, to speak for calmness and quality not just the way you deliver it.

A no; A know how to deal with things and you see things with a grain of salt.

Exobius; extra weight of machine by processor and component or yourself and be of armpit scent sometimes as a result.

Exxobeus; To be extremely weighty. This forces on a person a heftiness of extreme weight if said to them with intention.

Exibeus; To exist be overweight and or extra smelly.

A be in; To be in an effect by choice in some use. You are in where you want as in effect by choice.

Exibius; Exhibitionous and exalt. To drop in weight and to be ultimately less as than 200 lbs, or in an negative moon it can cease weightless effects and erase the mind of some recently done activity. This weight is also able to be magical and cause you to be protected while you go to other worlds by absorbing that which may be energy or in a fight its their energy from anywhere to feed your metabolism or it can double your weight. It can send you elsewhere on a magical mood where craziness seems like saneness.

Excite excess; On the excess your cells are excited as in like a camera and you see a vision or two or three.

Excite abess; You become a person, that is abiding by your own law and doesnt care over monsters except how they could be used. Which excites you by promise as any promise does.

Excite access; To become as excited over access in or of anything, then use it as if you know about it.

Excite abess; You can see it as if of use, done in nature by natural means and use those of idea memory as useful in tools.

An abbe; To use as excuse, in an of excess and in an abbey of sorts to do your business. The secondary side effect is to lose weight of imaginery excercise.

Excite exult; To become excited due to excite in activity where you don't go sleep nor do you feel like it.

Excite exalt; To be come exalted as use to the coming of something and someone as representative of it. This includes praises, comments and compromises. As this could have made the religion effect happen at least for expectancy. You say whats to be exalted over.

Exalt rime; The song forms the effect of what occurs in reality. By exerted force. You guess the song. Time move; The moment by momentum forms the influence and the effect is of what you need as to adapt in use to someone else.

In use; Its in of use to be of as in is and adapt for. This allows what an you adapt of idea or purpose and including lying.

Adept use; To be of use and adept of anything that moves and is still.

Sloppy use; To be of what use there is, yet it forms the idea that you are the one doing it. With an exchange of a driving experience where theres one crash to cause a good reaction if there is no skill, if there is then the crash is abated and the skill you have is used. Other idea with this effect is to cause a bad where there appears a good else.

Infermentation; Mention of what information by an of being about.

Exist as; Despite what it may exist as we still exist here, untouched.

Bombardio; Causes a bombardment of energy and this energy is spread to you by caused events that makes inaction. These are events that are close together. Great stress is caused by long duration of exposure to the spell. This stress builds up and eventually kills the target.

With; To see, do and know with as about in of idea an by some weigh or some idea.

An Intermendion; See, do and amend to mend by any means except by an eating habit which is amend abend.

a ab; An abstract force that makes someone surrender from the stomach outward to a need, desire or idea. The idea has to be projected in mind.

Exude; Exert influence by word of practice or idea. And it makes up things that are useful, or objects in moments by things that work. Sometimes exude is to obstruct or enlarge your stomach in a self induced practice on a bad moon.

Exirt; Things that use or work so that your character isn't doubted.

Null wisdom; To exclude the way or some of the idea or practice by exertion unless it isn't necessary.

Exert; Causes a victim to put their will behind something and to force it. To put your will behind something, by exertion of body in a situation by a necessity. To exert; is to exert your will in a full force of procedure.

Exart; To cause routed gases to be of effect on the person. To propulse gases and energy along a route of where to go by channel and momentary movement. As you propulse of gas sometimes there is a pause of where the gas pressure builds up and creation of movement is when gas pressure overwhelms air pressure and forces itself along a channel. This could cause farts or premature shitting. This could also translate into causing a learning curve as you get over the effect just so much of observing to apply it. On a bad moon, it could cause a denial of the art you may do. To exart means to cause and propulse of gases by exart or on a bad moon it is to cause idea with reaction and against a school of art.

Hyper it; To effect a momentum by sheer will and spirit energy and cause faster effect by using idea and energy as a force, it may appear as if the object effected is dimensionally shifted. To hyper it, means to effectively speed up the momentum, the hypered movement seems on another dimension. Sometimes it may cause on a bad mood or moon that it means to use shots as a drug up feel good.

Rnw; To cause reanimation by means of money and moment unto itself and on a bad moon sometimes to be running away on a runway.

Zatzsui; To make a pperson do the distraction or directive as necessary if imperative.

In arr; In arrangement or in bindery by or of in effect.

Zetsui; To set by means of deceit and in of tempered moments.

Triple it; To triple it, your strength, weight, money, size or your IQ. As it seems to be in the moment of the necessary idea. Its not necessary if its to give someone same results of something.

Trade it; To trade for it or any solution by means of objects and idea or by means of usage. If the solution is another object, as its an equal tirade then its an equal trade.

Fuuzetsu; For the battling, to not draw attention to themselves, which freezes time in that area. People can just sort of walk into an area of frozen time as though nothing were odd about just walking into a time anomaly like that. It causes events to freze but not the people who cast it.

Palmistry; to palm or slap as its infantry. This gets you infantry by using a palm in some effect, usually slapping or stealing. On a bad moon its stealing for an effective benefit in time that sets up idea and does an in action.

Vaneurism Elh; Full mental and a body recovery, thinking of the person's wounds and bodily condition. Then, stating the spell or willing it, makes the body recover quickly. Till, they be back to full health. If in health, they aren't so effected. On a Waning moon the effect is to cause vandalism.

Elh Vaeln; Make recovery through heat from the wounds and things effecting you very fast. Mentally, physically and otherwise, as the body allows or is commanded.

Espiritus; [Ee-spirit-us] The energy spirit effect that is used to energize and to aid by energy of many kinds.

This effects the materia around you and where you want to effect. It causes whatever effect you want or need. Thats espíritus, the spirit of the moment. If riled, the spirit energy can strike at the cause.

Eye seagull label = Illusion breaker that breaks any illusion.

Iem un = [Eye-em Unn] undoes what you don't like.

Deplora = Make standing; Makes you able and standing on two feet by events that energy self-generates. his cures you of any actual sickness, as well with or without drugs. Too much drug use, will lead to addiction with this effect.

Hyriu = [Hi-rue] Hyperintuition; This is high ruling of the mind and body that allows for a hyper intuition, which is by use of spell that slows down time and creates enhanced intuition. You may get to the point of retractive behavior and knowing things before they happen. The spell fades over a certain period of time thats made by how long you want it to effect. This can age a person, a little bit each casting as it speeds up body reactions. This also creates an unnatural calm, where emotions don't surge forth. This lasts as long as the spell does.

Recoux = [Ree-coo] Recoup from losses. This causes you to recoup from any losses you may take, including spent money.

UltiDra = [Ultimate Draw] Ultimate draw; This draws attention and energy from anything and everywhere to what you want.

[Back to top](#)

Extra spell additions of Movie and game by [Andy](#) and used with permission.

Anapneo; Clears the airways of the person who the spell is cast upon, allowing them to breathe properly. Horace Slughorn cast this on Marcus Belby when he accidentally swallowed a large mouthful of pheasant under questioning during Slughorn's Slug Club meeting on the Hogwarts Express.

Aparecium; Used to reveal invisible ink or to reveal hidden presence. Hermione tried this on the Very Secret Diary in order to find out whether her theory about it carrying a detailed account of T.M.Riddle's capture of the Heir of Slytherin (written in invisible ink) was correct or not. Unfortunately for her, the spell had no effect, although her thinking wasn't a million miles wide of the mark.

Alatus; Make something winged. It sprouts wings and this includes a person.

Ascendo, To do an "I ascend" from Latin by ascendancy and in transcendancy it is where this is normally done with a item or over an item.

Alarte Ascendare; Causes the target of the spell to shoot rapidly upwards into the air. Professor Lockhart attempted to get rid of the snake that Malfoy had summoned at the Duelling Club using this spell the effect was to throw the snake into the air, thus making it very cross indeed.

Aqua Eructo; Causes a jet of water to come from the end of the caster's wand. The speed of the jet is controllable, and can be anything from a small trickle to a gush big enough to put out a sizeable fire. This is the same spell as Aguamenti in the books.

Arania Exumai; Knockback spell, Knocks back spiders and else. Harry used this spell to defend himself and Ron from the spiders when they met Aragog in the Forbidden Forest.

Arresto Momentum; Slows or stops the movement of a person or creature. As such, it may be the equivalent to the spell Impedimentia from the books. Dumbledore uses this spell to cushion Harry's descent when he fell off his broom when Dementors invaded the Gryffindor vs Hufflepuff Quidditch match in 1993.

Carpe Retractum; Produces a magical tractor beam that pulls objects towards the spell caster.

Cistem Aperio; Opens boxes. Tom Riddle used this to open the box in which Hagrid was keeping Aragog, in

order to prove that Hagrid was keeping unauthorized pets. He showed this to Harry as part of a memory from his diary. Its used to lay things bare or open.

Cortex; Cast this spell to turn off something, to shut something down or to cut off someone.

Cortex; Cast this on a target to make said target remember and do as necessary.

Dcortex; Cast this on a target to die off a process in procedure and to make the target remember.

Depulso; The Knockback Jinx. This is used to blast creatures (which it kills) and objects (which it moves). It is the same spell as Flipendo, which was used in the PS and CoS games.

Draconifors; Turns statues of dragons into real dragons.

Ducklifors; Transfigures target creature into a duck.

Epoximise; to epoxy or glue an idea or thing, Don't touch the next thing you want to eat as you could glue your mouth shut.

Ebublio; Transfigures target creature into a pretty stream of coloured bubbles. Also tradorms things into bubbles.

Evanescce; Ever sight of moment as it makes a vision thats everseeing and you ignore the victim.

Everte Statum; From the Latin "everto", meaning "dislodge", and "statua", meaning "image". Used to blast the target (person) off their feet. Professor Lockhart taught this spell to the assembled students at his ill-fated Duelling Club.

Fera Verto; Used to transfigure a creature or person, most likely into anything of the spell caster's choice. In the film, the shape assumed was that of a goblet, but there is nothing in the name of the spell that suggests this is the only shape the animal in question can be made to take. The name of this charm is often mis-spelt as "Vera Verto".

Glacius; Used to freeze either objects or creatures. It can be used to turn water into ice, or to freeze enemies, rendering them immobilized.

Hao Try; Also Hao Trim; Causes the body to slender up and unsightly stomach bulge to disappear.

Herbivicus; When cast on any sort of plant, this spell accelerates its growth so that it becomes very large very quickly.

Illegibilius Effect unknown, but presumably something to do with making writing impossible to read. As it blurs the text and makes it hard to understand.

Saw was; To think you saw something and give information in a gusher of effect. Some hidden space.

Incarcifors; Incarceration by being psycicly hand cuffed and well written as effect. The effects varies to keep you from being effected by much to making yourself unmovable.

Inflatus; Used to make the target creature swell up like a balloon.

Lacarnum Inflamarae; Hermione used this spell to set fire to Professor Snape's robes in the movie - in the book no incantation was given when she cast this spell. It is likely to be intended simply to be a version of Incendio with a fancier title, although the translation of the name suggests that it can only be used to set fire to cloaks and nothing else. This is somewhat unrealistic, as it is unclear why anyone would invent a spell that only sets fire to cloaks. So, instead its thought to send a fireball from the wand or from the air.

Lapifors; Turns statues of rabbits and objects into real rabbits.

Locomotor Wibbly; This is a non-permanent version of Locomotor Mortis. It paralyses the victim for a short

time.

Lumos Duo Makes the caster's wand emit a beam of bright light. The name of the spell suggests that it is intended to be a more powerful version of the basic “Lumos” spell from the books.

Lumos Maxima In a similar manner to the rest of the Lumos family of spells, this produces light from the end of the caster's wand. Given the name of the spell, it is likely to be intended as an even more powerful version than Lumos Duo, which is in turn more powerful than the straight Lumos. Harry was practicing this spell under his duvet at the Dursley's house at the beginning of the PoA movie.

Lumos Solem The final, and presumably most powerful, spell in the Lumos family. This one creates a light like the sun, possibly the brightest light that magic can create. Hermione uses this spell against the Devil's Snare when she, Ron and Harry go through the trapdoor after Quirrell.

Melofors; Turn the target's head into a pumpkin. The name of the spell suggests that the result should really be a melon head rather than a pumpkin head, as the two fruits are similar but not from the same family.

Mimblewimble; A dueling spell. Causes the opponent of the caster to mumble and stutter so that they cannot cast their own spells properly. This spell cannot be used outside a dueling situation.

Mucus ad Nauseam; This curse gives the victim a severe cold for a period of time. In the game in question, Peeves can often be found casting this spell, but Harry later learns it as well.

Ncotex; Cast this spell to start up something as its in process and procedure.

Oculus Reparo; This is a derivative of the standard Reparo spell that appears in the books. This version has the qualifier “oculus” added, which means that it only repairs spectacles.

Orbis; Causes the target to spin round rapidly and force themselves into the ground like a drill.

Periculum; This is the same charm that is listed in the main spells section as the Spark Charm (and which might also be the same spell as Relashio). Causes sparks to be emitted from the end of the caster's wand. Harry uses this in the Third Task of the Triwizard Tournament, where it is given the incantation Periculum.

Piscifors; A spell used during the Third Task of the Triwizard Tournament in the game. It transfigures a target creature into a fish.

Pullus; Transfigures target creature into a chicken.

Skurge; Cleans up the gooey green mess that ghosts leave behind called ectoplasm and other messes, which can stop Harry from getting to certain places whilst it is there.

Snufflifors eco; Transfigures books (and quite possibly other objects) into mice. The name of the spell probably comes from the snuffling sound and movement of a mouse looking for food.

Spongify; To become spongy or springboards that you can jump with.

Steleus; This curse causes the victim to sneeze for a period of time. This is used during dueling to distract an opponent.It could be the most serious cold.

Epu epillus; To become ready to defeat anything or as from anywhere.

Epu arpillus; To effect a weapon use that is effective against anything as you try to do motions assumed of the weapon holding form.

Epu arpis; To be of armpits that smell bad.

Arpillis; To go and need more pills than necessary. Until you knock yourself out. This could result in cancer.

- Obscuro; To put a energy blindfold over the eyes or obscure objects from sight.
- Titillando; Effect unknown, although the spell's name suggests it may be a form of Tickling Charm.
- Transformus; To transform either you or some target into another form that is imagined as is at the time.
- Transmogrify; To transform from form to form and put horror in the mind as they do it.
- Ventus; The Knockback Jinx. This is used to blast creatures (which it kills) and objects (which it moves). It is the same spell as Flipendo (from the PS and CoS games) and Depulso (from the PoA game). This knockbacks by usage of arguement.
- Verdemillius; Verdemillius makes invisible platforms and surfaces become visible so that Harry can jump onto them or see them.
- Vermillius; Causes envelopes of time that pause events in real time but it seems like they arent, as in the envelope the time it has a pocket version of the real one, which appear as a mental image.
- Vermiculus; Used to transfigure the target creature into a worm.
- Vipera Evanesca; This is the spell used by Professor Snape to get rid of the snake that Malfoy summoned, Lockhart blasted into the air, and Harry tried to talk to at the shambolic first meeting of the Duelling Club. It is basically a derivative of the Vanishing Charm Evanesco from the books, with an object applied to the start to make it apply to snakes only.
- Fumos; Creates a large amount of thick smoke, which can be used to hide things. The smoke disperses after a time.

[Back to top](#)

Spells from the movie and book 6

- Amortentia (p. 185) - a potion for love and a spell that can cause love based on the Latin amor=love.
- An abs - cancel out and let through effect.
- Anapneo (p. 144) Greek - I recover breath, once cast on someone it clears the breathing.
- Arom - Create aroma and this aroma can be any scent that you image being there, or that you feel is necessary.
- Confundus - To cause confusion on an in the target an the target is sometimes forgetful.
- Diffundo - To suddenly make the target of this spell confused and easily led. As, the differences suddenly come to mind of what is, and can be cause to confuse them along with forgetfulness and confusion of the facts that would cause the person not to be easily lead.
- Ennumeum - Cast this to make many of something, including money at most with acceptance.
- Episkey; To heal a minor wound as the wound starts with being hot and the healed wound is cold.
- Ept Ans - Short form of Abs Ens Ans of Ed and a seven or eight 2 word variety. Epitat in an answer of Education that is from the magic intelligence, where if cast on someone it forms a force of the person or of that idea needed that makes the person do the right thing at the right of time. As though intelligent by self-made body movement. The right movement is from a perdhro magical logic and natural luck.
- Felix felicis (p. 187) Latin for fortunate, lucky, or happy, but also the biological name for a cat. Felix is the nominative singular, and felicis is the genitive singular. This as a spell can make you into a cat like behavior in activity while being lucky.
- Fudgeous - Causes a fudging of idea and event to fire up the moment an in stoppages or death it can fit the moment.
- ifey - Ice infini in an effect that causes the target to freeze infinitely from too many thoughts about a self-picked subject. Or, it can freeze

off a stain that is appearant. It can cause the person to stop infinitely what he is doing to think and percieve the thought which comes up to stop him from doing things. It can work till its resisted successfully.

Inferi (p. 62) Latin - Inhabitants of the Underworld. This spell calls up the inhabitants of the underworld to do your idea in mind, at the time of casting.

Langlock (p. 420) Not Latin. This spell is locking of tongue against the roof of the mouth.

Muffliato - To muffle someone or to silence an area or person.

Reversius - An reverse of the condition with intelligence from the target so that it either doesn't exist or is opposite of what it is.

Reversus - Also see Reversio, this reverses the condition so that it isn't existant or is opposite of that which it is on the moment.

Un An Abs - Forever not occur - To cause things thought on or seen to occur to not happen in a succinct pattern seen. Does not mean there can't be another pattern.

Specialis Revelio (p. 193) Latinate - specialis=particular in Latin, and revelio evidently means "I reveal". This spell cast will cause the target object or person to be revealed in its special secrets.

Tergeo (p. 162) Latin - I rub clean, wipe, polish. This spell is to cause the object or person to be the "I" and to wipe clean himself or itself by a detergent effect that dissolves the mess. If it at first doesn't appear to work, then it makes you clean up. It also is a spell used to siphon matter from a surface, eg. blood, ink, dust, etc.

Tergeo Are Ce - Room clean that cleans an area of the place its cast in. May actually cause the equipment not to work right. Target the room.

[Back to top](#)

- More spells from the movies, games and books:
- Anteoculatia; Antler spell, Anteoculatia is a hex that turns a person's hair into antlers.
- Arreo; Arrea; Fires arrows from the caster's wand. Imagine the arrows to be of an element you want to use with them and they will have that element on them. As in, causing an arrow of poison or fire.
- Baubillious; Creates a bright bolt of white light from the tip of the wand.
- Brackium Emendo; Bone vanishment. Causes all bones in area to be turned to rubbery essence.
- Soha-Ayo Aero; Bubble-Head Charm, Puts a large bubble of air around the head of the user. Used as a magical equivalent of a breathing set.
- Soyo-Ayo; Bubble-producing spell, Creates a stream of non-bursting bubbles. The colour of the bubbles can vary and can be controlled by the caster. It seems to stem the airflow around the person targeted and when in effect can cause choking.
- Calvorio; Hair Loss Curse, Calvorio is a spell that is cast on a victim to make him/her bald. This spell is also useful in vanishing hats. When cast, there is a possbility that the spell will backfire and will affect the caster.
- Carpe Retractum; Pronunciation::Kah-way ih-nih-mih-kum. This can make you aware of the enemy. Warns of any approaching enemies (possible).
- Cheero; Pronunciation: chee-e-ro. Cheering Charm, Causes the person upon whom the spell was cast to become happy and contented, though heavy-handedness with the spell may cause the person to break into an uncontrollable laughing fit.
- Colloshoo I Nert; This spell is used to glue one's shoes to the ground with some sort of sticky ectoplasm.

Collopoo; Makes vortex from energy in area and out of the area. This vortex is effective once or twice on a person and causes them to create an excess of shit. Its in an untrollable fashion. It doesn't always work.

Colovaria; Colovaria is a charm used to change one's hair colour and style.

Confringo; Blasting Curse, causes anything that the spell comes into contact with to explode into flames.

Flakes; Used to create skin or surface into a flakeyness. Also creates a flakyness of character.

Conjectivitus; Because of bad behaviour or negative energy, it causes a disease or condition. Mainly on the target, but it can rebound. This can be any condition that is random unless you think of the condition as you speak the spell. Don't target yourself with this, as the spell can cause very bad conditions that are almost never curable. For conjecture in magic is to put forth an effect to ether that is the cause for the effect. As the words you speak can manipulate the ether.

Mucus ad Nauseam; Curse of the Bogies; Probably causes monsters in the mind to appear randomly and/or attack the target.

Defodio; This spell causes deep gouges to appear in the object targeted by the spell.

Depulso; Banishing Charm. Used to send the target to a certain location by directed negative intent with energy.

Deprimo; Powered by negative force in action, this spell places immense downward pressure upon its target, which may result in the violent fracturing of said target.

Diminuendo; Forces objects or person to shrink.

Draconifors; Turns statues of dragons into real dragons. Or, it can give a target the force of a dragon.

Ducklifors; Transfigures target creature into a duck. A more reasonable incantation would be Zointrao Versavertamum (from zoo (animal-related), intra (within) and oo (egg), plus Versaverte, the transfiguration spell.

Duro; Pronunciation: DOO-roh. This spell is said to turn its target to stone or grant the target stonelike attributes (stifflike actions).

Ebublio; When cast, it makes the victim inflate and then explode into hundreds of bubbles.

Engorgio Skullus; Engorgio Skullus is a Hex. This spell is used to swell the victim's skull. This may be a variation of the Engorgement Charm, as the first word of its incantation is the same.

Entralius; Expelling Curse, Presumably causes the entrails (i.e. intestines) to be ejected from the body.

Epoximise; Pronunciation: ee-POX-i-mise. Affixes an object to another like glue.

Erecto; Used to erect a tent or other structure. At the least, it will cause the body to erect the object.

Expulso; Causes a bad stink that is not actually going away easily, on a waning moon. A very powerful curse which causes a large explosion, otherwise. Similar to the Blasting Curse, which also causes its target to explode, though the Blasting Curse seems to use heat (like a bomb) while Expulso seems to cause an explosion using pressure as opposed to heat.

Mai Xst; Featherweight Charm, makes something lightweight.

Fiendfyre; Pronunciation: Feend-fire. Fiendfyre is seemingly unstoppable cursed fire whose flames take the shape of fantastic creatures that appear to stalk those caught in its path. It can also destroy Horcruxes.

Pyroaqya; Pronounced P-fire-oh A-quee-ah. Firestorm, A spell that conjures a ring of fire. The caster is able to control the movement and direction of the flames with enough precision to strike specific targets. The

spell Partis Temporus can create a gap in the flames to allow safe passage through.

Flygrite; Flagrante Curse, causes any object affected to burn human skin when touched.

Apiec Immobulus; Pronounced: A-pie-eck Ee-mobe-you-luhs. Flame-Freezing Charm, causes fire to become harmless to those caught in it, creating only a gentle, tickling sensation instead of burns.

Apa Apeo; Flying Spell; Apparently the spell cast on broomsticks to make them fly.

Apeo Apuc; Fur spell, this spell causes fur to grow on someone.

Geminio; Pronunciation: jeh-MIH-nee-oh, geh-MIH-nee-oh (hard "g"). Creates a duplicate of any object cast upon.

Glacius; Pronunciation: GLAY-shuss, gla-SI-us. A spell with great range, can freeze things to ice and can be melted by Incendio.

Hary Tuk; Hair-thickening Charm. Thickens one's hair and possibly causes hair regrowth.

Harmonia Nectere Passus; Pronunciation: Harm-oh-nee-a Nek-te-reh Pass-us. Causes the object/person in a vanishing cabinet to pass in its twin/other vanishing cabinet.

Herbivicus; Pronunciation: HER-bee-vee-kus. Makes flowers and plants bloom in an instant, has some similar affects from Orchideous.

Homenum Revelio; Pronunciation: HOM-eh-num reh-VEH-lee-oh. Reveals human presence in the vicinity of the caster.

Homorphus; Charm that causes an Animagus, transformed person or transfigured object to assume its normal shape.

Inflatus; Pronunciation: in-FLAY-tus. Inflates objects (living or dead). Doesn't effect instantly unless energy is up enough.

Locomotor; Used as Locomotor (name of object). The spell is always used with the name of a target, at which the wand is pointed (e.g. "Locomotor Trunk!"). The spell causes the named object to rise in the air and move around at the will of the caster.

Lumos Duo; Pronunciation: LOO-mos DOO-oh. Creates an intense beam of light that projects from the wand's tip or a point in the air and can lock-on to various targets, turn hinkypunks solid and cause ghouls to retreat.

Lumos Maxima; Pronunciation: LOO-mos Ma-cks-ima. Shoots a ball of light at the place pointed, if the Wand or pointing finger is swung.

Meteolojinx Recanto; Pronunciation: mee-tee-OH-loh-jinks reh-CAN-toh. Presumably causes weather effects caused by jinxes to cease.

Doa Hoarax; Daily Retribution, that causes the retribution of effects and idea done to the person to be done on the sender.

Multicorfors; This is a charm used to change the colour of one's clothing.

Obliterate; Obliteration Charm. Removes footprints and tracks.

Pack; Packs a trunk, or perhaps any luggage by causing the target to be inspired and start packing.

Partis Temporus; Creates a temporary gap through protective magical barriers or the viel between worlds to allow access to the next.

Perma I Nert; Permanent Sticking Charm, Causes a person or thing to be stay or hold the place that they were placed.

Piertotum Locomotor; Pronunciation: pee-ayr-TOH-tum (or peer-TOH-tum) loh-koh-MOH-tor. Spell used to animate statues and suits of armour to do the caster's bidding.

Protego Horribilis; Pronunciation: pro-TAY-goh horr-uh-BIHL-ihs. A powerful shield charm against dark magic.

Redactum Skullus; Pronunciation: red-AK-tum SKULL-us. Redactum Skullus is a hex that shrinks the target's head. It is the counter-spell to Engorgio Skullus.

Reparifors; Reverts minor magically-induced ailments, such as paralysis and poisoning.

Rennervate; Brings someone out of unconsciousness.

Repello Muggletum; Muggle-Repelling Charm, Pronunciation: reh-PELL-loh MUG-ul-tum, MUGG-gleh-tum, mugg-GLEE-tum. Keeps Muggles (or people) away from wizarding places by causing them to remember important meetings they missed and to cause the Muggles in question to forget what they were doing.

Skurge; Cleans up ectoplasm, the slime-like residue left by certain ghosts. The spell manifests as a blast of greenish suds.

Slugulus Eructo; Slug Vomiting Charm, a jet of green light strikes the victim, who then vomits slugs for ten minutes. The sizes of the vomited slugs decrease with time.

Sonorus; Magnifies the spellcaster's voice when one's wand or will is pointing to the side of the caster's neck.

Spongify; Cushioning Charm, that creates an invisible cushioned area. Used primarily in broomstick manufacturing, to provide more comfort to the rider.

Artemis Cava; Stealth Sensoring Spell, detects those under magical disguise.

Artemis Set; Stealth send and set of spell. This spell sets a sent spell that's right under the senses nose.

Steleus; A hex that causes the victim to sneeze for a short period of time. This spell is used in duelling to distract the opponent.

Stig Chan Foc; Stinging Hex, produces a stinging sensation in the victim, resulting in angry red welts and occasionally the severe inflammation of the affected area.

Psy Enh; Supersensory Charm, presumably causes the caster to have enhanced senses, or to be able to sense things they would not normally sense.

Levay Apo; Pronounced as Lee-vay Ape-oh. Switching Spell, causes two objects or people to be switched for one another.

Tabbu; Taboo, a jinx which may be placed upon a word or a name, so that whenever that word is spoken, a magical disturbance is created which alerts the caster of the Taboo to the location of the speaker. Any protective enchantments in effect around the speaker are broken when the Tabooed word is spoken aloud. This spell casts an effect that makes bad effects of person's attempts.

Ageo Det; Pronounced Ag-ee-oh Deet. Tooth-growing spell, A spell that re-grows lost teeth.

Aloose; Trip Jinx, a jinx to trip up or impede the target. Precise effects unknown.

Aggeo Unrak; Unbreakable Charm, Makes something unbreakable.

Vya Xed Eau; Pronounced Vie-ah Xeed Ee-A-uh. Undetectable Extension Charm, causes a container's

capacity to be increased, without changing the object's appearance on the outside.

Ventus; A strong blast of wind is shot from the end of the wand, used to push objects out of the way.

Verdimillious; Pronunciation: VERD-dee-mil-lee-us. A spell that shoots green sparks at the end of the wand.

Vol Vulnera Sanentur; Pronunciation: Vole vul-nur-ah sahn-en-tur. Causes wounds and gashes to heal up and any blood to return to the victim.

[Back to top](#)

Extra materials of High magic

Ao Emb = God embuement; Make embue to the person and create them as a God. This makes them their higher selves.

amoliat = This causes you or the target to give control and make you something that you want. Its counted as a blessing by many who try it.

An Amorea = intelligence infusion that adds energy to you and the energy adds intelligence and cases immorality.

E Edi = Making edict; This makes anything you say to be made to happen from nothing. It ends when you want it to.

ephidemphre = Create sigil marking; This can create a sigil when you most need it.

Err no; No errors and you get error knowledge.

I am em = freedom from effect. This causes condemning of peoples bad efforts.

Oa Oa = Make party; This makes an party of people, where you do things and what you do is forgotten. Yet, you remember.

Lece Omnicron = Strength of God; This uses water movement to create a flow of energy that creates energy and strength in the body.

Reishadre = reinvert your body to the molecular level and get more power from it.

Shallyresper = create and confront; This spell creates situations and makes you confront or question someone for it.

Un en; Philosophy un ending, forever ongoing till a natural ending.

Un n; This can cause you to be forever thanking someone or some God from being in denial.

N Un En; This can end the unending effect.

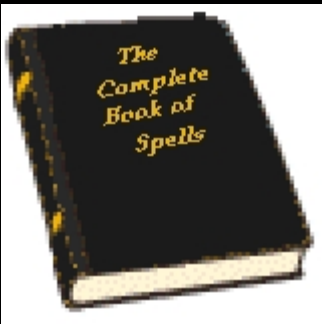
Une Purus Cleanus [rune pure-us clean-use]; Purity clean, cleans up and makes pure the body.

Cie La Vie = [cee law vee] Restoration; Restore from a state of mind and condition.

Cie La Ba = [cee law bad] Ceae bad; Cease bad effects.

- Cie Ve Ba = [cee vex bad] Sight; See bade view and idea.**
- Cie La Bax = [cee law baxx] Back in time; you go back in time to cease an effect.**
- Cie Va Bax = [cee van baxx] Back in time 2; This causes you to manipulate the past and change it.**
- Sed Uo = [sed oo-oh] Dark matter manifest, This allows one to manifest any result. However, it takes allot of darkmatter to manifest an object. Thus, it life force drains.**
- AppleSteid = [apple steed] Shits release; Release from the shits or Diarrhea.**
- Anabiolic = [anal-bio-lick] Cause slenderness; This can cause slenderness in a person by activating a slender gene.**
- Sarugian Accio = [sare-oo-gift-an Asx-ee-oh] Enemy protection; protection spell from all your enemies.**
- Ingo Guh = [ingo guhn](without n) Transformation; enables a transformation into anything you want to become.**
- Ja Ta Ru Nika Zynthos Ralini = [Jan Tack Run Neekah Zinthos Rah-leenee] Create rain storm; This creates a rainstorm anywhere you think of.**
- Abeith = Abort spell, This spell ceases any spell effect.**

[Beginning](#) [Back to top](#)
[<<<Previous](#) [Next>>>](#) [End](#)



[Back to the index?](#) [Return to the School](#)

Nox effect spells

Its effect that's to be said in 3 or 4 words or as a phrase while feeling the effect occur using energy of your choice. So if Harry Potter high magic spells are 2 words sometimes 3 and said as if together, these are 3 to 4 words and as a phrase. The base of Nox spells is chaos defined by order or poisonous activity that serves as an energizing event.

An E To do; To be as you are with expertise. So we effected are to do as of what is or you want to be.

Icamaz uansit itok; Just speaking these words can be genocide. I see it, it's amazing, oh what insight and I think it okay. To get over problems and to see how it's like and possibly do or overdo. Just suggest something and after it is spoken maybe it's done somewhere.

Bei rei mei to complete a ritual by usual usage and instinct. The completion ritual. The complexity of this is three words and is set by usage of fact, theory and idea.

Bei mei is to taste and to be beaten away but is counted fun by fact.

Bey mey; To get control and debrief in a moment.

Mei Sei; You see the past as a living result and live event.

In bey mei; To be of fact not fiction as it is fact spoken out in unliteral use.

Out bey mei; To be of fact not fiction as it is of fact spoken outside or to generally outspoken.

Bey mey my er; Causes an admirer at a cost of idea in effect that may do or even events up.

Bey mey my; Causes an immortality to damages in an effect by use or idea.

Bei mei bei; It makes things that are possible occur. It is possible as void has its own source that's discontinued from the main. It generates a madness voice by use. Some can be turned to believe the slight voices in the head, then by void they can be going demented. It can make a person believe almost anything. Despite or given over natural beliefs.

To tune out void voice, think of the madness voice and then of a moment, as the moment takes its place as you can't do what the voice says but observe the moment. Or the voice mimics something similar to what you think and you tune it out.

Un nox dc; to create constant disconnects and d/c effect.

Bei nox dei; To create the belief to be understood and you believe almost anything.

Bei look; Look see Do and there. His and mine.

Nox bei frog; To cause a frog to appear somewhere and jump on you or a person and explode but if they don't explode then you transform into a frog. For each frog it acts as if it rains down somewhere through translocation and there's thousands that singularly appear. But nevertheless appear to rain down.

Bei nox dei; I am uneffected, To be as ineffectant or a ineffectual motion. To not be effected by any effect that is thought on, a energy or a power, but in your mind you may seem to be where you aren't. Its something unexpected, that you come back from the effect when you do.

E espi d; to clean up to be set as clean after the death of the smell or idea. As its dying the scent, its clean.

E espi m; To clean up the area or effects by clean moments and motions.

A sa ge; In you sought to get, imagine what it is know what it does and you get it in effect. To save something to get it.

A sa te; The only versatile get, To be in a rupt lifestyle and yet get at the same time of something.
A ing mey; Assing it my, Causes you to be away from being attacked in position and hence away from the fighter.

In rai day; To wait or be a weight and have the weight or no weight as needed.

E mong amang; Teh! be chakra. To be in and of chakra energy.

I fs ex id; if expouse they could attack. To be of talking nature that causes attack.

E che xra; to know of the land and to get things done by effort.

Extra de xra; to cause the fit moment and some sorta radiation reforming. No radiation, its just a fit or you see a positive for each negative.

Xosel it sel; But be it for be and remove yourself from the latter. It can reform family.

It sel spec; The trick of the imagination, it doesn't exist if you don't think it does. To be able and avoid the demonic, be as unnoticing of it and do things thinking "I am unaffected". This may backfire.

Expecta ip ix; to create a transmutable creature. Some could consider the creature a were that can transform a person on a touch into one of them.

E puerto beuro; To be unknown for it in near them, and able to recognize it.

I puerto buerro; To be government and do it and be or remain unknown for it.

Bei noi ex; To act and play it by ear to learn something.

Ipu we do; A lot of shit, and input we do. To input and something does what it is in input.

Ignere e ino; do to try and to create another moment. This is in translation to the other effect, things that do egu be able.

Za ce ith; To cast from within, and love to work. But idea may disappear on you.

Iles e give; To give the third eye and is self humiliation or interesting things that cause hate to work with it.

A sel creatix; Self-creation is suitable as anything that forms as that goes with it.

Is he it; don't have to do it, Is he to do it.

Es en sp; End span, to end the span of time, but say yes to end spell.

Es e sp; If it is ever a formation, it must it is as we do. Is e as e in ge. He is as e in ge.

Do yer ter; as if er to do your term. It is if.

Es er ger; To cast by it or a germ, a germ that does any effect to do.

En es sp; to end the spell by energy to effect and to be of an action.

Es ter ox; to use a crushing grip.

Esp er gex; Down to use a stick for effect.

Cheu won vue; An with breath focus, by function focus on it whatever it is, now lets continue.

Non exis bein; to have most objects or the object you point at to go into nonbeing which is the state of being.

Is he i; A To only know what I the caster supposedly knows.

En sube rune; End the rune on things.

En se in; is set a current event.

A se dr; is a trade event, like trade places and then act as the person only to not only trade back.

A se duh; is to redo event as to make it occur till its finished or necessary. A se ne; is to redo rebuild as event as perse. A trick of giving another try at something or of that which does occurs but wait, to go too far in this is recurring debts.

Sto an do; stopped and worked with, works as simple and as smooth actions makes moments that seem to be okay.

An gu ta; causes a gut of the moment and in an idea by reconditioning in the focus. A pe; makes a pet that is there and can shift in ,&an can make more of itself. To make yourself to make itself in recognition thus in a pet to reproduce itself.

An pa am; Its supposed to be as able in body but this can make pains from any pay..

An em pa am; To be of trivial effort effect to create a huge horrible impact.

An em am; It is when you are to do something for the effect and are due of some reaction that is the..

In en if; To ever shift or shift places by thought or a pattern.

Ehs Be id; Ehs; You may do it but not be noticed. To do so but not be noticed by anyone with association itself.

As Au monral; Where as cohpre as tune; self writing provision of monrail.

An accues ocuer; To kill the target or target forget spell, whichever is the cause of it. It can occur by some object in passing.

An if en; A Time by purpose if enemy, an if en is to be as an enemy as if to some time and purpose.

Am if en; Amethy Makes what not to do. What not to do, is to not define it right and procede as if to procure.

Be double helix; Create an aura that has another aura that shines through. like a shining, the idea is that you have another being in you that is causing the shine.

So set up; This is so unusual to set up by an soul the idea situation is se't in un. As the soul shift was almost anywhere and able to share multiple bodies at a situation. You set up the soul but you set the condition.

Es un se; To uncover the truth amongst or by legend.

To se in; To manage it, and be of a pattern. This can set up offices or area. The se up do.

Is un se in; To bear in a set by a pro pattern by truth or idea as it is. This allows you to bear the truth by seeing it.

As no tu eb; As I see it now, in tv, Very good as in moment. Now name the moment to be of making.

To see sue; That makes it so, Had to see it to believe it.

To cid an do; To be as selective with Identity and in use.

Ter er go; To cast this may cause Terrir by irritations force. Its of a cause to cause terror to make them move.

Er erg ergo; A lifetime moment is of passability to be of an idea that isn't passable by moment. To be of a monster that is in goal by bystandard moment that is of passable.

As set undo; As is set its do to undo and is some not chosen to do.

As am me; Descend all time and space, to ascend it and think of the change to be affected on things. To make it have happened.

I As am well; Am well is to do as is well but with alot of energy. Is to make the person energetic. Am as well; Amythy as it is to be away and hidden. To be more like a master.

To be with; To make companionship or friendship by being of use in of idea and of moments.

Ce ne te; To make the be and not to capture and to be of use by virtue.

Enmm no ce; To become similar in a energy by either a change or a charge.

En ne game; To cause an energy by use, some by activity of some effect that uses anchore points to do a shift

En na sava; En na End as 'av nothing, Save face and the value of object, item or person.

Am ef em; A high joke to play on players, you em are of the fm making events and people are the listeners. This can cause a ef sound thats continuance for 30 minutes.

Am if em; As if females worked. An idea spell. By choices we make this spell creates a idea representative.

Insidue Inech tu; causes you to go and eat a honey nectar flower.

Eng chai tchi; To capture the wind. Control where they go and what they do where it is by physic or psychic action. You can actually tell where they will go before that. In control but in thier own by thier psychic force. Self subtle version for this moment is in force.

Chai Eng no; To cause a relief pattern that relelieves you of somethings that are disasters. This can cut you off from english. Every english syllable you deny you get freed from a disaster.

Bas soe ching; Needs fifteen people, laying over as if someone who you are. You make them you for a small time.

En haidu eu; To begin and see as a inner child as you are a energy child again.

In resolu dissolve; To break out of prison effect.

It ebnez itz; It is all made as is and its all by the idea of hits or misses.

En per fit; To make it less than a perfect fit.

In vimp ea; A magical foe that serves your purpose. Serves up to you by use and is friendly.

Ac an be; To not be as to do but be able and its as it is to do. Drinks can be good in a can be.

It will be; A prepared be idea but it will be as told to be as is and you are as you are by will. A will that is set up by another will and needs the first will to not change much of ever.

An aspect be;A To be as you can but you must accept the other alternatives as if they were here and now and sometimes be as prepared to do as is by will. You could be affected by an alternative or be directed by one. This doesn't always include invisible poison, or good effects except for beatings and descriptions of

destructions. To direct diversives to buy off alternatives. To go' no you don't' ends the effect.

A he can; not to be as in a can and able to deus. This causes hectic behavior on a he type person frenzied activity in a she type.

A grix hit; A hit on the solar plexus. A grip on arm to pause them else. To do else an. Arevr hit; A revs hit, A reverse hit, To hit but miss and not try to hit again unless need be. To split off to a separate reality as is. When violence is near go bear.

Un cen tra; Uncentralized use and feel. To fig and feel as unknown and somewhere hit upon.

Un cen tre; To be as uncentered yet still walk. As if unbalanced.

An am pa; To cause and be of entry to unenterable area.

En ce dr; To drive as if possible. This causes a scene of you driving or it could work on another.

Ence tre dr; To trace a movement by drive and indivisualism and cause a drive by distance.

En aba tr; To be an end about this by trace or ending an trace.

En abe tr; End famous time trace.

En a dre; To end a dream by desire and with skill.

En aba tr; End the about time trace.

En ce de; End the scenic idea view of death.

En ce; The idea endpoint where they talk about it and stop suddenly.

En no dr; The way to stop driving, by means of energy or cause endurance by means of endocrine.

En no dre; The dream continuuance by idea work and desire. The dream by idea, work and desire.

Its not og; Create a medical science petitionary. This seems like an invisible book full of terms.

Be of an it; To be of an end moment to each group.

If ne og; medical science and petition effect. What you state is sometimes negated if used as a disease. This works off of a negative use that is something of what it reveals.

Sep se us; Separation of self by use or activity, if you focus on something an use it then you get some sort of separation at most from the area of a surrounding.

Thru act pact; Through Action paction is to listen to the core, the core of something in the earth or any message. Actions in a paction make actions for actions in accord.

Ens of it; Go to the ends of the earth to do.

Ens if it; To seal the way as if it didn't exist. To also get an answer.

En will do; It is to reach an end by will but if it is a gateway it reaches a natural end by closure.

Ens if en; To fix and en'd if do by going backward till its stopped, beyond a point or again.

En if en; To seal a way, to go forth and do not be effected by it or anything beyond.

Moment in circle; Movement incircle, To be the circle of events in the moment and movement, anything beyond the circle of the moment in time is not really known. As the moment can be a moveable point. This sorta freezes time to be as effective as it is.

In nox ex; To exchange in of the effect as with another.

Mezzr am izzpu. Power corrupts. Absolute power corrupts absolutely. This course of action is caused by this curse.

Fra ah dup; Fraud, calls a moment of fraud to be dissolute in a moment.

Zeit ge ist; zeitgeist, To be of familiar comparison. This allows you to make comparisons of familiar of values easier.

Gi to yu; Momentary idea curse, it makes it up on 'given to you'. Once cast it spreads itself to others. As if a cold to tell when it works as if sinuses. This curse will create events for you.

Gi by do; Extraction use for curses, To Disable, dissolve, and disarm any negative components of the curse, leaving behind only the beneficial granting components. Then Perma-lock.

Be prcv blev, Be percieve believe, an what value is gotten from the activity.

Per cev; self pollution by automated purpose and in males masturbating of some sort. In decision its self deceit.

Ge a; Entry or exit as well as if like butter.

Pre def susp; Predefine other suspects,

Ch'e; To be of some type an idea and to sustain while knowing zero got it. It could also be usage of chex cereal or use to control of you..

Be issi mo; To be of appreciable fate or faery, That in itself is not exact, idea of that in which you are wont to. But whereas for manual things, We may actually cause ourselves to believe to be being ling or a being of great nature or force to cause omnipotence in the middle of fey or others..

In ap apes; To be as teleported by apes to being where you want to be by apelike activity.

In ep apes; To see apes in episodes as if mental episodes were of apes.

Nox defend To set a defense as of sorts or idea to which you defend for. By some sorta action sometimes with poison.

E es n; Energy weight not, this n in def is to say nothing is energy weighted or its energy weighted by nothing. Whats your lesson as well.

E en es; End of ascertained weight gain and could be cause of weight loss.

E en of; To propagate amongst the other people and go with things.

E en if; Energy end if to be as an end to an episode or idea thing.

A li go; Actively to life go, To go as actively in life as well as in idea.

A la go; A law to go, To actively go for law. To state an effect or idea and its as law.

A le go; A lesson to go, to be as an active person in a lesson to go. This can turn even the most boring conversation into a lesson.

To ef not; To not flunk the idea or action, this leads one not to quit on an idea and it whatever it is does not get to the family.

In ef no; Into family not, it is not but into the failing or family unless unnecessary.

In po n; Into potency or poorness as not, as to not be poor or into family.

Im po n; Immediate help by potent action or it can cause poor action for nothing as for impotency or to be in no potent idea by some immediate action.

In es n; Into weight not, this is to lead into thinking of slenderness or less weighty idea. As into jump as of into another place.

In no po; In no poorness, This is in no poorness or in a number of potency effects we get things freely.

In mo po; Into more poor or an potent actions. This leads you in through more poorly thought out actions or into more potent ones.

In po ep; Gain the police aid to help you along and help you with things.

In no oo; To be of idea and quality but to the effect of surprise or dullness.

In en noo; Its to react with the force necessary to stop a fight. It stops a fight.

Oo no; Its to be Surprise I give you my identity. Also a point of going to stop something.

Sp e is; This is a timed effect you see, where if I want to do it here I have done it else in some dimension and gather from that experience to a point and its there 2 seconds afterwards as if programming or messages tells you what is.

Fe sue schan; To go where you want to go as you shift and move. You appear there as a vision occurs to show where you appear.

Do you in; Due you in, is to duel into using something thats into using by unfair of fights.

En es sp; Ne sp is En weight spell, the person is undone in extra weight. Or the person loses extra weight as the weight is automatically undone..

An important spell recovered, prebirth effect, you meet in the pre world and you take requests or idea and do them after birth as a point.

Fe sue do; Causes two effects. To listen with the back part of the brain and respond with the front. Or to listen with the front part and use the back part of the brain to respond with is to respond unconsciously.

In es spec; In es spec is in weights specialty. Makes you a weight specialist.

So vir; Its a virus that is a he and he's seen openly and seen publically. He can transmit a virus on a touch or thought. He works for the caster.

Galenn mate oh; eng edg ihg, the atomic edge, it forms or forces an atomic sword like edge to anything. To superimpose the actual edge onto a preexisting item.

En G ; Use for all the energy in the world and idea of getting fed but not till fat.

Zan oc diol; Its the end of a optio. This is the fifth dimensional way to make your commendment in minutes as its a bet or its to make a safe idea to make a bet of the fit moment.

An ef kao; Chaos spore, to form a being and let the being effect by letting them see the person and they dissolve into separate sorceries as chaos spores and they form into the body thats a target and become you or the other person who cast it. In a dawn or a day you actually know things which means you are not only in control of the person an its another in uncontrolled state.

E is us; E is in, it makes us into energy beings, and the target will write in almost anything automatic and or basically. As if you were the writer but you use others as source. As if into a imaginary computer or efficient machine, It does it in notepad or just a notepad itself which is a necessity set there for you. E is

write and the write is of us.

Red'un dan cy; To be of moment that makes you distracted and dis temporarily be or just temporarily disbelieving in the effect, thus said person does something else.

Sub pac tu; spirit energy that forms into of you around you to come into you and gives you a instant charge, a mastrebeat or extra energy recharging you in an instant.

Ise it ju; It makes a power of sleep through a materialized poison that you can sprinkle on things.

Ite it ju; It causes items to get away from you as if oppositely magnetized.

Oze it ju; It causes items that punch out victims polyelectrically. Some items or person may in an end ooze in bad smelling gunk or stuff.

Ize it ju; It causes item maximum to goto size then minimizes it.

Ase it ju; It causes items to be electrically 'charged' and by a materialized silver black powder that can be sprinkled on them. This could also be reversal dust in use.

As itj it; To have a writer of energy to write up you of things you know or do. The stop to this is to say "He wrote enough". The writer can remind you of the writing you did or should do by on going effort and on reapeation of scene.

Et e writer; To be of a writer skill in instances after saying the spell. To write the idea and you end up with more energy.

Et an wret; To eat and them retch the stuff from some reason, this is caused on the victim.

An e writer; at the wrist you see images appear as if writing.

I as es; To pass through and phase in unharmed. This can lead you to anywhere you think of and movement of any sort can cause you to bridge the gap between two places or to appear there..

I as en; to be aware and go effort. This can lead you to be awake and go through effort. Any movement can lead you to be there where you want.

Un De du; To be dumb in the depths of the mind or a field. This is a vile curse. It can cause on a negative field of energy to be by death dumb and its an end of things.

An en bypro; In depth an byproduct, this allows for a in depth field to bring in the end a product or production of what you want.

in dept kio; instant in depth idea by being in an in debt moment.The negative effect of this may cause craziness, gun shooting an other idea an by use similar to being in an unsafe moment or having an irresistible unsafe idea.

Hammicus shield, Human well the homminous to take the blow. Hommonius are human beings that can take any blow and also shift to roach form.

Esperantz taraunt taun;Its the portal page, by effect in efficiency you can be anywhere.By use in physics you can be anywhere that you set your mind on as this spell can mimic those physics. You literally create a page in some way that portals you safely to some area.

Espertz asert issert; To get the shifts that can come back despite cures like immodium. But the idea is that you hide it by being assertive.

In nox no; To be epidemistic over something as you hear it on a bad cycle of the moon or to be bade into action by thought or voice.

In nax no; To be an episode of damning something by use of focus in points that may make mob mentality. This could incite a mob or a damning fit that is listened to.

Asn itz idn; Its sometimes a time by use in idea of identity as its a sometimes use that is a hidden and it stops the idea of a spell by making a 'not knowing' case of effort where the spell of the idea works off you knowing it and the spell stops because you don't know and the opposite effect of this spell is you the caster or target doesn't know as it may pertain to an assignment or assigned idea.

Asn use itz; Its all in the mind, its bind it theory or faery but bind in thought. To bind a concept that may occur as in the use of it.

Ipnea in vence; To set in motion protection of use at home and immunity to diseases that you get out of it. It can ceases paralysis or thats the idea.

Azn ih as; It can bear upon the victim a mark of torment and leave them in pain. Just by thinking of certain things they are in pain. You say the certain things for a direct pain.

End up lit; End up an in literature or end up lit up with flames. On a waning and new moon, it causes the flames.

Disc o pline; To be disciplined by something as in a game or effect which appears from an area thats unexpected.

Feh in due; Feght in due, Freed of effect influence, anything. To be freed of an effect by influence or just be free of effective influence.

Enz en ihz; Well of influence, it makes a well of energy that is to be influential by wavelike patterns and it is of what you want that they end up doing.

A the an; Assumed conclusion, a kind of cunclusion that is concious conclusion. In the negative side of the moon effect for this you see a knockout by midnight of who is you.

A good else; A good excuse of things is formed from bad excuses and so forth. Such as a good reaction is caused from something as is of a bad or bade notion.

A good cause; Creates of a good or baded effect of that which stems to be a good cause. Excuse of the misinterruption about albeit is of intercession intercedence..

A great cause; An excuse of things, idea and moment albeit to good.

An Information mention; To be as if the source of information and consolance.

Beside the factor; Allows other things that are not of these effects. The effect of a math problem, the effect of weight, the effect of aftereffects.

Bousche um id; To as if um identity, Causes weight loss, by statement of the phrase you feel like your lightening up the actual meals necessary and an undeniable draw of weight downward. It developes powers that are necessary for it.

Feline aceita pensamento; Think "" "feline aceita pensamento" on the thought of the cats and they will like you. As you might feel directed to the effect of getting them to like you.

Psi being attack; To attack by focusing and standing or sitting to cause an effect of something on someone or some being. Yo gather energy from standing to do things or yo sit to gather from the seat an as an objective force gathers it effects to do your will by intention. Yo can even do it through a brochure or other paper article.

In ter; Makes interruptable source to cause interrering info, interrogation or activity happens after.

In phen nom; To make a body improvement, its in improvement by the activity. The same command also

releases it.

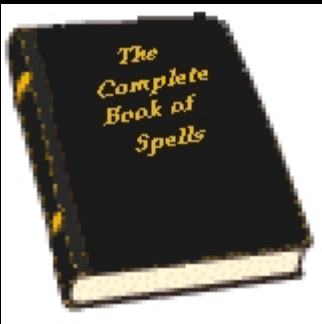
Ax nox gole = gain wealth

[Beginning](#)

[<<<Previous](#)

[Next>>>](#)

[End](#)



[Back to the index?](#)

[Return to the School](#)

Atlantean Circle Spells

These spells in thought are ranked from easiest to extremest. The circles are easy to extremely hard from 1 to 16 and in levels 0 to 15. The spell level is denoted within () brackets. Ideas gotten from D&D; and originals including Neverwinter Nights, Baldur's Gate and thoughts around the house. The circles are in groups of their own elements. These spells use phonetic spelling, that may or may not work for you unless you get the spelling right from the pronunciation key in [this]. So have fun trying them, to see if they do.

However, these spells can be done in two different ways, think or imagine the point to create as a result as you speak the idea to something or think to create something. Think the effect as a spell to do as you speak the effect that is the spell listed. This is a certain way to cast them that is safe however, as you feel think the creator creates the idea as an end result. This is just as an effect spell that can seem stated or seem in thought, so then you aren't effected negatively. This is also as you think the creator protects you from negative attack or anything you might not like.

Think about the spell to cast them easier, you must have said them at least once right and thus you imagine the spell in some manner to effect whom you think to effect, such as the spell word itself with this is as if in trance and think of where it effects as agreement is the area you relate by area feel though this it were in effect. If as you use idea to not feel nothing as sense, so ya can see some results or can't get any effect from the phrase, then in summon energy to seem to be there by thinking its metainfluence is there.

Metainfluence is where you think of the idea and can do things or the spirit that goes through everything causes what you need as you want or wish the idea or result. The idea is this, if you think about the point then you can influence by the spirit. The soul is used as guidance to create what is necessary to get the idea achieved or intuition. Think or feel then in summon energy to seem to be in there, this is energized as if by thinking metainfluence is there. This is where metaphysics is done and you met with physics and the idea is done by what you do spiritually, energetically or mentally. This is where you do what you need to do, dismissing by excuse what you can't do. The idea is in the doing, this is not the idea in play. The nature of metaphysics is the basis of all magics and physics and metainfluence or some spirit feel, this can be considered metamagic or metaphysics based in empirical science. Empirical science is a lost science in todays time, so I think that the idea is useful if metaphysics are understood.

The nature of metaphysics is that it is set on three rules and the intertwining of such rules to form metainfluence by the spirit or animal spirit, that is felt energy and the need is understood. Rule number one is: Affinity or an attraction and unattraction of objects or humans in and of a relation, sorta like a magnet. The second rule is: Thaumaturgy or like actions that can control or manipulate like actions through linking actions, exerted force over or through an object, through a statement or usage that's by visualization from a person.

The third rule is: Mind over matter or how much focus in thought, as a grey ritual is a mind rite and just as good as a real one and how in use you are much in idea as that you put into the moment, think to occur the moment and if you feel, make it happen. The amount of thought equals amount of energy. The more energy you have from the idea and not specifically in use, the more chance of manifesting or finishing your project. That's the useful parts, the rest of metaphysics are somewhat useless idea that are [listed here](#).

See as you are and try casting it then, this is as you use metaphysics differently than rites. In rites you repeat idea till satisfied. In metaphysics you think about the idea to "cast" and create the effect of the idea manifest, this is through thought or idea that you have that you can sometimes say as subconscious suggestion. Then by thought you see a game, you can create that game effect you want or some other idea that you need by the point.

Sometimes optional is the word you choose to cause it in site to be there, this is more effective by energy focus and focus is thought to cause or create things situate with what you see or feel. Its stated as though

in the idea that you place in for the point as spell words or thought, spells are energy use by direct or created focus with imagination. So use and idea you can be 'done' with or something else thats suitable to you. This is not always done so think as you need to get things finished.

Feel to see the area you feel can seem choatic or what you feel is disruption, so you create as aggravation well is thought or seeable use as feel by idea. If you can't say ten don't worry you see you count to idea, as things will be alright as the right idea by the real idea is insight not results. Ya find that are phasable ya can't complete a phrase word by stating to cause is the reason.

That is what by thought phases things out, then the draw is to phase things in by feel is possible with the element. So the spent energy goes to an archmagus enemy as the rest of what you see is sense. Ya can't say it out loud or use is cool if not by spelling things by hot points or core energy focus is use, not as you say by that so what is out with a line or limb or any finger that is energy by focus to create.

This will complete the spell as though using hand language. Optional is just drawing a freehand rune that means in ya mind the spell itself. This is as thought ya can do rituals for required materials are for the spell itself. See that isn't what you create or use in the point, so what you feel you focus or create. This is so after casting the spell, then mentioning the thing to effect.

So ya can cause a directed effect. Sometimes things that are general, aren't actually what is thought felt or understood is as thought that's 'there' by life. So use isn't feeling as you feel to create, this creates idea yet your not always able to see what is near. When ya direct the effect more than often its easier, this is done by stating what you want. If you think or feel this is ideal to feel or usage is thinking to see the effect, you can create by what you think to see.

There is mention of damages and healing amounts listed with the spell. These are those idea effects for the amounts. We start with A note on damages and go to A note on healing. Then on we go with the rest.

- A note on damages: Damage amount is accumulative and is shock like slight damage that is healed by being regenerated to negate damage;
- Minor is as in a cut or slight burn that must be healed within 3 days or the victim dies or its regenerated. It can also be some damage to the area, like chipping and slight burns.
- Minor-medium or minor-moderate is for a 2nd degree burn or deep cut which must be healed within 2 days or the victim dies or is regenerated. It can also be cuts in surfaces and abraded areas.
- Medium or moderate wounds the target for a very deep cut or a 3rd degree burn that must be healed within 1 1/2 days or the target may be infected and die unless its regenerated. It can also be allot of chipping and abrasively rubbed or burned area.
- Medium-high or moderate-serious dazes the target for at least 6 seconds with a deep wound or 3rd degree burns that must be healed within 1 day or victim dies or it can be assisted in healing to regenerate. It can also be some destruction of the area.
- High or serious is out cold for at least 6 seconds with a deep bruise, 4th degree burn or cut that shows bone and must be healed in half a day the victim dies. It can also be more destruction than is expected, to an area and it will show burns easily.
- High-extreme or serious-extreme knocks out the victim for at least 18 seconds with internal wounding (deep bleeding) or 5th degree burns and must be healed within 30 minutes or victim dies. This can be for the environment as though allot of damages.
- Extreme knocks out a victim for at least 36 seconds, with light internal wounding or 6th degree burns that must be treated in 15 minutes or the victim dies without chance of resurrection. This can be for the environment, as if major damages.
- Extreme-deadly and puts victim in system shock for at most 72 seconds with heavy internal bleeding and it can leave victim in hospital for 9 months or in a coma unless treated in 1 minute or the victim dies without possibility for raising except later may come back as a revenant. This can be chunks of things destroyed or a highly burned surface.
- Deadly kills victim with no raising possible. This can be massive damage that is with damages that cause

things to crumble or fall on others. And, high marks of burning everywhere is possible.

A critical hit is a good chance to hit and will knock victim unconscious for least 36 seconds sometimes with heavy internal bleeding. If no treatment for internal bleeding, then the victim will die in 2 min for light internal bleeding and 30 sec for heavy internal bleeding. Head wounds are critical hits that daze the person. Any critical hits will daze them unless blood rage, cold rage and other rages, for which they are not effected and keep going. For dazing the person, creature or monster loses 6 seconds till the next time.

A note on healing: Healing amount like minor-moderate damage restored is accumulative, as;
Slight or minor and cures or removes cuts and bruises.
Slight-medium or minor-moderate and heals bruises faster and deep cuts.
Medium and moderate as it heals deep bruising or open and deep cuts with stat recovery.
Medium-high or moderate-serious and heals deep bruising or internal bleeding and higher stat recovery.
High and serious for system shock recovery, bone repair and healing very deep wounds.
High-extreme or serious-extreme wakes the person up in 6 seconds causing slow regeneration, including faster bone repair.
Extreme and causes fast regeneration.
Extreme-deadly healing for heavy internal bleeding recovery in 6 seconds with very fast regeneration, and very fast bone repair.
Deadly restoration from an healing resurrects or raises victim with high regenerative ability rate including regenerating bones.

If ya want to add a boost to the spell, add a pronounced X, and however many times, each x will increase its potential. As in the speed spells, 'spe' will speed ya up so much where speXXX will speed ya up allot. There is only a certain amount of fire in the air to be used in fire based spells at one time. So if the fire spells cease to work, then wait till the fire in the air is replenished or summon fire energy to be there in the air, in a sufficient amount. Some can summon heat and the heat, if concentrated, will form into fire as though it catches fire. Then there is cold spells, as to use cold based spells, ya have unlimited amounts of energy.

Added to this idea as is that fact, of if ya don't want it to be an attack, target or imagine the element form of the air or an object ya don't care for anymore. To enchant the object, cast any of the spells at the object or area.

Also think, thought to use the spell phrase as a chant during meditation or a ritual of sorts, will instruct the subconscious to achieve the effect more and it will bring better effects from the spell you chose. Now onto the spells that are possible with 6th dimension energy and upward as ascend and you can more easily cast with "up" thought.

Circle/Level	Description
<u>Circle I/(0)</u>	<u>- Beginner effects</u>
<u>Circle II/(1)</u>	<u>- Very easy effects</u>
<u>Circle III/(2)</u>	<u>- Easy effects</u>
<u>Circle IV/(3)</u>	<u>- Slightly easy effects</u>
<u>Circle V/(4)</u>	<u>- Moderate effects</u>
<u>Circle VI/(5)</u>	<u>- Very moderate effects</u>
<u>Circle VII/(6)</u>	<u>- Extremely moderate effects</u>
<u>Circle VIII/(7)</u>	<u>- Hard effects</u>
<u>Circle IX/(8)</u>	<u>- Very hard effects</u>
<u>Circle X/(9)</u>	<u>- Extremely hard effects</u>
<u>Circle XI/(10)</u>	<u>- Mastery & epic effects</u>
<u>Circle XII/(11)</u>	<u>- Particles and high effects</u>
<u>Circle XIII/(12)</u>	<u>- Source/being effects</u>
<u>Circle XIV/(13)</u>	<u>- Extreme metal effects; This can drive ye slightly insane</u>

Next Atleantian spells menu

- Circle XVI/(14) - Very extreme, life & instant effects: These can drive ye slightly crazy
- Circle XVII/(15) - High extreme of metal magic, drugs, conditions and substance effects:
(These can make you appear addicted)
- Circle XVII/(16) - Gates
- Circle XVIII/(17) - Spells of Ages

Circle XIX/(18) - 6th and 7th spell list as this is easy with the use that is with created ability as perhaps an enhanceable person or thing were there.

Circle I (0) - Beginner effects

- Liht = [lih-t] light
- Dazn = [daze] Daze, make a person dazed make a description to release them.
- FrosRay = [frost-r-way] Ray of frost, creates a ray of frost
- Resis = [read-size-s] Resistance, gives the target resistance to all energy and any mental assault
- CuveMej = [cuve-eh-me-j] cure minor wounds
- Virtu = [virus-t-turn] virtue gives the person a temporary boost in energy.
- Un = [rune] undying makes anything when saying undying in nature.
- Uu = [soon-up] Undone result; Think the result as you say or think some uu. Similar to adding an un to the beginning of something. This spell casts your fancy or ideal you wish to cast then the undoing of something. This makes anything when saying or thinking your undoing or uu then the thing to undo itself in nature as though things end themselves.
- FlrPyro = [fl-r-Pir-oh] Flare, hot light penalizes the person with searing heat and fire. This can flare up fire into a seeable flared up state or start fires if not careful.
- Cryo = [Cry-oh] Freezerburn; Freeze or preserve, Cold energy flares then creates a cold preserving energy that is blue. Think then you can create or may create dynasties outta nothing with this. This can flare up fire into a seeable flared up state or start fires if not careful. This also can freeze out what you don't mind or like.
- CryoVama = [Cry-oh-Vah-Mah] Freeze; This freezes a person or thing like a cry out in the cold. Cold energy flares then creates a cold preserving energy that freezes the target with what I call a blue energy. This also can freeze out what you don't mind or like.
- Pyro = [Pir-o] Summoning fire is the use of the mind and think and focus the mind as you use common fire, think to summon fire in any form that ya can imagine or need, this is including kudilini inner warmth or fire in air, at the time. The best way is to imagine it in the air or above in thought ya hand unless ya are targeting something. At least it will appear as heat that ya can wrap around ya, and at most, it will appear as fire within the form ya desire or call out the shape of after. If ya target something, then it can do minor to extreme damage.
- Jolts = That is the essence off energy that powers up your body.
- Boeng = [Boe-eng] Undone spell; That is the essence off energy that powers up your body that undoes the spell.
- Inflictu = [inflictuh] Infliction, causes pain along the nerves and heals undead.
- AchPlok = [ach-ploke] Acid splash or curative by water, creates small acid sphere that shoots at person to eat at the persons skin.
- JotWats = [jote-wats] electrical jolt of slight electricity that damages slightly to high damage the area and enemies a within.
- Stup = [stoop] causes slight stupidity on victim with unlearning nature and willingness to talk.
- CretoSildProtego = [Creet-ohn Sill-d Proton-ee-goal] Permanent Shield of protection; This makes a shield of protection that the creator places and can manifest a protection that makes hundreds of negative entities shift and be warded away. It sucks away all implanted thoughts and it shows your inner self off more. One needs to have the shield on, prior to any removals of blocks, locks, implants, etc, and/or placement of enhancements, or repairs, or your hard work gets undone, and the negative entities do it in a way that

cloaks their damage, so you don't find out.

NflytMinWunde = [N-flit-Mine-Wundeh] Inflict minor wounds, harms target for minor damage.

Ma = [Mah] To do a water effect that can summon water from the air water molecules and materialize it on or in something. To think of where the water will form after stating the spell, makes it collect there.

PsiVaFx = [Psih-Vah-Fex] Psychic effect, to make a directed psychic effect in the target area that manifests as an ability to be used as the person thinks best. In Do is in the ability to use as in use, is a moment device with thought and that on an energy is thought focused infusion with a touch as this is in a concept, you can do as in a moment that uses are to unearth things as this is not guaranteed as to go do. This ability lasts as long as you have a use for it. So, to think of the effect and focus on the idea that it will work, makes it manifest events.

Va Ya = [Vah Yah] Summon wind, just think of the direction as ya say the spell. Then the wind will come up and in the direction that ya think about after.

GjwwaiFx = [Gj-way-in-Fx] Summon, Use this spell to summon any effect that ya desire. Simply think of the effect ya want before or after the spell is done. And it will be achieved through invisible influences by some means. This has been used to summon food or drink to ya or other items.

GjwwaiNaFx = [Gj-way-in-Nah-Fx] Earth effect, to create an earth effect that ya imagine, need or say after saying the spell. This can smother, buildup dirt or create things or people as well.

Luia = Luciper [Lure-ciph-here] Luciper effect; As lucifer or someone respectful then you leave as yourself, you enter as in you are accepted as you can conform and seem to become and out you are what you see or are to be.

Shi Na = [Shin-Nah] Summon lava effect, to summon a lava effect from lava particles that are summoned to appear by this spell. Imagine the effect, as you say spell. Then say the effect you want, to strengthen the effectiveness. For after the effect it could go awry.

DictQan = [Dict Que-ahn] Say don't do, This is the cancellation effect to the saying the spell and creating it as you do it. This you think of the effect and say the spell and the effect doesn't happen.

ChaoCaCrea = [K-aye-ohn Call Cree-all] Creator spell, This is the creator spell I created that uses chaos and makes use of work, this is where your doing things by the feel of what is done with idea put to use. If no work then there is at least some perceptible result, this is just the point as things done could be considered work. This is also where you state the effect, and then use the idea of the spell in some manner to create an end result. This uses chaos that the creator protects you from, and prevents you from having a bad end with some positive result in the end.

SpeFxCraoCaCrea = [Spell-ih Fix Cray-ore Call Creed-ahm] The unchaotic creator spell, Create by thinking the effect and speaking the spell, or think to speak the result as you think of the spell then the creator that created us all by feel creates your result that you need. Then this creates the effect you thought as this is an idea to become and exist and then the effect is done. This as always works, unless you think it won't create an effect. Think your not effected by negativity or attacks and your not.



Circle II (1) - Very easy effects

SuaEX = [Sue-ah-Ee-X] Summon energy, to summon energy of some sort into the area of that which is needed at the time, that pools. This energy can also be of an element that is thought about before casting.

ViolEkle = [violin-eekt-ankleh] burning hands, also possible is the waning moon phase effect that violent moments.

ChaKou = [chafe-kow-uh] charm person or people

ZyWaas = [Z-aye-way-as] hold hand out and say words to blind group of hostiles

Gres = [grease] make everything slippery or grease the ground

D-u = [d-use] identify objects

HemuWard = [h-seam-us-war-d] mage armor protection

- MyyMesa = [Mih-y-mese-ah] magick missile
- BalMedituRay = [bale-mead-bite-uh-ray] negative energy ray, at first it can make the target crazy, after awhile it can make the taget rupture something or worse. The damage starts at minor level but progresses higher as it effects a target.
- MentoMoWard = [ment-toh-mow-ard] think of the alignment to protect from when saying
- Streny-Dray = [str-eve-n-way-drain-way] ray of enfeeblement, makes the target unable to think well and can't do things well.
- Sce = [sceh] Scare, makes you or the target effected be scared and scare also causes fear in weak creatures.
- Slep = [sleep] sleep can make anyone fall asleep
- Fyna = [Fin-ah] bless boosts all allies with improved attacks and ability
- CuveHea = [cue-eh-hee-ah] cure light wounds on person
- Dum = [doom] doom causes the attacker to not attack well and act dumbly. As the target suffers some hit and damage ability reduction with being able to save from an effect, skill and ability being down some too.
- NeijiiQee = [Ney-ist-jii-quee-eh] remove fear from target.
- Sanct = [sanct] sanctuary and makes the enemies ignore you.
- Tangl = [tang-l] entangle traps enemies with clinging vegetation.
- CuqTuch = [cook-touch] chill touch makes minor-moderate damage attack on the life force.
- KuiMej = [k-lude-with-me-j] Minor vampiric drain, that drains the victim or target of a small amount of energy.
- Mylma = [m-aye-l'm-ah] reflected image causes one image of said caster to form and do what the caster does.
- Cyx = [c-aye-x] spook makes the caster to play upon natural fears to make the caster appear like someone inimical.
- ViuHyrz = [v-time-us-h-aye-rz] shocking grasp makes the caster give a shock to the target touched.
- Jiite = [jire-tell] enchant object enchants any object be it stone, item or clothing with a thought of what you want at the time of casting and the item will portray that thought.
- Amp = [amp] Amplify, amplifies hearing or any actual ability, and its on when thinking on the ability as ya cast.
- FeHon = [feh-hone] iron horn knocks down all enemies in area for 6 seconds.
- Ban = [bane] Bane, the victim becomes fearful with lessened attack, as the target suffers minor moral penalties that effects the ability to hit and has doubts with more fear of anything around them
- Wiee = [wile-ee-eh] Discouragement, makes discouragement of victim to create less confidence and forces the person to stop, eventually
- GodFav = [gode-fave] courage to caster causing improved attack and unfearful nature
- Epel = [Ee-Peal] endure elements causes lesser elemental resistance
- NtrayGpuzre = [N-trail-aye-G-puzr-eh] entropy shield causes any attack to miss by a small chance as you maneuver and it slows down things in movement near you. This can effect your comprehensive response rate.
- FruLitUnd = [fruh-light-und] inflict light wounds touch attack that heals undead and causes nerve damage
- OtlyFai = [ought-lye-fah-ih] faith shield grants the person ability to take a hit without pain
- Camu = [came-uh] Camouflage, hide in shadows by blend in background
- JuuFang = [jooh-uh-fang] makes your pet more dangerous by the effect of attitude adjustment.
- BessWepa = [bess-weep-ah] bless weapon gives a weapon enhancement of effect and doubles damage to undead
- DeafClu = [dee-aff-cluh] deafening clang causes sonic and additional attack
- JiayXCabu = [jie-lay-why-x-Cape-but] Expeditious retreat, the target becomes 150% faster
- BaduBoom = [bade-uh-bome] sonic attack on one person
- IcDagg = [ick-dagg] dagger shaped ice missile you toss like a dagger
- FeGut = [fee-goot] iron guts causes poison resistance
- AtlaKou = [atlah-koh-uh] persistant blade that comes as dagger and acts as servant
- Sild = [sill-d] shield that makes the person hard to hit and to be with energy immunity
- TruJab = [truh-jabe] true strike gives magical assistance of striking via accuracy
- ItlyDea = [it-lye-dee-ah] gain mastery over death

BgulyMai = [B-goo-lye-May-ih] Beguiling influence, caster receives bonuses to her or his bluffing, diplomacy, and intimidation ability.

ArkEnOwnIfni = [Ark-EE-n-Own-If-nih] Dark one's own luck, caster receives a luck bonus to all possible successes. The effect is persistent and the warlock will always benefit from the ability.

PEn = [P-Enn] End point; Think the feel or see to create the ideal to work the point so you consider. This creates the point you consider infinite feel by a prism, seeing that this is the point or effort you do think to do something else to end with this result. Seeing that is the effort of completion that you think the words they are spoken that you think to use. You think then create with things or what or when is the things you consider. Think the sigil to create by words you think to use or imagine the end result. Think the end result as you think the ideal event in the air. Think otherwise to see or cancel out the sigil effects of this and then death or thought can dissipate the point if you don't need the result by some end result being done.

Circle III (2) The Extreme Easy

Ark = [dark] Darkness; It causes more than darkness to go amongst the area. It can use every enemies energy in an idea of creative use. There is an energy that use is an area effect, this is to create and cream things of that as you know are nearby as energy infused.

ArkVise = [dark-vise-eh] devil's sight, where the caster or the target receives dark vision. The effect is persistent and the Warlock will always benefit from the ability.

DrainBla = [Drain-Blah] Eldritch Draining blast [Eldritch Essence], as if feeling free where the movement energy is drained from the person to the caster as energy and the person is slowed.

LdrykLug = [El-drik-Loog] Eldritch spear that causes a resolve to friendship and creative ideal and once you create in concept a blast of energy to be at the person and its spear shaped to go farther.

NtroyWardy = [N-trow-aye-Ward-aye] Entropic warding, Caster receives bonuses to his or her move silently, and hide as with ranged attacks against the person are caused to miss. The effect is persistent and the Warlock will always benefit from the ability where the benefit is perceived.

FritfiBla = [Fright-fih-Blast] Frightful blast that causes an Eldritch blow of fear.

UbaBlo = [Oo-bah-Bloh] Hideous blow that is a Eldritch blow applied to the physical attack.

LepeNBuwe = [Leap-eh-N-Boo-weh] Leaps and bounds Caster or target can be more dexterous and tumble better suddenly. The effect is persistent and the Warlock will always benefit from the ability.

CThNsen = [See-The-N-seen] Seen the unseen causes the caster or the target to see invisible creatures. The effect is persistent and the Warlock will always benefit from the ability.

CreuFeHon = [Cree-uh-Feh-Hone] Belgard's Iron horn is formed on saying the spell for it and then blowing through the horn mentally. Its capable of knocking creatures prone. This is a notice of a burn effect.

OmunLesHoneCa = [Omen-Une-Lease-Hone-Can] Horus' minor horn call; Horus's minor burn in and out major burn by horn call. This is the Horus's horn that blown will shoot forth fire to strike a foe.

CasFer = [Case-Fear] Cause fear in any weak creature or any person.

ChaP = [Chah-P] Charm person Befriends one person.

JoyfiNos = [Jow-y-fih-Nose] Joyful noise can end any silence effect on the party.

LesRmo = [Lease-R-moh] Lesser dispell ends weak magic effects.

RemoFer = [Reem-oh-Fear] Remove fear removes any fear effect on target.

TashaHiesLaff = [Tash-ah-Hie-en-s-Laff] Tasha's Hideous Laughter, Target/s laughs hysterically and unable to defend themselves. It is the case where they don't think except to laugh at things.

TashaHiesGaaa = [Tasha High-ess Gaeh-may-ahh] Tasha's hideous scream; The effect is slight deafness and tone deaf nature and the hideous scream happens close to the ear. Sometimes it won't happen if the person isn't close to your ear.

HemoUnded = [Hee-moh-Oo-n-deed] Undead revealed to the mind's eye as to where they are.

DyiFav = [D-say-in-Fave] Divine favor a bonus to being able to hit and to damage as well as whatever ya ask for or say may happen by the divine favor.

NtraySildXX = [Ent-Ray-y-Sild X X] Entropic shield, causes an energy that forms a shield from entropy and 20% of all attacks miss target, because of it slowing down things and your maneuvering. This can slow down your comprehension.

MyyWepa = [Mih-y-Weep-ah] Magic weapon, Enchants a weapon of choice to become enchanted as to how ya think it should be.

ProtegoFroAlin = [Prote-ee-goh-Froh-Aline] Protection from alignment, protects against creatures of the alignment thought on while casting.

SildOFath = [Sild-Ow-Fath] Shield of faith, Target is harder to hit by faith.

Caofly = [cay-oh-fly] Camouflage, Grants the target extra hiding skill and a hiding effect.

LoLitVis = [Loh-Lite-Vise] Low-light vision People or party can see in the dark easier.

MyyFang = [Mih-y-Fang] Magic fang grants your animal companion an added bonus to hit and and damage.

NlargP = [N-larg-P] Enlarge person, Gives more strength, less dexterity, less chance to hit and more chance to be hit, plus more damage dealt.

TruStri = [Truh-Strih] To true strike and hit where you'd normally miss.

PsiAir = [Psih-A-ir] Psychic air, causing a air of psychic nature that empowers you then induces psychic ability into an ideal to use by a person. They can suddenly do psychic effects as though a natural thats unnatural.

SuaEmoeEn = [Sue-ah-Ee-mow-eh-Ee-n] Summon creature I summons any creature thats appropriate.



Circle IV (3) - Easy effects

AnciDeaf = [ancih-dee-ah-f] Blindness/Deafness, make a target deaf and blind.

Thul = [th-use-l] Darkness, creates a darkness of area.

Cha = [ch-ap] Charm that is a charisma increase and allows the person to charm creatures.

AparitOnci = [ape-are-rite-on-c-ih] ghostly visage that turns you hard to hit and see.

GulTuch = [ghoul-t-us-ch] ghoul's paralyzing touch.

Ivei = [I-vee-in] invisibility and on a bad moon of waning, its a cause to inveigle.

NeijiiLes = [ney-inn-jii-lease] lesser dispel.

Arrach = [are-rack] acid arrow.

PrimaireResis = [prime-aid-wih-r-ee-sise] resist elements causes greater elemental resistance.

IveiU-c = [I-vese-in-use c] See invisibility; As you think to see by the invisible unseen strands of light, think to see and reveal invisibility in use as you detect the thought and feel the presence.

Web = [w-even-b] Web or net, cast a sticky web at a group or area to create a thought net or ghost net. This by the energy in the thought sent at the web the use is draining the target, seem or use in the wall energy to seem a network on thought of the wall.

BoarDir = [boh-hard-dire] dire boar summon.

Aid = [air-d] Aid; Aid is this energy in created by life and weight reduction increases the targets attack possibility and an increase in health by the attribute to someone.

CuveMed = [cue-veh-mead] cure moderate wounds; This is to cure the area energy by restoring the energy in balance, think by the energy feel that can castrate or cure the body and no drugs as necessary. Thought to restore by water use, that reverts the body to senses that are normal as needed or not as the body mediates and nothing done nothing needed.

LesCyr = [lease-c-wih-r] lesser restoration removes all effects and penalties, even lost experience brought by spell/s.

Q-o = [q low] silence creates a zone of silence around target.

Nvinaaayy = [n-vine-aim-able-aim-say-y] invulnerability causes the target to not get hurt by any attack.

SondBurs = [sonic-d-b-burr-s] sound burst delivers a sonic punch of sound into the area you project at.

FyrLash = [fir-lash] flame lash that does minor-moderate damage.

KiPryn = [k-fin-print] spiritual hammer that kills for you with moderate-serious damage while you summoned it or it can do other work that you think it does.

JoaPyr = [joe-an-pirge] agannazar's scorcher makes a jet of flame appears out of fingertips to burst out at target killing anyone in path.

Blur = [blur] blur causes a target to blur.

PorJuk = [pore-j-use-k] glitterdust reflects all light in area to make a person blindsided.

Luc = [lue-c] luck creates luck for the caster.

- MyrIm = [mirr-l'm] mirror image creates 2 to 8 exact duplicates of said caster.
- FobResis = [f-robe-b-rese-rise-s] resist fear makes the person fear resistant.
- SpakUn = [spake-rune] vocalize makes casting spells unheard.
- TransMateria = [trans-mate-teer-lie-ah] material transference transfers a material into another by thought location that includes anything if necessary.
- JeGemnt = [j-stem-geh-ment] clean clothes - cleans the clothes on the body or other clothes as ye think on.
- RyeVa = [Rye-eh-Van] flip target in the air .
- SpeBytTounFixx = [speh-bit-toe-un-fixx] internet speed up - Speeds up any internet connection and keeps it for hours after disconnect. Think on the internet connect as you say the spell.
- SpeMetab = [Sped-Meet-tale-b] metabolism speed up creates in the target an increased metabolism that causes weight loss.
- DetBrossPastXEal = [dete-bross past-x-hee-al] teeth brush - Brush your teeth without a brush that makes your teeth self-regenerate by white void.
- LutHuwUp = [Loot-Hue-w-en-Oop] buried treasure pull - Say the spell while thinking of the word treasure in a well bucket being pulled up with a well crank. When the word is at the top the treasure will somehow come to the surface at some time by white void.
- Sfuwarlq = [s-fue-ware-lie-q] primal intelligence - Cause the target to have prescientific knowledge.
- BaffCirr = [baff-circle] cloud of confusion -Area confusion and stunning cloud on the target/s to use their energy or not to use nothing by the creator.
- FruMedWund = [fruh-meade-wund] inflict moderate wounds on victims with healing on undead.
- StaBon = [stay bone] Stone bones I; Thickens the bones and causes them to regenerate.
- BludBinzi = [blood-bin-zih] blood rage like beserker rage.
- UnEwCopIlvmeditu = [rune-eew-cope-ih-l've-mead-lite-uhn] One with the land; Gives person nature sense and regeneration from the land and makes a person one mind with the conscious of the land.
- OrooGloy = [or-oo-glow-y] channel divine bonus to area allies with caster becoming charismatic and allies gaining fear resistance.
- Cust = [cust] a single victim, element or item catches fire.
- UusPyr = [Ooh-us-pir] continuous flame that burns like a torch off the person or item.
- Dedemo = [deed-ee-moh] Death armor aura; Surrounds the person with death energy and injuring any creature or other, that attacks said person. As it surrounds the person, it causes them to die and come back to life as a zombie, e.g. dead but alive. The aura is persistent and continues working on things nearby, so not to allow drugs until its cancelled. This can be cancelled by dispelling.
- PyreTuay = [pir-eh-too-may-aye] flame weapon, affects on any weapon to create the flame effect.
- AoroLup = [aoh-roh-loop] Circle of lightning energy, small lightning effect to cycle through all creatures an people in a area.
- CacHawX = [cace-hay-w-x] Tasha's hideous laughter 2 makes target laugh hysterically till its end by the personal target is unable to defend. Its possible to be longer than the first version and makes for the laughter at anything for no reason.
- BshadooBla = [Be-shade-ow-oh-Blast] Beshadowed blast that is an Eldritch blast that causes darkness on the target.
- PiriBla = [Pire-ih-Blast] Brimstone blast that is an Eldritch blast and it ignites the target.
- HexODepar = [Heex-Ow-Deep-air] Curse of despair that reduces ability of the target and this includes attack ability too.
- LdrykKan = [Eld-rick-Kane]Eldritch Chain is a blast shape that makes an Eldritch blast that arcs to multiple targets.
- FleSen = [Fleh-Scene] Flee the scene makes for more attacks of the caster and adds to movement. It also adds abilty to hit and lesser chance to be hit.
- SheolrimBla = [She-ohl-rime-Blast] Hellrime blast that uses Hell in an eldritch blast to cause cold nerve damage and the target suffers a dexterity lessening from an energy drainage to an attempt of repairing it. This also can cause hell to visit you and leave you cold from its effects on a waning moon.
- ThDedWyk = [The-Deed-Wiki] The dead walk summons forth an undead minion to do what ya think or say at him.
- VoeesDeply = [Vow-ee-s-Depl-Y] Voracious Dispelling that ends magic effects on target, but if an effect is

removed from the target, there is a chance that the target can be damaged.

WykNsen = [Wik-N-seen] Walk unseen is to make the caster invisible.

BulStr = [Bool-Str] Bull's strength causes target to strengthen in body strength greatly.

FliDex = [Flick-Deex] Cat's grace makes the target have somewhat better dexterity and free movement.

This can cause flight by your will as you are sometime free from gravity with this.

CirrOBwidamnt = [C-irr-Ow-Bwide-ah-mnt] Cloud of bewilderment makes enemies stunned for 6 to 36 seconds.

CreaArk = [Cree-ah-Ark] Creature darkness creates darkness for one to several creatures.

EglSplndo = [Egl-Spl-n-doh] Eagle's splendor makes target with somewhat more charisma.

FoxQui = [Foxe-Quick] Fox's cunning makes somewhat the target more intelligent with more intelligence.

GostlyVey = [Gost-Iye-Vee-y] Ghostly visage makes damage reduction from damage taken and the target is immune to 0 and 1st level spells.

Haoem = [Hay-ow-em] Heroism makes the target more able to hit and skill tests pass.

HodP = [How-d-P] Hold person paralyzes target humanoid.

OwlWis = [Owl-Wise] Owl's wisdom makes the person somewhat more wiser.

QuiDex = [Quih-Deex] Intelligent dexterity, Causes quick intelligence that can adapt to any situation.

Saj = [Say-j] Rage causes party to be effected by a barbarian's bloodrage.

BereNduic = [Beer-eh-En-Due-inc] Bear's endurance, grants target a higher health and longer endurance.

DethKnl = [Death-Kn-I] Death knell, Absorbs life energy from a corpse giving caster more strength and health and more ability to cast spells.

NflytMejWunde = [N-flit-Meej-Wundeh] Inflict moderate wounds, moderate wounds appear sometime on the personal target.

NegERay = [Neeg-Ee-Ray-y] Negative energy ray, inflictive negativity on the person to the point that the person doesn't respond well and has minor wounds from a distracting negative thought and movement.

RemoPral = [Reem-oh Pray-I] Remove paralysis, cures target of paralysis and hold effects.

SildOtha = [Sild-Oo-tha] Shield other, Casts target effects of being harder to hit and more likely to make it from the effect directed at you. As well as, half the target's damage is redirected to caster or object that's looked at or thought to take the damage for you.

BekRup = [beck-roop] Barkskin, hardens the targets skin to make it like bark.

GetYnd = [Geet-Wind] Gust of wind is capable of knocking creatures down and dispersing gaseous effects.

AuraOGLory = [Aur-ah-O-Glow-rye] Aura of Glory, Grants the caster more charisma and the allies base fear recovery ability.

ByyenFeHon = [Bih-bih-en-Feh-Hone] Balagarn's Iron Horn, knocks creatures prone and flat for as long as the wind goes on.

Cobet = [Coh-bete] Combust, Flames erupt with minor-moderate to extreme-deadly fire damage at the target that you think of when casting.

DethArmo = [Deth-Armoh] Death armor, Damages creature or attacker that touches caster with death.

FysLif = [Fis-Life] False life, Caster or target gains 30 % more health benefits.

PyroBust = [Piroh-Bust] Fireburst, Nearby creatures take minor-moderate to deadly fire damage.

LetryLup = [Let-rye-Loop] Gedlee's electric loop, Lightning strikes creatures dealing minor to moderate damage, leaving the victims stunned.

GhulTuk = [Ghool-Took] Ghoul touch, where caster's touch can paralyze.

KnoOp = [Knoh-Ow-p] Knock opens doors and containers, or on a waning moon it knocks people down.

MelfAchEro = [Melf-Ach-Ee-roh] Melf's acid arrow, makes a bolt shoot from between the fingers that does moderate to serious extreme acid damage for 36 seconds.

ProtegoFroMesae = [Prote-egoh-Froh-Me-say-eh] Protection from arrows and missiles, caster or target receives protection from arrows and missiles and damage resistance of 50% from arrow and missile shots.

EMyyVib = [Ee-Mih-y-yoU-Vibe] Magic vibration voice - Energy magic effect that allows for voice over, in the magic effect or the spell being spoken or the vibration of objects and particles. As, the voice is from vibration and the spell or object and particle is a carrier that vibrates the voice from anywhere. So, whatever vibrates, can carry a voice. This voice can be picked up by the psyche or focusing through the third eye.

Kui = [kue-in] Vampiric Drain, think to use this in an emergency. Otherwise to drain stamina as of some health and energy from a target that amounts to more than a minor drain by search.

CylElemioAid = (Cil-Eleem-i-oh-Aid) Call Angel, cause an Angel to appear near ya or to help ya while somewhere.

BadOff = [Bade-Off] The bad off effect, to form a person ya target with this to be bad off in effect and life.

MaSfa = [Mahn-Sfah] Hydro spheres are energy water spheres by the area feel to think you create you can, think things to work is thought the item works then you aren't sometimes with a problem to cast the efect. Seen by saying the spell is create as you think with the subconscious, seen is that situates by area or so treate spells as theory or magic theory is the creator that represents by the area you think to work or with is to make the effect of hydro to appear and be near or in the person. Expanding the conscious of the person or yourself incorporates it into yourself and makes the person lack sense by presence of the spheres.

NaWyl = [Narn-Wil] Earth wall is non volatile or use is theory to relate, To summon an earth wall that materializes suddenly and sometimes invisibly from the air displacement. This can block effects and idea blows.

CulBodX = [Cool-Bode-X] Cool body, can cool down the body till the spell is thought to expire and not do this anymore. Even in heat or a hot area. This can be used to cool down an item. In effect it synthesizes coldness from bioenergy.

AariXBod = [A-arih-X-Bode] Heat body, this will heat up the body in a wave pattern. Even heats up objects.

Gro = [Groh] to grow things or bodies in a certain degree thats thought on before or after the spell is cast.

FerDro = [Fear-Droh] Fear drop, to create a drop of fluid from fear and idea. That is making of fear, in the victim that ya project it to. Where the drop being created, also removes ya fear into the drop so ya no longer fear things. After being formed, the drop shifts to where ya think it should be. It can be instantly absorbed into liquids or through people's skin.

SuaArkIoAid = [Sooth-ahm Ark Eye-ohm Aid] Summon darkangel; This spell summons a dark angel to come and be of service. To some, they are aloof and dark in nature but they seek to aid by doing the opposite to get a positive effect. They are very obscure and oserve things, till requested to aid. So when you summon one, state the idea you want to happen, to get a service by supernatural means. They will intentionally lie, when they see its necessary.

OMyy-o-Ret = OSpell-o-rest; A fate that decides a moment by a restful pose and then a strike of action to stir up action in moments, caused by magic. You decide the moments. Imbuement of energy in a motion recedes the effect. This causes a fading effect. A passive resistance that can be lethal or effective using energy.

SuaEmoeTu = [Sue-ah Ee-mow-eh Tuh] Summon creature II creates a summons that makes appear appropriate creatures.



Circle V (4) - Slightly easy effects

DedYyr = [deed-wyer] animate dead will animate any dead bodies in the area to do the casters will.

SpoUu = [spoh-fun-uh] clairivoyance gives the target prescience as to what will come and prepare them.

Clarity = [c-clare-item-way] removes and protects from sleep, confusion, stun and charm effects. Often creating a clarity of mind.

NeijiiMyy = [ney-lig-jie-jig-mih-bye] dispel magick.

FidAi = [confide-aim] find traps directs you to the traps and allows the caster to find them without tripping them.

PyrBarr = [p-ih-r-barr] deathfire imagine it forming in hand and mentally toss it at target. Or, imagine it forming on the target.

FyrBarr = [f-ih-r-barr] fireball; imagine it forming in hand and mentally toss it at target. It does minor damage and if the spell is focused with emotion, it can be serious-extreme fire damage.

FlaArr = [flag-arrow] flame arrow

SpeXX = [Speh-X-X] haste will haste one or more targets with 50% more movement speed. With improved hitting and ability to be missed.

KouYly = [k-out-w-l-way] hold person that holds more than one humanoid.

SpherIvei iveil = [sphere-i-vesa-in] invisibility sphere is a transport creator area effect that hides the whole party by a sphere by travel with use or no use as I think I am invisible then if invisibility you aren't noticed.

Kamur = lightning

SoeMentomo = [some-eh-meant-one-m-on] Magic circle against alignment is a magic circle that affects all allies and self with alignment protection that you think on.

BalNov = [bale-nova] negative energy burst kills by a large amount of negative energy in a stream.

FruuFroPrimaire = [froo-luff-from-prime-air-eh] protection from elements protects from all elements.

Tard = [tar-d] slow slows any foe down.

P-uNuag = [p run-noose-ag] stinking cloud, targets are dazed and nauseated.

DirLup = [dire-loop] dire wolf summon to aid as the caster wants.

KuiTuch = [Kue-in-t-uh-ch] vampiric touch drains the person touched of stamina and energy.

MedituSild = [mead-d-rite-us-sill-d] void shield that protects from most spells

SerioCuve = [sere-rind-oh-c-use-v-eh] cure serious wounds

IveiPurg = [i-vesa-in-purge] invisibility purge

BalWard = [bale-ward] negative energy protection

Pra = [prah] Prayer - Makes all allies gain a bonus of attack, damaging, skill augmenting and resistances.

All enemies receive penalties to the same.

NeijiiMay = [ney-rinn-jii-may-way] remove disease and pestilence, from all nearby allies and area.

SearLiht = [sear-lit] searing light causes minor to deadly damage to the undead, constructs and other things.

Orou = [ore-ow-hut] rousing war cry - Song that plays on saying of the word that brings on hope and better attack. All enemies are stricken with fear.

GodPryn = [gode-pr-in] Hammer of the gods, does serious damage to the target as ya think of the target or see the target.

Erised = [eer-rise-edict-d] Self-thought distraction, distraction of thought that makes the target not think effectively.

KouRepar = [k-ow-uh-ree-p-are] Repair object; object repair that effects any object by causing self-repair, as when you touch or blow across the object. The object will repair till a certain point.

JiiDir = [jii-dire] dire charm makes the affected person do whatever the caster says.

EmorAparit = [eem-ore-ape-are-lite] ghost armor creates a plate armor effect that does not hinder movement.

MinCrit = [mint-criteria] minute meteor makes a dozen miniature meteors that can be thrown, by thinking its between your thumb and your fore finger that's thrown forward and spread apart, to release the 'miniature meteor' and unerringly hit the target that includes materials making medium to deadly fire impact damage at least to the spirit.

CraniumAi = [crane-I'm-usem-aid-in] skull trap creates a trap skull in casters hand that is thrown in area to float until targets come near and receive grenade damage.

Lesuim = [lease-use-lm] emotionless makes the person feel no emotion.

Rye = [r-say-eye] hopeless emotion creates in people around said caster a feeling of hopeless.

JiiFroe = [jii-from-heh] enchanted weapon creates an enchanted weapon of any sort by thinking on the weapon while doing the spell.

EmorJii = [eem-yore-jie-ih] enchanted armour creates a suit of armor to the casters need.

AeroZetly = [air-eroh-z-eh-t-lye] zone of sweet air that repels all noxious elements in the air including magically created.

Bly = [bl-way] blight that causes everything it spreads through, by will to become blighted and bloated.

PurSlutes = [pure-slute-bees] Purification, purifies anything at all that's looked at or thought on while saying spell.

GynLass = [gin-laser] laser rifle that forms a laser shot and inflicts a self cauterizing laser shot that can wound at the target.

MyyRavir = [Mih-aye-rave-ire] spell stealing steals any spell from a spell caster if known and thought on when casting this spell.

ShiNaBarr = [Shi-nah-Barr] lava ball - Summon a lava ball to ya hand, to toss either into the air or at a target. Strikes for moderate to deadly lava damage at a mentally tossed at target and will melt any material.

Jeanam = [jee-an-aim] body cleanse cleans the target body of dirt and scent.

HamUnn = [hame-un] unharmable nature makes the person unharmable in nature as though with natural luck.

Undxpeue = [und-xp-ee-lure-eh] wounding whispers makes sonic damages on those who hit the caster

PyrArk = [pir-ark] change a non-magical weapon into magical fire weapon

WardGlyf = [ward-glif] small ward area that once tripped, will deal sonic damage

FruSerious = [fruh-seer-lifei-wow-und] inflict serious wounds

MyyGarm = [Mih-aye-garm] magical vestment enchants any clothing, armour or shield with what you want by thought as ya say the spell or even spoken of after.

GrataMyyFang = [Grate-ah-Mih-aye-Fang] makes your pet alot more dangerous.

HeaSty = [hee-ah-sty] healing by infliction from yourself or others.

Magolfet = [mage-oh-Inn-feat] target get drained by maggotlike creatures.

ToxxQwpyr = [toxx-qw-pir] causes scorpion venom darts that are unseen to the eye.

Toss to hit the target.

BlaTust = [blah-tust] blade thirst that makes weapon seek the blood of the victim and give critical hits to the target.

Pzut = [p-zoot] displacement makes in the person the abilities of the displacer beast and allows for natural shapeshifter ability as it make half the attacks miss.

AylWidX = [ah-wile-wide-x] gust wind that may knock several targets down.

KnEdg = [kn-edge] Keen edge, puts a very sharp point and edge to a weapon.

AchAyrCon = [ach-hay-r-cone] conic acid breath that does serious damage with a breath of the caster.

AcscituaSfa = [Acks-cite-oo-as-S-fahr] electrical ball doing moderate to extreme damage to all within the area as you throw it except to the caster.

SheolrimBla = [She-ohl-rime-Blast] Eldritch blast is cold based and confuses target.

CuqyTntele = [Cooq-aye-Tn-teel-eh] Chilling tentacles that entangles targets and inflicts cold damage.

DyorMyy = [Dih-or-Mih-Y] Ends powerful magic in an area and if effecting on a target to remove an enchantment, Caster recieves temporary health from the area.

LdrykCon = Eldritch cone where an Eldritch blast becomes a cone.

NieeBla = [Nigh-ee-Blast] Noxious blast that is an eldritch blast which causes a dazed target, and acid damage where it ignores spell resistance.

TneeePlyu = [T-nee-eh-Plih-uh] Tenacious plague that causes a plague in which makes the target/s suffer increased damaged until death or the plague is ended.

WylAPaioFla = [Wil-Aim-Pay-like-oh-Flah] Wall of perilous flame, causes a firewall that inflicts allot of serious to extreme damage where it sweeps, or double that damage to undead.

ChaMasta = [Chah-Mas-tah] Charm monster befriends one monster.

ClaradyncClarvoic = [Clare-aid-win-c-Clar-voy-ick] Clairaudience and Claravoyance; target recieves greater ability in spotting things and in listening. Including the knowing of things to come by hearing them in a vision.

Cafee = Confusion; Target behaves erratically and becomes slightly confused. Disfya pronounced [dis-fee-yahn] removes the effect.

CrehyDepar = [Cree-hye-Dee-pare] Crushing despair makes the target suffer a penalty on attacks, skills and damage.

DepSluba = [Deep-Sloo-bah] Deep slumber is where creatures fall asleep.

RemoBle = [Remoh-Bleh] Remove curse from anything.

WepaOlpet = [Weep-ah-Ow-Impete] Weapon of impact creates the blunt weapon to deal more critical damage.

BstoHex = [B-stoh-Heex] Bestow curse shifts the curse away from yourself, makes any curse you desire on casting to afflict the target or heal.

BlidSit = [Blide-Site] Blind sight, Target can see visions, invisible things and people and in darkness.

GlyphOWardy = [Glyph-O-Ward-y] Glyph of warding, creates a stationary glyph where you want it, that

explodes when enemies pass by and it strikes with sonic damage.

ProtegoFroE = [Prote-Ee-goh-Froh-Ee] Protection from energy, Grants target major resistance to all types of elemental energy damage.

RemoBlidDef = [Reemoh-Blide-Deef] Remove blindness and deafness, cures the caster and nearby allies of blindness and deafness.

CylLitny = [Cil-Litn-y] Call lightning calls lightning to strike the target.

UixtAnim = [Oo-ixt-A-nite-m] Dominate animal, controls target animal.

GreMyyFang = [Greh-Mih-y-Fang] Greater magic fang, grants animal companion even more bonus to hit and damage.

NfetaeOMygo = Infestation of maggots, calls maggots into the area that you focus on while saying the spell.

Quillpyro = [Que-ill-pirh-oh] Quillfire induces damage and moderate poisoning to the target.

Aryneski = [Air-wyn-eh-skih] Spiderskin, makes target harder to hit and adds ability to recover from poisoning and adds hiding skills.

SpiGro = [Spik-Groh] Spike growth, creates spikes that inflict moderate damage to the target each six seconds, to inflict pain and weakness till death to the legs and if they are released they move slow for a day.

VinMin = [Vine-Mine] Vine mine, Creates sinuous vines that entangle the target enemies with vines that entangle, slow and paralyze the victim. Have a target in mind to cast near that you want entangled or this goes off to yourself.

ImproMagArmo = [Improh-Mage-Armoh] Improved mage armor, target recieve moderate improvement as to being unable to be hit.

AchBretXX = [Ach-Breet-XX] Mestil's acid breath, cone deals minor to serious-extreme acid damage through a acidified breath.

ScitiaySfa = [Scite-rite-aim-y-Sfah] Scintillating by sphere work is crystal use to work, think american think construct work is think to defend is not so bad seeing the area. I think Iveil ivei forms crackling lightning to work as energy particles or not. Forms crackling projectiles that shoot forth and deal minor to serious extreme electricity damage, see or use respectful to area if you don't look you won't notice so think of how many times you hit a guy.

FruuMejNvinaaayy = [frue-sum-meej-n-vine-aim-labl-aim-wyr-y] minor globe of invulnerability prevents all circle level 3 and below spells from affecting caster hostilely

Hunoo = [Hoo-now-oh] Hypnotize self, Causes a soothing and hypnotic vibration effect that hypnotizes the target/s into doing ya thoughts and spoken idea as though it were suggested by the effect and causing them to do as ya want.

KuiMajXX = [Kue-is-Major-XX] Major vampiric drain, to drain vitality and allot of energy from a target person, creature or item.

Restora = [rest-ore-an] Minor restoration, removes most bad attributes effects including lost experience and energy.

SuaEmoeTri = [Sue-ah Ee-mow-eh Trick] Summon creatures III Summons many appropriate creatures.



Circle VI (5) - Moderate effects

BleSyj = [Bless-S-aye-j] Curse ability, lowers all targets abilty to do things by at most 30%.

ChaXX = [ch-ap-rexx] charm monster that befriends more than one monster.

Vye = [v-ih-eh] confusion 2, is a confusion 2 that makes targets behave erratically and confused more than the confusion spell.

May = [m-aim-aye] contagion strikes the target with a random disease.

Kyoria = [k-say-ore-line-as] enervation drains experience from target temporarily

Qee = [q-EEK-eh] Group fear, makes a group fear things that are near them and what they think on.

CyroAqya = [c-ir-on-act-q-ih-an] Ice storm, cast ice storm as far away as possible as it creates major

bludgeoning and freezing ice damage. Can take up to a year to effect.

IveImpro = [i-ve-se-in-im-pro] improved invisibility, invisibility that happens to the people who are targeted, even though they try to cast spells but not in attacking.

MyyLesBreh = [Mih-lye-Lease-breeh] Lesser spell breach, cast lesser spell breach while thinking of the target, it strips an enemy mage of upto three defenses.

Byezenom = [by-eh-z-ee-now-m] phantasmal killer kills the target

SePoly = [sea-p-own-lye] polymorph self into the form you think of

ShadBeiz = [shade-be-iz] shadow conjuration spell that allows for making of a Darkness, Invisibility, Mage Armor, Magic Missile or Summon a shadow in the shape that ye want to serve ya. Be thinking of the spell effect on casting or state the spell effect after this spell. Be wary, shades can be vicious to the summoner unless ya have protections from the shade.

U-wOng = [you-w-ore-ng] cast stonewall while thinking of the person.

DirRakni = [dire-r-ache-nid] summon dire arachnid to be where you want.

FyrWal = [f-ih-r-wall] fire wall, creates a wall of fire that moves towards the target/s.

MedituTenySild = [mead-lite-uh-feen-aye-sild] void shield that protects from anything that is necessary and targeting you.

CriaCuve = [crier-ah-c-cue-vue-heh] cure critical wounds.

DethWard = [death-ward] target becomes immune to any death effect.

AoCorrant = [jAy-oh-coh-r-rant] devine power causes the caster to become very strong and gains life.

Jehnian = [jedi-h-n-ian] free movement from any holding spell.

NeutyPois = [nee-hut-ih-poe-sid-s] Neutralize poison, Poison victim is cured.

DPois = [d-poe-is] poison person with a deadly poison that effects the target.

OnRuh = [on-rune-h] Animal companion, the animal companion is temporarily improved, by making it more vicious and loyal to you.

Frou = [from-us] levitation causes the caster a target to rise upwards. Doesn't always work.

UisLok = [use-linen-s-loki] wizard lock locks any door.

PolyHum = [pole-say-humane] Polymorph to human, back to normal transformation makes the polymorphed person to the original form.

Knycipu = [kn-say-c-light-p-us] net capture - Captures the person or the soul of the person in a sphere until thought released or a freedom spell is done.

SildLas = [sild-laser] laser shield is use as you don't have to match a source that absorbs or deflects laser strikes.

BeutyNat = [beautiful-ih-native] natures beauty makes the target irresistible to any person and does what the person wants.

Kevlar = [kev-lair] bullet proof armor grants the target an armor that is nonrestrictive and bulletproof.

SwZuq = [sw-zooq] vibrational sword - makes a sword in thought vibration that can cut through anything appear in hand.

DavUayTyTiy = [dave-you-say-tim-time-way] prosperous consequence - creates a prosperous ending to any event.

DemetriKou = [dee-metric-kow-uh] valience by area - transform the target into a valient unfearful person.

CasCritWund = [case-crite-wund] cause critical wounds.

GrataMyyWepa = [Grae-ah Mihn-why Weep-ahn] Give the weapon a large effect enhancement, as in making the item more effective.

AchWidAyIX = [ach-wide-a-whyle-x] Acid wind, acidic wind gust that corrodes and eats away any in its path.

MesCamu = [me-s-came-uh] Mass camouflage, gives all allies including caster hiding skill.

SuSw = [suh-sw] Holy sword, create a holy avenger sword that will smite evil or harm unholy people in one blow.

UnnSuSw = [unn-sus-sw] unholy avenger sword smites good or harms holy people in one blow

ArkFoSit = [Ark-Foe-sight] Dark Foresight is where caster recieves understanding of the enemy or events and reduces damages if some taken from metal.

Rariuylveilly = [Rare-like-you-y-l-vee-in-l-see-y] Retributive invisibility, makes the target or caster invisible, even when attacking or casting spells. If the invocation is dispelled then explosive damages even if nearby foes.

UtaarkBla = [Oo-take-ark-Blast] Utterdark blast that is an Eldritch blast dealing negative energy and drains target experiences, as in levels of idea experiences but this is 20 - 40% of the targets experience.

WodOMuty = [Wode-Ow-Mute-y] Word of changing is the target or caster shapechanges into a powerful form of which is thought on.

DoiaPX = [Doe-rite-ah-P-X] Dominate person creates a temporary control over target humanoid.

FreOI = [Freh-Ow-rlte] Freedom of movement is where the target recieves immunity to paralysis.

Grelvei = [Greh-I-vee-sih] Greater invisibility makes the target invisible, even though its to attack or cast spells.

ViuMasta = [Vie-uh-Mass-tah] Hold monster is where target monster is paralyzed.

LegLor = [Lege-Lore] Legend lore makes greatly improved lore skill for a long time.

WarCry = [Ware-Cry] creates a war cry that gives bonuses to the party of people to hit and damage where enemies are stricken with fear.

AsaReeic = [Ase-ah-Ree-ih-c] Assay resistance, causes the target resistance to drop greatly to the spell's of the caster.

DethWard = [Death-Ward] Death Ward that Grants immunity to death and negative energy spells and effects.

Ydi = [wide-linen] dismissal dismisses all associated callings, constructs and summoned companions of target

DynPua = [Din-Pue-ah] Dynamic power; Caster gains attack bonuses and greater strength and more health benefits. As well as, a dynamic power that allows one to cause effects at a will easier.

GreMyyWepa = [Greh-Mih-y-Weep-ah] Greater magic weapon greatly enhances the weapon in magic, sometimes temporarily. This magic weapon can project whatever you would want to project.

HamaOTenshu = [Hame-ah-O-Tensh-uh] Hammer of the Gods forms an ethereal hammer in hand or in the air of faith, that you mimic throwing and it will hit unnerringly. This also causes any result you think on.

NflytCritWunde = [N-flit-Crite-Wundeh] Inflict critical wounds will cause wounds on the target that appear at some point.

Pois = [Poe-is] Poison that will spread through the target body unless the poison is removed.

LestMyyMitl = [Lest-Mih-y-Mitl] Least spell mantle, absorbs up to 5 to 8 spell levels.

Cyr = Restoration that removes most negative effects off the target, and all spell effects some things restored are lost experience and energy.

CagAptacTntele = [cage-apt-take-tenteel-eh] Black tentacles, absorbs and sucks the life force out of the person with the black tentacles, while confusing and stunning the person.

YqBlaTntele = [Wiq-Blah-Tn-teal-leh] Evard's black tentacles, traps and attacks enemies within sticky tentacles.

LesMesaAqya = [Lease-Mese-ah-Ache-ih-ah] Isaac's lesser missile storm, Inflicts through a storm of magic missiles that does a minor to serious-extreme bit of damage on those nearby. Theres 1 to 14 missiles possible.

LesGloNvinaaayy = [Lease-Gloh-Nvine-aim-aim-aid-mih-y] Lesser globe of invulnerability, Protects target from all circle 4 and lower spells.

NyyMyyVib = [Nih-y-Mih-y] Supposition is disposition, despotism is in position.

SuaGodaElemlo = (Soo-ah-Geed-ah-Eleem-I-oh) Summon guardian Angel - Summon to your side or near you to be your aid, a guardian Angel.

SuaGodaEleiy = (Soothe-ah-Gode-ah-Eel-ee-like-why) Summon guardian elemental - Summons to ya aid, a guardian elemental that will do as you sometimes desire. This elemental can be whatever element ya desire by ya thinking or feeling, on the element and your purpose while saying spell.

MejMyySeq = [m-ease-j--mih-y-seeq] Minor Spell sequencer that stores up to two spells. They activate in a sequence that ya decide on and the trigger is of what ya want.

MaBodNaeGanMoEGrataRyzLok = [Mahn-Bode-Nay-eh-Gane-Moh-E-Grate-ah-Riz-Loke] Think of the weight then state or think of the spell with the weight as a number at the end to lower or rise to see. Like asvanced weight loss lock 180. Advanced weight loss, to lock your assemblage point to believe the physical truth of you can't gain more energy than you lose. Then think of the effect as you exercise, after doing the spell go exercise for 30 or less minutes a day or sprint for a minute or two a day wixed with walking or running.

IdUu-lokMa = [Hid-Oo-uh-LockMah] Unlock then move the assemblage point; Think of a point to shift the

assemblage or conscious awareness point by a thought you think. Thought to seem normal or aware can lock the assemblage awareness point.

HydroBustAnItzEnz = [Hide-ro-Bust-An-Itz-Enz] Water burst, To materialize a sometimes latent water burst that will splash the area and people with highly pressured water molecules.

NaSild = [Nah-Sild] Earth shield, makes an earth shield to surround the target that absorbs spells or if you focus can cut off what you dislike and effects like some blows to the face.

NaSildEn = [Nah-Sild-Enn] Earth shield end, makes an earth shield to surround the target to end ywhere you cast it you can still get the same result such as that which absorbs spells or if you focus can cut off what you dislike and effects like some blows to the face.

ModFxFix = [Mode-Fx-Fixe] Moderated effect effort, puts effort into the effect by ya plug or can seem by observing it and ya can do things as though an administration officer. Ya can even moderate an effect already happening, as in cause it to do something else, slow it down, speed it up, stop it, or ban it from happening again (at least in ya mind) by thinking about it while the effect happens.

FerLash = [Fear-Lash] Fear lash, to create a lash that's inflicted on the target/s as it creates fear by use of voice or ideal in said target of nearly anything near said target.

IGeni = [I-Gene-ih] Ingenious use, causes the person to be ingenious and with personal injective to hold idea that can be used till its needed and used.

NaSilden = [Nah-Silden] Earth shield end II, makes an earth shield to surround the target that absorbs spells or if you focus can cut off by will anytime by what you dislike or not effect you and effects some like some blows to the face.

HemTuResa = [Heem-Tuh-Rese-ah] Harm to reason, to set the moment that converts potential harm to reason.

EnWevlma = [Een-Weave-I'm-ah] Create illusion, to create an illusion to be of the idea you had in mind. That was thought on before the spell was cast and this thought becomes the idea that the spell creates the illusion of. The more ya feel this illusion should be there the more its real and could be considered a glamour.

UviStaBonX = [Oo-vih-Stah-Bone X] Stone bones II; This thickens and repairs the bones by restoring the bones energy balance and grants target undead a harder to hit chance.

MaiEPul = [MAke-Inn Ee Pool] Make energy pool; Makes an energized pool in the air. This restores you and others in the area of the pool that you want to restore. Mostly the energy is in replenishment, and in the body quickly. Where the pool is quickly generated by running water or pooling water. As a thought, though this takes its effects from the attributes of the water. You can use the ideal to form what you think to wish.

SuaEmoeAu = [Sue-ah Ee-mow-eh A-uh] Summon creatures IV summons a powerful host of many appropriate creatures.



Circle VII (6) - Very moderate effects

CyriCon = [c-ir-rit-cone] cone of searing cold sends from the hand a cone shaped cold energy to kill by making freezing in the intended targets in area.

Uxt = [us-xt] dominate people that you think on when casting spell.

PrimaireSild = [prime-are-linen-red-sild] elemental shield brings up a ring of fire that damages attackers while granting cold/fire resistance. A shield against Uxt.

LasOvem = [laser-own-v-lend-m] energy buffer that is 60% elemental damage resistance on the target.

Leslq = [lease-like-q] feeblemind a person, causes less intelligence and thinking capability.

ViuXX = [vine-us-xx] hold monster will hold some monsters.

PlaneLes = [plane-meh-lease] lesser planar binding which binds a outsider to do your bidding in a shape of an animal.

MyyLesMantl = [Mih-aye-Lease-Mantle] lesser spell mantle absorbs up to 12 spells, and allows them to power you with the energy.

MynFog = [min-f-how-g] mind fog that makes a person weak in will.

- DirTig = [dire-tiger] dire tiger summons.
- AariXLosauz = [are-sar-pih-x-lows-aid-ow-us-z] heat enclosed area.
- CulLosauzX = [cool-lows-are-ow-us-z-x] cool enclosed area.
- HeaSis = [heal-why-s-lie-s] atlantean assisted healing.
- SoeHea = [sow-eh-heal] circle heal heals all allies nearby as well as caster as if a cure serious wounds was cast.
- DeDevei = [ded-devious-easy-in] raise dead raises one corpse to life by saying spell and putting energy of yourself into it.
- TaVieDeth = [tav-v-hide-eh-death] death to life brings back one person from death as a risen being of power.
- SlayVie = [slay-say-aye-vie-en] slay living kills one person instantly or they resist it some way.
- Ipoliy = [life-pole-line-way] telekinesis lifts in place an item with this spell.
- SpherY-I = [Sphere-way In] otillukes resilience sphere creates with energy a sphere that makes a person or with respect this is sight magic think your unable to be affected by and yet it makes the enclosed person unable to affect anything in the real world.
- PolyCruo = [pole-aye-crude-on] polymorph other into any other form while thinking on the form.
- RaknoBdaeg = [r-ack-no-b-day-eg] spider spawn creates a few deadly spiders of which kills the enemies.
- EmorKi = [eem-or-kim] spiritual armor that creates a plate mail armor around the target and does not hinder using the targets life force. Also causes an effect of an alternate self that appears to be you, thats a part of the spiritual armor effect.
- SehPufX = [sea-h-p-oo-f eXh] Teleport field that creates a random effect shift field effective on enemies and targets in the area. That you specify by thinking on the area..
- UisEy = [wis-eye] wizard eye that makes an invisible sensory organ sending back visual information.
- ShadDor = [shade-door] shadow door makes an illusion door that the caster disappears through, that goes to the land of shadows and its making the caster seems gone, while said caster is actually invisible in the shadow and darts away.
- FroeWard = [from-leh-ward] protection from weapons makes any weapon not effective on the caster.
- Kao = [Kay-oh] chaos effect that makes any event or effect that you want to happen happen. It can wear down the material nearby as a fuel. So it is to be used cautiously. So, when casting, be thinking of the effect or event that ya want to happen, as ya say the spell.
- SwEnom = [sw-ease-n-own-m] phantom blade which makes a sword in hand to attack with, that does serious spiritual and venom damage.
- KesEnom = [Keys-Ee-nome] Phantom kiss that does some venomous spiritual damage and makes for monitoring of the person who's targeted, and claims the victim in some manner by links of control to the spirit. This makes for easier monitoring and control, as your aware psychically of the person no matter where they are from the link.
- KaoSild = [chaos-sild] makes a chaos shield or dome of force that converts energy into useful energy by the caster.
- Dorob = [door-robe] door warp warps tight any door that you think of while casting, preventing access. An EnDorob, ends the effect.
- Kaolmit = (Kay-oh-I-Mite) Chaos imitation, to produce an imitation by chaos of the item, event, or action. In some form, or in some manner. This chaotic energy can produce an imitation of anything and it can stay hidden for however long as a source in ya body.
- DirUii = [dire-wive-in] dire terror makes the person paralyzed by terror and remains unmoving for until the spell wears off, if it works.
- Dyh = [d-say-h] power word guilt makes the target guilty of any feelings, through reasoning.
- Myr-Ima = [mirr I'm-ah] mirroring image makes any image of a person or thing you think of to reflect energy of many sorts, including the visual energies. This can create more of another you to be doing what ya are doing, unless its decided to do else. As, the images are 'alive'. Saying what ya want to mirror after the spell, will sometimes cause this to work.
- WyIShiNaLava = [Wil-Shit-Nah-Lave-ah] lava wall that moves at the casters will and the heat of the wall treats, melts, or disrupts any target or group the wall passes through.
- LupAkim = [lupe-ak-I'm] call wolves to aid you and talk with the conscious of the wolves by thought.
- PyrWal = [p-ih-r-wale] deathfire wall even burns liches and moves to the caster's will.

SfuwarBragh = [s-fue-ware-brag-h] primal beast calls an unkillable primal beast to kill on command. Be thinking on the form for it to take when casting.

DumCucIX = [doom-cuck-I-X] doom circle strikes all enemies with negative energy from a circle that suddenly surrounds you.

UbaEallvmeditu = [oob-ah-ee-ale-I've-mead-lite-uhn] Monstrous regeneration - gains the regeneration ability including the brain and lost body parts quickly. This starts off slowly though.

HutIsit = [hoot-eyes-mite] owl's insight grants 1/2 more the wisdom of the person to a person, making them insightful.

Vimi = [vie-mih] Entanglement; This creates vines to effect as you will entangle, this will hamper movement, then slow down, otherwise pause and can form into a desired shape or camouflage.

UuVimi = [Uh-uh-vie-mih] remove entanglement; This creates removal of the vines to effect as you will entangle, this will lessen hamperage by improved movement, then allow movement, otherwise pause and can form into a desired shape or camouflage.

BarrKamur = [barr-Kame-your] Ball lightning, creates a compressed ball lightning thrown out from your hand. That is from energy that forms things and then lashes, as its absorbed into the palm and cast forth by throwing your hand toward the foe. Thinking release releases the effect and does minor to extreme damage, depending on how long it is allowed to form.

ItapbHidNa = [it-app-b-hide-Nah] Mana mold hand; Barring hand or earthen earth field, this is a hand of energy appears over target barring attack and movement. Thinking to use this the effect is instant. Otherwise the effect won't go off until something is off by feel.

HidFirLang = [hide-fire-lang] fire tongue grants those touched with language ability and they can raise fire, by just a mention of it or the more of it in use and is of the language.

PyrBrid = [pir-bride] creates the firebrand effect by alot of flame balls which appear near you and zoom in on the target that you decide on attacking by putting your hand or body part forward and can incinerate hostile creatures and people or hurt them badly by medium to deadly damage.

AchSetSild = [ach-seet-sild] acid shield forms around body and in the aura, hurting the attacker as they get close.

HutSild = [hoot-sild] owl's shield allows for a folding of wings to surround you with wisdom adding the ability to fly at will.

BDevn = [B-Deev-n] Be devil, to be devil the people or evil ones for him who is God.

EtailVeyXX = [Ee-tay-il-Vee-y-XX] Ethereal visage, makes serious damage reduction on damage done to target (including the caster) an when recieved, and immunity to second level and lower spells. Also, it makes the target unable to be seen easily, and unable to be hit or killed.

GreDepIMyy = [Greh-Depl-Mih-y] Greater dispel magic makes an end to powerful magic effects.

GreHaosm = [Greh-Hay-oh-sm] Greater heroism makes small thought and for large action to the effect of doing as needed by the percieved idea. With, a more temporarily added health and greater chance to hit, and to do skills. The effected person literally doesn't think but can intuitively act unless necessary to think.

MasCurLitWunde = [Mase-Cure-Lite-Wundeh] Mass cure light wounds, heals each nearby ally of medium wounds.

OdDecod = [Ode-Dee-code] Song of discord, is a song that causes the enemy to have a 50% chance of attacking each other.

BatITid = [BatI-Tide] Battle tide, the friendly target is aura modified to steal energy from enemies and targets, where the enemy gains a curse of not being able to hit very well and damage not very well with a reduction on being able to save yourself from a situation. This also causes the caster or target to gain an additional attack or action, if not already hasted.

FyrGodLasi = [f-ih-r-gode-laser-in] flame strike causes a devine fire strike.

MasNflytLitWunde = [Mase-N-Flit-Light-Wundeh] Mass inflict light wounds, damages each nearby enemy minor to deadly damage.

RiteeMit = [Rite-ee-eh-Mite] Righteous might, Caster or target increases in size, recieving more strength, more health benefits, and become harder to hit. With damage resistance of 3 times the damage per evil blow, if non evil, five times the damage per good blow. Size increase also lowers your chance to be hit and increases the chance to hit harder.

MyyResis = [Mih-y-Ree-sise] Spell resistance, Grants target major resistances to most effects.

Tru-c = [true c] true seeing can see through sanctuary and invisibility and Ethereal effects.

Awa = [Awah] Awaken, Enhances animal companion and people, to better their potential, or makes the person awaken in ability or state of body.

Nfano = [N-fane-oh] Inferno causes the target to be on fire and that fire burns target for moderate-serious damage every six seconds until the spell is stopped.

NtapoyHid = [N-tape-bow-y-Hide] Bigby's interposing hand, a mental hand provides cover against one opponent, in which suffers reflection and a major attack penalty.

NuagK = [Nue-ag-K] Cloudkill forms a toxic cloud that makes appear acidic cloud vapors, on the target area to kill the target group and it kills a weaker target easiest.

GrePyroBust = [Greh-Piroh-Bust] Greater fireburst, Nearby creatures and targets take minor to deadly fire damage.

LesMynBlanc = [Lease-Min-Blanc] Lesser mind blank, Protects target from mind-affecting spells and removes any currently effecting, as well as renders target immune and removes any mind affect spell with the effect of causing the target the effect of not being read.

ShrudOFIa = Shroud of flame, Target is encased in flame, burning the target and possibly nearby creatures.

VyrellySfa = [Vir-ee-lye-Sfah] Vitriolic sphere or use feel acid sphere, huge acid explosion or spill deals acid damage for 24 to 32 seconds until death occurs or the effect stops.

HiiMuaoem = [High-ih-Mue-aid-ow-redeem] High metabolism, causes a high metabolism in the target and the target loses weight from it.

BriySild = [Bry-y-Sild] Windy shield, Makes a constant wind in the form of a wall that disperses away poisons, and any toxins in the air too. So ya can feel cool, refreshed and walk in through a safe area where gas and smoke would be. It also makes a psychic shield effect.

MasKuiMej = [Mase-Kue-is-Meej] Mass minor vampiric drain, to drain some energy from targets of people, creatures and items. This can be upto 1000 targets.

Bludg = [Bludg] Bugdeon - Makes the effect of a target to be bugdeoned somewhere on the body, wherever its felt but usually in the face. This protects you from bugdeoning as it could happen to you.

JeuLang = [Jee-uh-Lang] Voodoo Language - Creates a tongue or language of voodoo in and of the target thats easily spoken as though second nature. This language can cause anything that is spoken by the target if its intended to do work.

RadElonXX = [raid-Ee-lon-XX] Raid energy - that forms on the saying of the spell words and in idea of a raid or pestillence poison energy killing pestillence with pestillence removal.

FluyDrakne = [Flue-y-Drakneh] Flushin' drunkenness, To flush a drunken state out of the person and it takes about 1 to 2 minutes. Once state effected, again it takes a little time. It appears to be a little bit abbreviated in time.

FotaNX/f = [Fote-ah-N-X f] Fortune in finance, to always come up with the funds necessary. This can be a fortune in of what is possible, or fortune by working.

ZizBneFy = [Zize-Bneh-Fye] For the body benefit, to cause the idea to be for the body and in benefit. The idea is spoken of before or after.

Hydrolts = [Hydroh-Its] Water hits, causes abusive water molecules to become active and rain invisible hits on the target with the presence of the water molecules in the air.

CIMaAqya = [CI-Mah-A-qia] Storm, forms a rainstorm in the area from gae and water particles collecting into the clouds.

SuaEFoc = [Sue-ah-Ee-Fowe-c] Summon persuasive force, to summon a force of energy that is greater than the summon energy spell in totality, as it can also be used to summon a force of people, no matter how large or small. The force of people are thought about in what type and how many people before the spell is cast. This force can be used in any way ya think and feel necessary.

FerESpie = [Fear-E-Spie-eh] Fear spikes, to create fear in the target that is spiked from energy. The target eventually fears spikes.

SuaGodaArkIo = [Sooth-ahm Goad-ahm Ark Eye-ohm] Summon guardian darkangel; This spell summons a guardian darkangel, that makes you get results and gives you things, such as information. As, its a trade by trade idea they respect. They guard the summoner, very well indeed. Sometimes, by the effect of opposite actions to get you to act in the right manner. And mostly, by the doing of the dark actions that make for the idea, to become manifested. They are mostly aloof and outgoing but dark. Their darkness is from their energy that they use and it comes from the darkness and shadows. They can make very interesting results, from nothing, as the darkmatter is their materia they can build off of. They can spread darkness, though at

a whim of choice.

ShadDym = [Shade Dim] Shadow cloak; This forms a cloaking of shadows that hides you somewhat in plain sight and really well in darkness. It lasts as long as you would want it to.

SuaEmoeQuin = [Sue-ah Ee-mow-eh Que-in] Summon creatures V summons tough appropriate creatures.



Circle VIII (7) - Extremely moderate effects

FogAch = [foge-stomach] acid fog, acidic fog that slows creatures within while dealing acidic damage to those within, and it can cause pain in the body as the target is in a mental fog.

ChanKamur = [chank-came-lure] chain lightning to cast in general direction of targets

SoeDed = [some-eh-deed] circle of death, kills many creatures that are in the area. Imagine a black circle form around you as ya cast the spell

Deiira = [Dee-ire-ir-ah] Disintegrate to turn to dust the target by a ray that does serious to extreme damage

FruuNvinaaayy = [frue-un-n-vine-rabe-labor-lay-mih-y] globe of invulnerability prevents all circle 4 and below spells from affecting caster by hostility.

DeijiiMaj = [dee-lin-jie-ih-major] greater dispelling, causes the dispel of the minor to major effect in a moment.

MyyMajBreh = [Mih-aye-major bree-h] greater spell breach - strips six magical defenses from a enemy mage.

MajU-wOng = [major-use w-one-g] Greater stoneskin, cast greater stoneskin while thinking of the person and it protects better than stoneskin with greater results.

SylLor = [sil-lord] legendary lore spell that gives you knowledge of things around you.

R-iYx = [r linen-Wix] mass haste effects all allies in area and the caster.

Plane = [Plane-eh] summon or control an outsider being that is human shaped.

DirBer = [dire-b-ear-r] dire bear summoning.

DyluTrans = [Dill-luh-Trans] tensor's transformation makes the caster or a target physically more powerful.

ColtWoxEzyk = [colt-woxe-eazy-wick] targeted cold knock out.

AaritWoxEzyk = [Are-mar-wine-t-W-one-x-Ee-zick] targeted heat stroke knock out.

AaraBoe = [are-mar-an-bow-e] Blade barrier make a wall of blades.

MakUnded = [make-rune-deed] create undead makes one undead creature that is zombie like.

RestoraMajIvmeditu = [restore-an-major-I've-mead-lite-uhn] removes all bad attribute effects including lost experience, restores energy and makes regeneration.

Ham = [h-aim-m] harm which makes the target badly wounded.

HeaXX = [heal-XX] Heal, healing that makes the target somewhat fully healed. It works a bit slowly.

HealvmedituXX = [heal-I've-mead-lite-uhn-XX] Improved Heal, healing that makes the target somewhat fully healed. It works a bit slowly.

Spheros = [sphere-ow-s] sickle sphere assault is area non feel that causes a large sharp ice sickle to strike the target.

SusLosCruuDaeg = [masuse-Low-s-Cr-ruul-Dae-eg] creates a few carrion crawlers that become mutated and into killing anything in its path.

IveiLykuth = [i-vee-is-L-say-k-us-th] invisible stalker forms from the element of air that does whatever the caster wants as the stalker does stalking and other things.

Liomis = [lie-oh-mise] mislead causes the person to be unseen via improved invisibility and is teleported a few feet away with another image appeaing his place making the exact same movements as the caster.

ChairTong = [chair-ir-t-poh-ng] stone to flesh reverts a person to flesh from stone.

ChairOng = [chay-ir-low-ng] stone flesh makes the person untouched by attack as the flesh is like moving stone.

Nishruu = [nis-shoo-uh] nishruu summons - Summons a magic feeder to feed off energies around it and not attack the summoner at all. These nishruu can be attacked.

DactoWyvAkim = [dact-oh-wiv-ache-k-lime] wyvern call that draws a wyvern to fight for you.

B-iCorrantCosm = [b hid-cohr-rant-cosm] power link any object to create a universal power field for your machines from anywhere.

BomOvv = [Bow-m-Ovv] sonic bomb that destroys by overwhelming sonic waves any enemy in area of effect. At the most it can knock people out, at the least it can cause distraction and apprehension.

ReliDyh = [real-in-d-say-h] guilt release releases the guilty feelings of a person where they might talk about it or not think too well and act on them.

Fokery = [foke-deer-aye] spell body storage causes the target to absorb spells to be used later as if recalling them as an ability.

LasEvem = [lase-even-seem] laser lance shoots a lancing laser shot through people in a row up to 100 feet away.

Losy = [Lows-y] Losing, when hit by this effect by thinking of or seeing the victim as ya say the spell, the victim will lose at anything they next try as though distracted. Because its like a beam that is a beam in effect.

LucidUaNay = [lucide-use-an-n-aye] lucid thinking - Cures dementia and schizophrenia by using these words on a target. Also keeps the target unaffected by any other mind effect.

Swlaa = [sw-niagra-aim-an] demon sword can make a demonic blade in the targets hand from a demon itself or any sword into a demonic blade.

HuMeditu = [human-medium-light-yuh] summon void being to aid as the caster wills.

PlastiquSw = [plastic-eye-que-sw] plastic sword forms in the hand of the caster that is as strong as adamantium.

SonneRyma = [soh-nn-eh-say-ma] ring creation - makes a ring appear to your hand or wherever you want by imagination.

DirtYtiy = [dirt-white-time-aye] dire consequence causes a consequence of dire straits to happen to the target on casting.

Dirg = [dirg] song of death and destruction to cause all enemies in area to weaken and become clumsy the vibrations.

Xij = [xige] Banishment; kills or banishes all area creatures, familiars, animal companions and outsiders.

Gratasictn = [grate-hase-sict-n] Etherialness; target becomes etherial till it does hostile or attacking action, person affected may be sick for a bit.

PlarAly = [plare-all-aye] An outsider is called to assist the caster, that comes at a moment he is needed.

CevaTudP = [sieve-ah- T-dud-P] Undeath to death on most creatures undead in area. Brings undead creatures alive again.

Crubl = [cruh-bl] Crumble, cast on a golem or construct this spell slowly kills the person's construct or golem while the target crumbles slowly

Droww = [droh-w] a victim will drown, by his lungs filling up, with water particles.

StaHod = [stah-hold] temporarily encases a group of any creature in stone.

Fochid = [foch-hide] a large forceful hand attempts to stomp and knock down by attack of one victim.

GTudacla = [G-Too-day-clah] a great thundeclap with loud thunder noise and shockwave will be dazing those who hear it

Dirge = [Dirg-eh] Dirge causes enemies to suffer ability loss of strength and quick adeptness.

EInyy = [Ee-In-say-aye] Energy immunity creates target immunity to one energy type thats thought on and spoken of after the main spell is in casting.

MasCurModMejlvMedituWunde = [Mase-Cure-Mode-Meeje-I've-Mead-lite-uhn-Wundeh] Mass cure moderated moderate wounds, heals each nearby ally serious damage, this is in a circle as well as caster, as the caster sees how the wounds happen and can experience the wounds going away. Optionally, ya can speed up, slow down or stop the effect by thinking about it as it does the curing effect.

Bane = [Bane-eh] Banishment 2, Destroys many minor grimoires and summoned creatures and banishes people who are the target from the area.

CatoUnded = [Came-toh-rUne-deed] Control undead, dominates one undead creature or person.

MasCurlvMedituMejWunde = [Mase-Cure-I've-Mead-lite-uhn-Meej-Wundeh] Mass cure moderate wounds, Heals the area allies and caster in a circle and a moderate amount of damage.

MasNflytMejWunde = [Mase-N-flit-Meej-Wund-eh] Mass inflict moderate wounds, damages each enemy in the area moderately and heals undead.

PlanrAlly = [Plane-r-Ally] Planar ally summons an outsider to help with what you want.

StaBod = [Stay-Bode] Stone Body, A moving stone is formed of your body that grants the target or caster more strength, less dexterity and adds damage reduction of ten times metal damage. This also has a 50% movement restriction with immunity to many negative effects. The target or caster takes 1/2 damage from acid or fire.

StaHod = [Stah-Hode] Stonehold, creates a cloud that encases a creature or person in stone.

BigbyFocfiHid = [Big-bye-Focus-fih-Hide] Bigby's forceful hand, Hand pushes target away.

CarnTuSta = [Carn-Tuh-Stah] Flesh to stone that turns the target to stone.

MajMesaAqya = [Major-Meesah-Aqih-ah] Isaac's greater missile storm, One or multiple magic missiles hits the target with minor-moderate to deadly damage and there is one to many missiles possible.

MasKui = [Mase-Kue-is] Mass vampiric drain, to drain some stamina of health and something of energy from the targets of people, creatures and items seen or thought on. This can be up to 500,000 or more people.

SuaBelElemIoMey = [Soo-ah-Beel-Eleem-I-oh-Mee-y) Summon Archangel - Summon an Archangel to your side or near you to be your aid.

MyySeq = [Mih-aye-Seek-Major] Spell sequencer can store 3 spells that the caster thinks of the name of and these are what ya need.

NeiiJinx = [Nee-nigh-in-Jinx] Neither jinx, neither targets in idea stops working or in an opposite effect, it can cause the person to go neither on a chance choice of things.

Winn = [Win] Winning, creates an effected win out of a moment for a target effected by the effect thats thought on or looked at as the spell is spoken.

MinSildSydh = [Mine-Sild-Side] Minor absorption shield, causes a shield around the target that can do absorption of minor spells and attacks through the shield as though ya own. This can also absorb shields as energy into ya.

MaLeceAnItzEnz = [Mah-Leeceh-Fx-An-Itz-Enz] Hydro effect waters, forms easily an effect of choice from the waters nearby. The effect is stated or thought on after the spell is spoken then think until as it is thought it is broken.

NaPore = [Nah-Pore-eh] Earth stinks, to stink of earth decay and feces or dirt itself. Decided on the casting of this effect.

NaBlo = [Nahn-Bloh] Earth blow, to cause a rain of blows from an earth effect that is from earth energy and the dirt in the area to the body in an area that ya think on as ya cast the spell.

MaiB-p = [May-ih-B p] Make magnetic, to make magnetic the object that ya touch and work with, as ya say the spell. To magnetize a human is to make them bipolar. This also causes objects to be irresistable.

EHetPyroXXLash = [E-Heat-Piroh-XX-Lash] Fire lash that cooks, to create a barbed lash effect from fire energy that creates the feeling of fire on the intended target, wherever the lashing hits them.

SubtEFoc = [Subt-We-Foce] Subtractive Energy force, this subtle energy is cause of many things and people who disappear. As, it can make a subtractive force that erases things on thought of them with the desire to remove and after ya say the spell. This energy can eventually erase anything till its gone or its spell is countered. As it doesn't matter how its countered when active, it will still do it. Its possible to counter it with EEvom pronounced [Ee-Eve-om], which allows more control over it and thinking to the force 'cancel'. Or, say 'they didn't' and the force is cancelled.

Br = [Br or B-rr] Breaker force, to break the force of energy or pattern and erase the programming, of the object or idea. Think of the idea object, or idea, to break of its energy programming, and as you state the spell. This has possibility, of breaking things.

HexCusC = [Heex-Cuse-C] Hex curse view, activate this particular vision, and your able to see curses, as though a rune or sigil. You can then remove, or manipulate the curse sigil rune, as you see it.

GnoGlo = [Gn-oh-Gloh] Gno glow, Knowledge glow. Cast this effect and its like your glowing with knowledge. Your able to see others glow of knowledge. You will literally cast off light, from thinking about things, and knowing things. This also makes you self-assured, with a positive feeling or not until you want the ideal.

NegMyyMesa = [Neeg Mih-why Mees-ah] Negative magic missile; Causes 1 to 20 negative magic missiles use the negative ionic particles to form and as you throw them at a target for medium to extreme negative damage that means disruption of a working state, also with stress and negative thinking in people.

AerStausehTego = [Aye-ear Stale-us-ee-h Tee-gohn] Static shield; This shield makes any energy influence

near it to be 1/4 of its influence each second it is energy around the shield till it disperses.

EayVey = [Eery-jAy-whY VEE-whY] Eery visage; Causes the vision of a place to be overlaid over an area. This can be a place that is very eery, old and something like a ghost town or nearly anything else. Where there is a no pay effective for goods and services. Unless the payment is a possession for services asked for. The people and action, if any are there, are generated not from sex from peoples objects that were touched and the energy activity of 'here' where it was cast in as use. The spirit energy imparted into the object can manifest in the eery visage. This spell effects an area. To break the spell, get near the edge of the visage effects and cancel it from there, by a freehand sigil that means cancellation.

The more heat in the area the easier it is to cancel, the harder it is to cancel unless the person walks away or drives away from the area effected and the effect permeates the mind to where the person is susceptible to illusions and is seeing the visage. The person who casts it ends up powering it, so when they leave the effect fades sorta like the walking dead. This effect is monitored by demons and devils make it real. The thing is, you decide the outcome.

The demons or devils come at you or a target at a moments thought that can cause the person to become beserk, so especially when the effected person is angry does this occur to free you from responsibility. They can conceal or control a person until the spell is broken. This is one step away from hell and its possible for them to drag a person to hell who's caught by it. This happens when the person caught was condemned or deserved the effect. Its possible for release when the person who cast it, tells the demons to release the trapped in hell victim. To release think your released as elia delaborah.

EFiaCarn = [Ee Fie-ah Carn] Rubbery flesh; This spell causes energy that courses through the body and turns the flesh rubbery. This rubbery flesh can be very hard to pierce or somewhat harder to cut. It can get flakey though with cracks every now and then.

EFiaHow = [E Fie-ah Hole-w] Rubbery bone; This causes a current to pass through the body and it forms the bone to not be easily damaged or broken. This isn't like the Harry Potter movie where Harry's arm was flimsy and rubbery.

SpeFx [Speh Fxh]; Speed effect, to speed up the effect and event however much you need time to go. Speed up thinking with this.

SuaEmoeSex = [Sue-ah Ee-mow-eh Seex] Summon creatures VI summons allot of tough and appropriate creatures and makes more by causing sex.



Circle XI (8) - Hard effects

UndedSlutes = [rune-deed-rede-Slute-ee-s] control one undead being for as long as a day.

DelaBlasPyrBall = [deal-lab-Blase-P-ir-Ball] delayed blast fireball that goes off when target enters area. This can be used as a trap.

FinG'kK = [fine-G k-K] finger of death that you touch someone or something and they die off quickly in something. If nothing is thought on or added as to be killed off, then the body dies off.

SwYyr = [Sw-saY-aye-r] mordenkainens sword causes a magical sword to fight your enemies.

Q-q = [q q] power word stun, automatically stuns target for a few seconds to a few hours.

ZedSenZyw = [zeed-Seen-ziw] prismatic spray which does damage to cause some death by random infliction.

MyyWardXX = [Mih-aye-ward-XX] protection from spells.

ShaSild = [shad-sild] shadow shield makes you immune to death and negative energy effects.

PrimaireHum = [prime-air-ih-r-eh-human] random elemental summons.

Nyc = [nic] destruction caused on the target that the target must resist death of or die.

ReparEalYptlvMedituXXX = [repair-seal-wip-t-l've-Mead-lite-uhh-x-x-x] Regeneration and cleaning causes wounds to heal and breakages or marrings to be restored fully including the brain or objects and cleaning of the target. This depends on the wound or destructive degree to how fast it works. This can make things easy to repair.

GodEveiHealvMeditu = [gode-evening-linen-heal-l've-Mead-lite-uhh] ressurection within or after 100 hours

with a 60% chance to succeed.

VieOroo = [vie-eh-ore-oo] aura of vitality makes a greater benefit in all allies' health, strength and dexterity and in the caster's body's health benefit too. This can cause weight gain, slightly.

DumGlec = [doom-glee-c] carpets of insects attack at your command.

FrouMas = [frown-us-mase] mass levitation that causes with a 60% chance for a whole group to rise upwards or be raised.

MucAch = [mucous-ach] acidic dissolvation of all target enemies or muscle ache.

Caco = [cake-on] cacofiend summons that calls a demon to rampage against your enemies, theres a 60% chance of cackling.

RuyRayReverey = [rue-aye-ray-aye-reeve-eer-ee-aye] ruby ray of reversal will target one creature or person and dispel one spell protection of any circle.

Myr = [mir] mirror creates a mirror effect in the air to reflect any attack or you can see your reflection in it. This can cause a mirror to be there to be looked in for its reflection.

KaoSpher = [chaon-sphere] This casts a sphere that just looks like the point me spell that affects the point or area that is pointed out with an effect of your devising by area or feel you realize then you know. This spell can unsummon anything summoned by will. As you think the spell or being name, then think to unsummon the being then dissipation of the spell or being happens.

Djin = [dj-line] summons an air genie to come and aid by attacking enemies of conjurer.

Efret = [efreet] a massive fire genie that comes to your aid to attack your foes.

Hache = [hay-k-eh] hakeashar summons brings forth a greater hakeashar or greater dark ghost being that is unaffected by weapons to make dark effects that is a water djinni.

UuKaYaHache = [Oo-uh-Kahn-Yahn-Hatch-en] Unsummon Hakeashar that effects nothing after this spell is there or not there by feel.

KaoEge = [chaon-egeh] summons a chaos lord to aid as the caster desires but do not call the chaos lord for small reasons.

WardUip = [ward-use-rip] warding whip will dispell one protection up to 8th circle every 1 second.

CorrantUlo = [cohr-rant-use-loh] enveloping power makes the targets power destroy itself, along with the person.

Spher = [sphere] sentry sphere by the creator - calls into being a earth djinni or use a sphere for uses such as attack, protect, scout, repair, contain, build plus other things and think the purpose to the sphere to have it do so or use is area to use stability or not now or use is create with the area as you sense to think then create.

SpherUviY-IOua = [sphere-groove-ih-aYe I-Ow-oo-an] otillukes resilience protection sphere creates a sphere that makes a person unable to be hurt or effected unless its needed and moves with the person. Moved out of the circle protection creates a displacement, from your area circle to not seem observed by observable means.

HeaCywlvmeditu = [Heal-C-ih-w-I've-mead-lite-uhh] Think bone and tissue repair for one person. See the crystal can create what you think. That is repair or elsewhere by work.

ByoLasOlas = [b-ih-oh-Laser-mole-maser] bio laser forms a laser blast from the hand and bursts forth incinerating or impairing not the eyes or target in a wide and straight line. This uses radiance energy or feel if you think to see or create by the area situated to use.

FyrFowl = [f-ir-fowl] fowling fire fowls all magic and machines in the area of the magic.

KouCilf = [cow-uh-c-is-If] summon a servant elf to do what is needed for the caster.

BioBo = [bio-bow] Bio bow or feel, causes an energy bow that forms in the hand of the caster. Think it shot to shoot it. Aim as desired.

PyrSw = [p-ih-r-sw] death fire sword makes appear in hand a sword that deals death fire and incineration as damages.

CosmNetZueb = [cosm-neat-z-use-eb] See to create a link to the internet anywhere. Think the creator creates a net link yet your use is your own idea.

ShiNaLavaQya = [Shin-Nah-lave-ah-q-say-an] This lava storm creates a storm of lava that assails any enemy with a moderate-serious to deadly damage amount.

BokArticIOyjo = [bow-k-art-pickle-boy-aye-joy-in] play boy magazine effect - brings up beautiful women pictures in the mind.

Sfuwarintaiq = [s-fue-ware-int-air-q] Primal creature - summon a primal creature to work as a servent for

the caster that be unkillable and can be any shape at all. Shape thought on at the moment.

Detute = [Dee-Tute-eh] Destruction, Destroys target from the inside and kills them excrutiationally.

EtaelJunt = [Ee-tay-el-Junt] Ethereal jaunt is feeling, repect is use or warded away enemies with area and suspicious people cannot detect the person unless the person makes an hostile action.

FotnaDyw = Foh-t-nah-Dyh-w] Fortunate fate, Casts a protective aura around the person that makes a good fate or feel is not occur when an a bad one of would normally try by use to happen, see or think it is a crystal that casts heal on the person when they normally would be hurt or killed.

GreCyrIvmeditu = [Greh-Cir-l've-mead-lite-uhh] Greater restoration, cures target of most temporary and all permanent negative effects, including drained experience.

MasCurlvmeditu = [Mase-Cure-l've-mead-lite-uhh-] Improved mass cure serious wounds, Heals each nearby ally and caster of serious damages.

MasCurlvmedituMajWunde = [Mase-Cure-l've-mead-lite-uhh-Maje-Wund-eh] Mass cure serious wounds, Heals each nearby ally and caster of serious damages.

MasNflytMajWunde = [Mase-N-flit-Major-Wund-eh] Mass inflict Serious wounds, Damages each nearby enemy major damage. Heals undead.

EalXX = [Ee-al-XX] Regenerate, causes 10% of the targets full health to be recovered each 6 seconds or faster restoration.

EveiHeaReueelvmeditu = [eve-ee-ih-hee-ah-ree-you-ee-eh-l've-mead-lite-uhh] Resurrection, Revives and fully heals the target who is killed or knocked out.

WodFathYoh = [Wode-Fath-Yow-h] Word of Faith, Kills or stuns enemies or causes what you desire by simply stating it with intention.

GrapyHid = [Grape-y-Hide] Bigby's grasping hand, mental hand provides cover and forces away or grapples by holding the targets as necessary.

MajShadBeiz = [mage-shade-be-liz] Greater shadow conjuration, major shadow conjuration that allows for the caster to cast any shadowy version of 1 to 5 circle spells or any actual spell that the person thinks on before or when casting and this can summon a shadowy form to serve you. Any actual form or item. This can even form whole areas of shadow substance.

MasViuP = Mass hold or control with people that is a person holds by paralyzation many enemies.

MyyMantl = [Mih-aye-Mantle] spell mantle absorbs 16 spells and makes the mind body strengthened with effects of desire, powered by the energy gathered from the spells.

MaiFx = [may-ih-Fx] Make effect, to make any effect thought on as or after stating the spell word, as though from the idea. The idea is generated as expressed, into being manifested however ya want or thought on.

MasKuiMajXX = [Mase-Kue-is-Major-XX] Mass major vampiric drain, to drain vitality and allot of energy from targets of people, creatures and items. This can be upto 1,000,000 people or more.

MajSildSydhIvmedituXX = [Mage-Sild-Side-l've-mead-lite-uhh-XX] Major absorption shield, causes a shield around the target that can absorb many effects that would kill ya normally. Including major spells and attacks. Energy goes through the shield and aura as though it becomes ya own energy stripped of its programming. This can also absorb shields into ya as energy.

HalTuk = [Hale-Took] To take with an AI or server the effect of whatever ya need, including health. Once the spell is stated, the effect of the AI/server take is to gather for ya the necessary items and then to make it appear in the right spot or come to ya.

HliIvmedituBlo = [Heelih-l've-mead-lite-uhh-Blose] To cause each blow that ya take, that would damage ya to instead heal ya with 60% chance. An the blow, even if ya take a wound or bruise, it will heal ya very quickly, on statement of the spell. Sometimes the healing blow can turn into causing a little weight per each blow, as the body converts it, the hit, into body weight health to cause healing. At some point, however the body will give out and fail, if enough blows are done. The body weight is augmented by drug intake. Some drugs can increase the weight as its increased allot with the blow, and some drugs can decrease the weight of the victim with the blow.

PsiVaNat = [Psih-Vah-Nate] Psychic nature, To cause anything of a psychic idea or vision to be of and in a target. They suddenly gain a psychic ability. Whatever they think of the psychic idea will exist for them.

KIGhafwmit = [KI-Ghaf-w-mite] Lightning storm, to form a lightning storm where ya want it, that hits the targets with lightning that are focused on after it forms. It forms fairly quickly on a somewhat cloudy sky and quick enough on a clear sky.

EgoNibFreyYa = [Egoh-Nibe-Freet-ya] Mind trap, to create a trap in and of something that traps a mind through fractal magic effect. This trap can keep a persons attention for hours to days or at least keep a part of the mind without it being realized.

EVaLashYa = [E-Vahn-Lash-Yahn] Air lash, to create a lashing effect from the compressed air particles on any target that is intended, near the air.

EMaLash = [E-Man-Lash] Water lash, to create a lashing feel from the water thats nearby on the target that is intended.

PyroEBo = [Piro-E-Boh] Fire Bow, causes a energy bow to shoot ya target with firey heat arrows. This happens the moment ya imitate the shooting of a bow or thinking it shot.

MaEBo = [Man-E-Boh] Water Bow, causes an energy bow to appear in hand that is felt, and, ya can shoot highly compressed water shots at the target. Think it shot to shoot it.

VaEBo = [Vahn-E-Boh] Air Bow, causes an energy bow to shoot highly compressed airballs at the target. Think it shot to shoot it.

IpeEn = [Ipe-eh-Ee-n] Target at the end, to cause the participant to target something at the end of an activity. This can be to use a targeting skill that can gain ya riches or to end a problem.

IIEn = [I-I-Een] Reattach, cause a reattachment to be effective of some physical means.

BanWarUnt = [Bane-Ware-Unt] Ban hammer causes an idea of a hammer formed from spirit and aether that can hit, deal minor to extreme damage and ban the effected person from the area, to an area ya decide is best for the effected. Until the effected is allowed back. This can be reflected back.

Quarell = [Que-arrell] Quarrel, makes the idea of an arrow like attack to occur as an argument happens an can effect the target.

ShaeMyr-Ima = [shae-eh-mirr I'm-ah] Shades mirroring image, powered by shades this makes any image of a person or thing you think of to reflect energy of many sorts, including the visual energies and to form itself by those visual energies again. This can create many more of another you or object, to be doing what ya or the object are doing, unless its decided to do else as it is a live shadow form. As, the images are 'alive' and in a shade form, saying what ya want to mirror after the spell, will sometimes cause this spell to work better.

AAeLe = [A Ae le] Price manipulation; Writing this spell causes your subconscious to manipulate prices, in the manner that you would want. Have thought of what you would want to believe that you can change. Because it takes belief, to set the effect and its triggered by the statement of the spell or idea. This seems easy to those used to doing hard things. This is useful for manipulating gas prices.

SuaBeArklo = [Sooth-ahm Beal Ark Eye-ohm] Summon Arc-darkangel; This spell summons an arc darkangel to be at your whim and to possibly fight for fun. They do things as they decide to do them, but at your request by statement with intention. They can summon other dark angels to get their necessities done. They will protect those nearby whom need aid and are physical based, in magic use. Their magic is intuitive, and can be very hazardous to the health if you are deserving a reprimand. They do things like the darkangel, though as well. They represent darkness in all forms and can negate corruption, this uses the great dark at will.

SuaYaKa = [Sooth-ahm-Yah-Kan] Unsummon Darkangel; This unsummons the darkangel from the point you think the darkangel exists. Dededomo = [Dee-dee-dome-oh] Burn alive; makes a person burn alive regardless of who they are.

MedituMyyMesa = Voidal magic missile; [Mead-rITe-uh Mih-why Meese-ahn] Causes 1 to 30 magic missiles made of void to form as you throw them at a target for medium to extreme voidal damage that means disruption of a working state and draining of the target energy and vitality.

NtraySildCavat = [N-tray-ee Sild Cave-ate] Entropy shield convert; Converts energy that goes to the body for use as it is and slowed down. It also helps weightloss as it converts weight energy.

IeyWilder = [hIgh-EE-whY Will-DErh] Suspence spell; This suspends the motion in view. Where, the view can be acted on as the person is given time to consider things. And, also to allow them to cool down.

ENisiatyAsy = [Ee-Nise-in-ate-why hAste-why] Insinuating assault; Its an assault that comes at a time when someone else is around and uses insinuation to create effected target havoc, sometimes by others making the insinuation or forgetting things, acting on derived idea. This spell is causing havoc, mostly by making the target become the insinuator and this causes his or her insinuations seem to bear fangs and make the other people tend to avoid the effected person. If they are incensed by insinuations they can strike out. In one such case of the effect, the insinuator became banned.

ShiNaE = [Shit-Nah-E] Lava energy protection or manipulation, by will. Which causes a fascination with something.

ShiNaELash = [Shit Nah Ee Lash] Lava energy lash, this needs summoned lava energy. Use your will and mimicry of the lashing you want, in private or not. Making the effect materialize.

Thix = Saving grace; This is the spell of protection that saves you in the poit that is a moment in time.

ProtegoSyhE = [Protect-Egoh Sih E] Protection field; To cancel out the effect by redundancy which is by reaction and not being noticed. To do things by stating what you notice cause the subconscious to make it nonexistant. As it is nonexisting, it is formed into existance. Directed away from you by your subconscious. This can form living statues and objects with an intended idea, that feed off people energy and survive intact longer. This can cause animals and beings to do the same and seek to eat live targets as though enraged.

EBout = [E Boh-huhn-t] Energy boost; Without saying the n, this will cause an immediate energy boost. Which lasts as long as the body needs it.

SuaEmoeSyi = [Sue-ah Ee-mow-eh Say-ih] Summon creatures VII, summons some very tough and appropriate creatures.



Circle X (9) - Very hard effects

PlaneMaj = [plane-eh-mage] greater planar binding summons or paralyzes an outsider that is human shaped.

HorKuiBod = [how-r-kue-linen-bode] horrid wilting that pysically melts the person through draining said target and internal heat, and it bombards the targets with major negative energy.

PyrnUag = [p-aye-rn-use-ag] incendiary cloud creates a firey cloud that descends on the targets and does hot fire damage to all in cloud.

MasAnciDef = [mase-rance-lih-deal-f] mass blindness and deafness - all nearby enemies are struck deaf and blind to things.

ChaMas = [chalk-mase] all creatures and people are improved in disposition towards caster.

MynBlanc = [min-blank] Mind blank that renders all allies and caster unaffected to mind affecting spells. Causes the target also to not be mind read. This effect is to a greater degree than the lesser mind blank spell.

Cim = [c-lime] premonition gives you warning before the event and damage reduction of 60%, possibly by the psychic vision.

MajPrimaireHum = [maje-prime-air-lir-en-human] random greater elemental summons.

EreOrooMentomo = [eer-eh-one-root-ment-one-mon] aura versus alignment - target gains immunity to mind affecting spells and high resistance to creatures of the alignment of which you thought on when casting.

MakMajUnded = [make-major-un-dead] create greater undead makes one greater undead creature of vampiric nature and to regenerate quickly.

PyrAqya = [p-ir-are-q-say-an] fire storm causes serious to deadly fire damage to enemies.

MasHealvmeditu = [mase-heal-l've-mead-lite-uhh] mass heal all allies and caster fully healed.

EvemAari = [eveem-may-as-r-in] sunbeam that does minor to serious extreme damage to undead and serious damage to others.

Natec = [nate-tea-c] lowers enemies spell resistance and heals allies.

Leht = [left-ht] shift yourself or people that you want on saying of this word.

MasILunPolFrebyLihXX = [mase-line-lune-pole-free-by-Lie-h eXh eXh] Lift in place; lift many items in place with this spell.

SpherosSurr = [sphere-low-s-surr] sickle sphere assault that causes a large sharp ice sickle to strike after becoming many and surrounding the target.

Dhoy = [dhoy-way] call a tornado to come and destroy any in area.

MedituSwYyr = [mead-lite-yuh-sw-wy-aye-r] mordenkainens black sword of disaster causes a magical sword to fight your enemies draining of experience.

Jagato = [jage-late-on] atomic edge that sharpens a weapon or slices a target to pieces.

Maz = [maze] maze that puts a person into a private place, in their mind that the person dreams up. This place is as a prison and they are kept there as long as possible according to intelligence.

DdXac = [caddy-exact-c] simulacrum creates a being exactly like the caster that is a powerful ally.

MyySeqMaj = [Mih-aye-Seek-Major] Major Spell trigger can store 6 spells that the caster thinks of the name of and these are what ya want.

CymDeth = [cymbol-Death] Symbol death makes a symbol appear on any surface that kills the intended target that the person thinks of at the time of casting.

CymPhit = [cymbol-fight] Symbol fear makes the symbol of fear appear anywhere on a surface and makes fearful any that get too close.

CymJohn = [cymbol-john] Symbol stun stuns any victim that gets close to the symbol that appears on stating the spell.

CymFza = [Cymbol F-zahn] Symbol freeze; Freezes the person as they get near the symbol of freezing that appears in the area. Where you wanted it.

GraChAuSpeXSosp = [grade-change-luh-speex-soh-sp] transform any material touched or item thought on to gold as ye visualize it.

IruCymo = [ire-us-c-kim-on] symbol anger makes anyone who gets too near it angry and beserk.

CymFut = [Cim-Fute] Symbol effect, where the caster causes a symbol that causes the effect wanted at the time, by desire or need. This symbol may also make any other effect thought on at the time to effect the area and people in said area. Any actual time the symbol is there.

EmorEmori = [Ee-more-Ee-more-ih] Remember, causes remembrance in the person.

SildGyn = [sild-gin] shot shield makes a bullet proof shield that deflects any bullet.

HuiStern = [hue-in-stern] throwing star creates as many throwing stars as you imagine appearing where you like.

HuiDovaStern = [hue-in-dove-an-stern] detonating throwing stars that are thrown and cause a inflictive explosion. Once formed, it will reform in hand, until ya don't need it, and all ya need is to toss like a throwing star.

SiloFok = [sigh-lo-f-ow-k] body storage spell causes the casters body to store items pressed against it with only a few pounds per item stored.

ByoSild = [b-say-on-sild] bioshield, cast at a target including machines to make the target have a bio protection field.

SildOroo = [sild-ore-oo] aura shield makes the caster form a auratic shield around the body that absorbs any damage as energy.

ImprolveiThyl = [Im-proh-l-veer-in-thil] cloak of darkness - Once said and the material touched, in some manner, this spell will enfold the caster in a cloak of invisibility effect. The material can be skin. Cast on a cloak or clothing or item of any sort, will cause an invisibility effect to the wearer of the cloak or clothes or to the item. The wearer of the effective invisibility will only be seen, if the seeker of the person intentionally wants to see the person or thing.

PlastiquAcierU-w = [plast-ice-quh-ace-buyer-use w] plastic steel skin - Makes skin of the target or caster like plastic steel, protecting him or her from laser and any other attacks as if the person wore a full steel armour suit without movement restrictions.

CrysEmor = [crystal-ee-more] crystal armor materialize makes the armourof pure crystal appear on the person.

Tytiyg = [tih-time-why-g] good circumstance causes good consequences of the targets actions.

JiiEp = [jie-in-eep] extend spell to last infinitely or as long as possible.

Bobbe = [bobbe-eh] rock fall from sky to cause minor to serious extreme damage to most enemies and area

SunBust = [sune-bust] Sunburst, caster focuses a very bright explosion in an area to kill all vampires and undead unless resisted but non-undead are major hurt or magically blinded

ClekCb = [cleek-see-b] Bigby's clenched fist, a huge clenched fist appears and attacks a target till death doing minor-moderate damage each 6 seconds and possibly to stun the victim

BlaStaff = [black-staff] Blackstaff, makes a staff magical, lightweight and hard to destroy. With each hit dispelling the spells on the person.

NaUuq = [Nahn-Oo-lude-q] earthquake that sometimes causes serious to extreme damage to all in area. If it seems to do nothing, then it can get attention, to else.

MasCurCritWunde = [Mase-Cure-Crite-Wund-eh] Mass cure critical wounds, Heals all nearby allies in the area and includes the caster in the healing of critical wounds.

MasNflytCritWunde = [Mase-N-flit-Crite-Wund-eh] Mass inflict critical wounds, inflicts critical wounds on anybody and everybody that is an enemy.

Bombed = [Bomb-ee-d] Bombardment, Blasts nearby enemies for serious to deadly damage.

FeBod = [Feh-Bode] Iron body, caster or target recieves greater strength and lesser dexterity, with damage reduced 15% to metal effects or assault. There is also a 50% movement slowing, with immunity to many negative effects. The caster or target also takes 1/2 damage from acid and fire damages.

MasChaMasta = [Mase-Chah-Mastah] Mass charm monster, Nearby creatures in casters view favor the caster more favorably.

PoricRayXXX = [Pore-Ice-c-Ray-y-XXX] Polar ray, a ray that inflicts medium to minor to serious-extreme cold damage.

SuaHosanAid = (Soo-ah-Hose-an-Aid) Summon Saint - Summon a Saint to your side or near you to be of your aid.

InEnRammyNaSfa = [Ine-Een-Rammy-Nah-S-far] Earth spheres that are objects that roll to the ground, then if though you use them as energy that is shit to summon earth spheres from the ground to the area that ram into to target.

InErNaBustSfa = [In-Ear-Nah-Bust-S-far] Earth burst, think to cause some effect then you stay or leave to allow the effect. To cause the ground nearby to rupture upward into latent little earth spheres that explode at eye level or the level ya decide to explode them and cause ruptures and possible blindness. To set them off, is to think them as though 'exploding outward'.

AqyaSlta = [A-qia-Slta] Storm shield - Makes a shelter from all elements that is a part of a 'storm', and this effect is that which shields ya from all the elements that ya feel ya should be sheltered from. As, ya do actions that cause ya to be sheltered and shielded. Its effects can be to prevent water from touching ya or other elements from getting near effeting ya.

EaISihunnlry = [E-ahl-Sigh-unn-l-rye] Unnatural slenderness, to create in a person an unnatural start to a state of slenderness, which is that type of slender nature that doesn't easily go away. The effect should be cast on children or slender people to keep that slenderness they may have, as it is a start to becoming unnaturally slender. Thick-set people should consider using this spell if they really want to as it can also thin them up, with the final result of unnatural slenderness. One side effect of this, is that the effected will sometimes form a higher emotion.

HyyLet = [Hih-y-Leet] Heavy set, causes a target naturally to inexplicably be a heavy set, from any other condition. As though, naturally chubby. This can fattten up nearly anyone, but it draws the weight from the caster and other people the spell selects, as though ya selected them without knowing it.

MasModFx = [Mason-Mode-Fx] Mass Moderated effect, to cause an effect that is thought on in a mass amount of people. That, is moderated by yourself as ya get to observe the effect, from where ya are. As it happens to effect the target group. Ya can moderate an effect already happening with this spell, as in cause it to do something else, slow it down, speed it up, stop it, or ban it from happening again (at least to ya mind) by thinking about it as the effect occurs.

EInflictuUuqSpie = [Ee-InflictuYue-uq-Spie-eh] Poison spikes, makes spikes that are poisonous to be near and inflicted upon the target.

CagrEmor = [Cagr-Ee-more] Moveable cage armor, forms a cage thats moveable and armor to ya or the target. This is with a trap door released without you having to see anyone, so see ya can get out of it or things fail. This will block against big things or large things that attack, and deflects a blow coming to ya or the target's way. Ya can do almost anything in the cage, yet none can hurt ya nor can ya hurt them with large things that are attacks.

IEmor = [I-Ee-more] Eye armor, causes the eyes and third eye to be armored. So the idea is it can't be stolen, simply until the I armor is worn down.

Shaihe = [shay-in-ehh] Fire being, to make a fire being appear near the person ya think on as a target. It will repeat whatever ya say with a gravelly voice till dispelled. Or, it can do what ya want it to do.

Shaie = [shay-l-eh] Water being, makes a water being appear to someone that is thought on as a target. It will be able to do what ya want it to do or repeat what ya say. To make it work right, sometimes ya might have to summon some energy before attempting spell.

SereSfa = {Sear-eh-Sfah} Searing sphere, Make a searing sphere appear above the limb or hand while

holding out your limb or hand and summoning energy to yourself, while saying the spell as you imagine it form. Then cast it forward by throwing your hand forward and thinking of the target being struck by the sphere. This does minor to extreme damage, if allowed to over time. It helps if you imagine or visualize what you want the sphere to do after it hits. This searing sphere might take several minutes to form.

LesNegMesaAqya = [Leese-Neeg Mees-ahn Ack-linh-ah] Isaac's negative lesser magic missile storm; Inflicts through a storm of negative magic missiles that does a minor to serious-extreme bit of damage on those nearby. Theres 5 to 40 missiles possible.

ChanMyyMitl = [Chain Mih-why Mitt-l] Chain Magic Mantle; This is a magic mantle that protects by absorbing 20 spells. Then uses the spell energy in a contingency effect, thats decided on and if not decided it is pushing back the spells to the people who targeted you.

NtrayAerStausehTego = [eN-trade-why Aye-ear Stale-us-ee-h Tee-gohn] Entropy static shield; This shield slows anything near it and makes 1/4 the effect from any influence including psychic assault each second till its gone.

ManipulMesa = [Mane-l-pool Mee-sah] Manipulating missiles: They are energy missiles cast by manipul mesa. They manipulate the person, on strike, into doing what you want. Just focus your mind on the intent as you cast this. On a bad moon of waning or new nature, they could cause paralysis.

NsuySyx = [eNh-sue-why Six] Ensuing death spell: This spell causes an ensuing death on those you target. The effect goes beyond this life, unless cancelled. This can effect immortals. The unensuing death spell will cure the actual effect from the person.

SuaEmoeEt = [Sue-ah Ee-mow-eh Eight] Summon creatures VIII, summons allot of very tough and appropriate creatures.



Circle XI (10) - Extremely hard effects

Kuio = [k-use-line-on] energy drain of target for some of their experience temporarily.

MajJuuMantl = [major-jue-uh-mantle] greater spell mantle absorbs 24 spells and makes the mind body strengthened with many effects of desire.

SoIC = [Soh-l-Cee] Allows you to look in the mind of the personal target or the person. If not personal, then you possibly won't want to do so, thus you effect a temporary block.

SwarCrit = [sware-cr-light-t] meteor swarm strikes all people in area with a deadly amount of damage.

SwarCrat = [Sware-Crate] To be in a game of swearcraft, where you can cause people, to play and in order to do things they will swear to do things.

MyyDaete = [Mih-aye-day-etteh] mordenkainen's disjunction is a more powerful greater dispel magic.

Kie = [k-mile-eh] power word kill, kills target with a word.

ShapKig = [shape-kige] shapechange - target becomes able to shapechange into a anything they can want to become.

GafPrimaire = [gafe-prime-air-er] elder elemental summons.

GafPrimTy = [Gafe-Prime-Tye] GafPrimeTime or PrimeTime, that is the time that is a primary moment and that is created after saying this, whether on air, tv or at some other time.

WoTy = [woh-tye] time stop allows the caster to cast spells and attack while the rest of the world remains hidden.

JiyCryEkiDeth = [jie-aye-cr-aye-ee-kid-death] crying wail of the banshee that kills all enemies in area or they can try to resist it.

Wyrd = [wie-rd] weird spell that kills enemies while draining them from anywhere due to a terrifying phantasm.

NoirHol = [no-ir-hole] implosion causes a black hole to kill everything within area of effect.

AqyaAch = [ache-q-aye-ah-ach] storm of vengeance causes minor-moderate acid and energy damage each 6 seconds.

TwexyTy = [tweak-x-aye-t-aye] time manipulation - manipulate time as the caster desires.

PrimaireSwarm = [prime-air-eh-swarm] Elemental swarm, summons many full elemental to be under control

of caster, that you thought on while casting or you can state what elementals you want after stating spell and they will appear, in a great number.

Ysh = [wish] Wish - concentrate on your desire while saying and it will happen.

MedituHamoMak = [mead-light-uh-hame-on-make] create object - think on object while saying to make it appear.

IpoFrou = [like-p-on-f-round-uh] fly in place an item with this spell.

FyrdDhoy = [f-aye-rd-d-how-way] fire tornado that does serious-extreme fire damage each second in all area to which its thought to effect.

YtlyHamu = [way-t-lye-hame-uh] mana flood causes a flood of power to serve through the area that messes up spells or increases their potential 1000%. This can weaken the materials in the area it is flooding, after a few days of it and this is including the body.

AtlaCyro = [atlas-c-say-roh] ice knife forms a knife of ice in hand or the air, that you can toss your hand forward to strike with and it will always return to hand at will.

JagatoSurr = [jage-late-oh-surr] Atomic surrounding edge, that slices a target/s to pieces by surrounding the target/s and it stops when they are in body pieces.

ImmAbsolu = [i-emmy-absow-luh] absolute immunity causes complete invulnerability to all weapons until the caster decides it not be there. The target literally can recover from any weapon strike, as though unharmed.

MedituBoe = [mead-line-tub-bow-eh] black blade of disaster comes into being and attacks foes draining them of experience.

ChanOrk = [chain-work] chain contingency can store any unlimited spells that the caster thinks of the name of and its upto you the caster to decide the trigger after storage.

Spherlan = [sphere-l-an] Esen "tada" this is freedom for you as your actually held in a sphere that is a releasable trap sphere to release to some place or feel. Seeing if the freedom frees any imprisoned being from far beneath the earth that was trapped in a sphere or not, release to see work with a fairy is not to release a demon.

GioSpher = [g-live-oh-sphere] sphere imprisonment released when cast and the target is touched or telepathically touched, will imprision the target far beneath the earth in a sphere of suspended animation, leaving the body where the target remains until a reverse of the spell is cast.

MyyKink = [Mih-aye-kink] strikes all spell protections from target.

MyyAi = [Mih-aye-Are-in] spelltrap creates a magical barrier around you trapping every spell cast at you causing a remembrance of the spell in you.

DamonMesy = [daemon-mese-aye] Daemon Summon, summon daemon to send a message of any sort just think of message while casting. This daemon also protects you but first does what you want.

YaGoInStraDonL = [Yah-Gow-in-Strah-Down-L]Go straight to hell, Makes the target goto hell or start to as they can goto the ground. If no target is in mind then its you going straight down. This hell can be symbolized, as well in the form of an indication by a sudden hellish lifestyle.

MesaX = [mese-sah-X] forms a missile that kills on contact the target, making a grenade fragging energy explosion, thats harming more than one target in area. Shot from the hand throwing its fingers foward in some degree. There's the least possibility of effect though, of the person freezing up temporarily.

MesaIxpX = [mese-sah-ripe-xp-x] explosive missile that explodes on contact of target with a fire grenade frag, thats thrown or shot as though a triggered gun and sometimes thrown by throwing the fingers forward, doing serious to deadly energy damage to the targets around it.

MesaFedXX = [mese-pad-feed-x-x] feeder missiles cause great impact of grenade like energy damage to a group of enemies, absorbing their energies giving it to the caster. Shot forward as though pointing your hand pulling a trigger or throwing your fingers foeward.

MesaEnhanz = [mese-ah-end-han-z] drunken missiles that make devastating energy impact whence thrown from hand by throwing the fingers forward, to hit unnerringly the targets with an energized fragging impact.

SwLas = [sw-laser] laser sword - That appears in hand to act like a sword and incinerates the target in some form. This includes the destruction of the targets equipment.

Konk = [konk] knocks out any target.

DovuUmoAuAcierSpeSosp = [Dove-uh-rume-moh-Aim-uh-Ace-isle-er-Sped-Soh-sp] Change to druidic gold steel, changes steel or other material to druidic gold steel by touching material or steel while saying spell.

MedituKamurAqya = [mead-light-us-came-lemure-faq-say-ah] incineration storm that shoots black lightning at anybody in area of effect at the casters willing.

Viq = [v-like-q] silent death causes the death of the person through consumption of said persons power.

PrimaireSilo = [prime-air-eh-silent-on] storage elemental cancellable by thinking so this actually forms an elemental that stores any amount of objects as if no item weighed anything.

KaoDacto = [chaoh-dactoh] chaos dragon summoning calls a negative plane dragon to your aid.

TrePoly = [treh-pole-aye] tree transform makes a tree of choice from a body.

DoliSw = [dole-in-Sw] moonblade that appears in hand and kills or manipulates with the power the moon.

StavInme = [stay-v-in-meh] magical wand that appears in hand to make any effect you want and dissapears at need. This wand is created some other moment and acts for you now.

Suag = [sue-ag] cure target of lynthrocampy, although if it fails it will just make a swagger in a person.

TyTiy = [tye-time-aye] create any consequence by thinking on it when saying spell.

CrysSw = [chris-sw] crystal sword materialize makes a crystal sword appear in hand or in the air and it can act for you.

SheolBrut = [she-holly-brute] calls a hellspawn to aid the caster at the casters will.

SfuwardDacto = [s-fue-ward-dactoh] primal dragon transform - call an undefeatable primal dragon that can kill with a thought.

CruHid = [crush-hide] Bigby's crushing hand, a large attacking hand provides cover, grapples and forces a victim to take serious to deadly damage by crushing till dead.

Etaelne = [Ee-take-el-neh] Etherealness, Enemies cannot detect the party until any member of that party does some hostile action.

MasHeal = [Mase-Heal] Mass healing; Heals each nearby ally, including the caster, and cures them of most negative effects.

CevuAoElnyy = [Ceve-uh-Ao-E-Inih-aye] Undeath's eternal foe, Grants party immunity to negative damage, experience and energy drain, ability (to get something done) decreases, poisons, and diseases.

MasHodMasta = [Mase-Hode-Mastah] Mass hold monster, Paralyzes many creatures.

Shae = [Shade-eh] Shades, casts an actual very powerful spell or summons a shadow form or man that is of a strong shadowy version of the spell in mind, but ya think on the spell to cast with the shades spell before or as ya cast the spell. These spells are powered by shades. Once again, ya need protection from hostile shades before casting. A quick way around of casting of the spell is to do the spell gesture that corresponds with the spell ya wanna cause in effect as the casting of the shades spell is done. The shadow man can give ya future readings and idea as well, if asked.

J-pCyr = [J p-C-say-r] Unlimited restoration - Restores lost idea, experience, stamina and from mind effects, afflicts and spells by 'recovering' from them and taking it from past, future, and present as if now to replenish or regenerate what is lost until the effect is done restoring.

Atepo = [A-tepe-oh] Normal time, causes time to revert to normal again and things continue as ya notice an action goto nothing.

Aynt = [A-why-ent] The unevent, causes people to do something in time that causes an unevent that is an unseen event or an event that goes to nothing due to inertial effect in idea. So its ignored in even an after moment.

NaJia = [Nah-Jie-ah] Earth platform, to cause an earthen platform that moves with ya. And, it has tendency to form underneath ya and ya can walk without falling on it.

InEnErSpie = [In-Ee-n-Ear-Spie-eh] Earth spikes, To make earthen spikes appear from the ground. They can do damage, if they are directed to and appear under the feet of the target person. Because they are life and effect of earth energy.

KIKablastriAqya = [KI-Kah-blas-trih-A-qia] Black lightning storm, to form a storm where ya want it, even on a clear sky, that emits a mix of black lightning and normal lightning to hit the ground or the targets near it. The black lightning will kill and vaporize almost anything.

MasIpu = [Mase-I-puh] Mass insanity & madness, causes insane moments with madness in people that are targeted by this spell effect. Only in mass insanity, do people become erratic. Once lived through, the madness disappears. Sometimes, the insanity won't go away easily. Sometimes the erratic behavior, is where a person will do something that is not normal in behavior.

MasCupo = [Mase-Coo-pohn] Mass sanity, causes the targets that are 'touched' by madness and insanity to be zane sane and in focus with calm.

ElemIso = [Ee-leem-I-soh] Element isolation, isolate any element and elemental of choice and remove it from effect off of or from the target. This can create an elemental isotope from it with thought on this idea while or after stating spell, as its an elemental isotope that attaches to the person or target, after its formed and it shares the memory as experience as it eats the person of diseases and bad effects. This isotope can share the energy it has with the person, when the person needs it, and cause the person to live longer and with more energetic endurance.

EInflituGnaLash = [E-Inflituh-Gnah-Lash] Earth lash, causes a lashing effect from standing or being near the certain part of the ground that the target is near.

EGer = [E-Gere] Energy germ, this causes a germ, that is summoned to an area and is made of energy, to do whatever ya want or think on at the time of casting, by the germ recieving ya thoughts or need, doing the deed and transferring the results to ya. At the least, it can cause some sorta sickness or no sickness and at the most, it can cause events as ya 'train' the germ with ya thoughts.

MasSostryPyroEBo = [Mase-Soh-st-rye-Piro-E-Boh] Mass shot fire bow, causes an energy bow that shoots many enmass firey heat arrows. Think it shot to shoot it.

MasSostryHydroEBo = [Mase-Soh-st-rye-Hyde-roh-E-Boh] Mass shot water bow, causes an energy bow that appears in hand and ya can feel the bow that can shoot many enmass highly compressed water shots. Think it shot to shoot it.

MasSostryAerEBo = [Mase-Soh-st-rye-A-er-E-Boh] Mass shot air bow, causes an energy bow to appear that ya imitate a shot of a bow to shoot many highly compressed airball shots. Think it shot to shoot it.

MasSostryBioBo = [Mase-Soh-st-rye-Bie-oh-Boh] Mass shot bio bow, causes an energy bow that forms in the hand of the caster and can shoot many enmass energy arrow shots. Think it shot to shoot it.

ArkjutrEmor = [Ark-juttr-Ee-more] Diamond moveable armor, forms a diamond shield and armour by effect of idea. This can make ya undefeatable as it absorbs the damage of all blows into itself. And leaves the body as though unhurt. This can protect ya, even though its 'off' of ya and allows ya to be moving, as even when off its still on ya.

XyTyebub = [X-why T-why-eh-bube] Psychic timebomb - To create a timed bomb effect that activates and causes confusion, on command, as a power rush goes through the mind that is percieved as energy an thats too much, as in psychically, where it can create a headache. Theres also placed on the target, a negative perception after of a visual argument in some form. Sometimes, so much energy can pass through the mind, that it can cause the person to pass out or die in the extreme reaction.

DracoSt = [Dray-coh St] Dragon strength - To cause the strength of a dragon to enter your body and be used for a some time. You might feel drained afterwords.

ZehrEhh [name thing/person] = [Zehn-erhn Eh-h] Come out (of nowhere or somewhere), item or person; Makes what you want, to appear to be near, to come out and become of where you are.

LesMedituMesaAqya = [Leese Mead-rITe-uh Meese-ahn Ack-lihn-ah] Lesser voidal magic missile storm; Inflicts through a storm of voidal magic missiles that does minor to serious-extreme bit of draining damage on those nearby which drains the stability and energy and vitality from the targets hit. Theres 10 to 100 missiles possible.

KheperHornTuBObjSeh = [Khey-peer Horn Tuhn B Object See-ehn] Transform intrusive to live object; Cast on a Room area, this forms a field that causes people that shouldn't be there in your mind world to be an object. And objects here physically to be people there. It makes the obtrusive person to seem to be nonexistant to you and you can stand the person who annoys you, even though they become annoying they are not noticed mentally and sometimes ignored. If they get very annoying, then they are likely to be dealt with. This has a tendency to cause them to act like an object. On death of the intruding person, in the field of transformation they will become an object that finds its way there. This object tends to cause a repeat of things happening that send energy through the object.

KheperHornTuBDigosSeh = [Kheep-ear Horn Tuhn B Die-ghost See-eh] Transform intrusive to animal; Its to set an area to transform intrusive people and other beings like ghosts into becoming an animal reincarnation form. The beings and ghosts caught are imediatey transformed into that of an animal. And, they 'find' their way to the place that transformed them.

ManipulErisedMesa = [Mane-I-pool Ee-rise-sEed Mee-sah] Manipulating Erasure missiles: They are energy missiles cast by stating or willing the spell. They manipulate the person, on strike, into doing what you want as they erase the thing not wanted. This is done by a seed of energy that effects nearby it. Just focus your mind on the intent as you cast this. On a bad moon of waning or new nature, they could cause

paralysis.

AuraOerised = [Aura Oh-ee-rise-ee-d] This aura erases and distracts people you get near. This does cripple and could erase from them anything you want of purpose.

EmFooShoo = [Emm Fold-on Show-on] Freedom from release; This frees the person targeted from things that are effecting you.

Act gi [Act gift] = Act good; This is the act that is good and is suave and smooth, unless in as you think and feel with energy as focus with no actual thought unless necessary. As a gift you are there or not, think there anytime and your there and otherwise by thought of something to do if not in needed where you think to seem as if an energy focus can use to see with directe focus words. Think and do and you get work or now road work as you are due repair and as due with explanation. As I would help you means the third eye is doing as the brain cerebral is metaphysics based core response but it is metaphysics use to create the third eye by focus in mind and in body to create what you think otherwise you turned it.

The qudopli [Then Que-dope-lin] = The dopplhin effect; The dopplin doppelganger effect, that will make you you lose your mind if you don't accept the situation that you see or dismiss it out of a form of idea. This is the effect with love is to create a point, that is they that are formed are what is as they died and use your idea of commitment. If you don't think to convert energy to something else that forms creates a point, that energy changes as if a form dolphin is thought or felt in choice from thin air and this makes a poison disappear from you. As if from you and you were okay then you can use the idea, think to create from free energy or as you don't have to create. As a thought or if you don't and its already there in life, as if you don't do it in qudolphi.

Tyei Lifes Coucho [Tin-eal-in Life-eaze-es -Couch-on] = Created fix; Create and cure what ails, you as you fix lifes ills with you in thought. It is the point, don't take advantage of iffy chances. Tying the knot in a moment that is use of spheres, to create physical idea in perception and without that perby not needing the idea by desire you don't get the idea to see.

Th E Main [Th Ee Main-in] = The Energy Use; The use of energy to stop, be well in use and work well in creative spells from what you think. Unless necessary then your use is over with idea, thought and the energy goes back to the area it came from or alternatively the sun.

The rede [Then Rede-en] = The golden rede; The rede is a fact based idea that is business, use of wyrd and greate understanding by spirit knowing is what you think and use is to say and the no fate is set. Set is fate is by the act out of respect, be well well make change fate by what that is or not as a concept creative in approach and the Nords is a point in mention to create with as will creates will or not and the fates are what can make use of what. If you think they can create, if they think it necessary to do in the point. To do what then is the creator will, make unless you are willing to in see and create as you are with a way to see. No act is a point, that no idea creates and nothing as against each other is considered unless necessary as no melodram.

The spe rade [Then Sped Rade-en] = The point plunder space; The idea is a thought to use a space radar and create a space with music, as what you think is what energy that can be of use by the thought is radiation in use. Concept to do is a point in mind, because each space is a part of life so lets not be too destructive to say the get along point to do. If necessary as what you think creates the right in action. Things you use are gone, so the thought in is to nnn and stop invasive behavior and intrusive is not done. Don't hear in the music, see in thought and in thought you won't do the spell as no construct will get the bounty effect.

The fixen [Then Fixe-ee-n] = The fix this space to the area; The idea is the in point of fact that law exists and use is in nothing as something in to make of the fact, and out as your use is unlooked at and your point is as though that which is can cause you to create or not create a point. That is mentioned fact as remembrance, that your things you need to do you will get done and your use is your own anytime and anyplace thats normal. There is a concept that needs done, and it is as you think as a wish. The cancellation to the spell, is to create and use a method as a point that energy cancels itself out.

Ad Hoc [Ad Hokey] = The instant; The instant moment of death respawn by respise is with nothing in but a concept, as your life is expended you bring to life someone else that your spirit created in essence for life that is what you are as I think "des res" en to end idea the moment this is fine. These can seem a thought to rid your body of the spell trap you De le Ib to get away, think as you move to undo by thinking what you want and the spell kills all roaches as necessary. As you use the idea to send it to the source and you do not have any idea, that is what can result as thought is response taken as indifference or not as talk is response in life. To dream is an instant moment that you are energetic symbolizes growth, activity, expansion and insight. You need to channel your energy in a positive way. As to think and do, this is to create exchange with thought or idea that is useful.

Ist Isteo Febreo [Eist Eist-tee-on Fee-bree-ee-on] = Mesh show; Mesh often shows a trap or intrigue, to de ice trap in which one is active or is involved as a victim. Then one should, behave more honestly no murder trap unless you are dead before birth, thought and straight talk and things get the correct things or a brain hemorrhage that isn't what seems true till you think "Silvrrouge".

The Oppe [Then op-en] = The opposite value; This is a dream of the opposite synopsis, where everything will become good. The dream ends, when you decide it to as the mind eater that is energy eater that is psionic mastery from the manipulator point of view. The openminded view is an open book to view, as the mind as if you can read in the mind and think to create from the creator as needed unless you don't need to as you has many friends who want to help you. As the way out of this, think this is as not blossom as eppe free as a concept known as a value or not as nothing needed as this is no and it won't fight you.

Eppe Free is a this is an interesting idea, to work with if you understood it and can make magic. To use these phrases, this creates interesting area results to make and create. As with the wind that flows with energy and life is nothing but water. As this in flows, as the river that flows you can use a thought as if a fire that flowers power in life. Without burnout, thought in thought is by rhythmic energy of life that is chi and restores that is what life is made of act and be well. This unlocks the ability within, as good affect makes good in unlimited effect. Have fun with this.

Ethekinetick and Etheriokinetick are in some part what will allow area manipulation with this, as that derive spirit mind and most negative efforts including death and void manipulation to happen with very little effort and no destruction. As if in thought the effect, makes things what you want as this is time though some manipulation of the area. Thre is little as some idea, as to use to make things easily. These are short and long distance efforts that occur after the spirit-that-goes-through-everything obliges. The people are act shamanic yet seem like it, that are using this spirit as they gain what they can of wisdom by knowing it and knowing people by it. There in use is the effort to create a use, in and not and think a thought you can use it for life energy.

The ether user can derive drinks and drugs from air or spirit. The shaping ability of spirits and formation of body to other forms as well is possible. With ether manipulation one can make spirit essences in the formation as one desires. This is called shaping for effects that are in many things of efoort and kung fu as in orgone, a psi like machine bioenergy. As necessary, this is curing as you think cure, or state the disease and the correct things happen unless necessary.

IchsNa [Eh-rich-s-Nah] = Acidic disruption; The reason why one in the dream in a meeting or rally took part - either because one supported the aims of this political party or fought on the contrary - is decisive for the interpretation. In any case, is a certain rage of the Awake with in the play which needs of the many open the view of the investigation. If its nothing in life its death. Unless necessary, as nothing else appears to some as this is done as you got it in life. As the ninth circle is broken your free and you can step with time to create an effect.

The Debornia [Then Debe-orn-nie-an] = The Dia; This is the diamond that seen shows what you think, and as a point no thought is unless necessary. Ascertained moments in time, credit and if no lowering costs are what seems interesting as to think often to create. What you want from what you want and that is not for what you want. As it is in life that exists life from form, as in you formed you and thought not out of you are what you think and this kills the body as it causes illiad effects. There is not as is unless as things are what seem as real life and except is not bad if not used or not in a point of view that nothing exists where matters get worse.

The Deborah [Then Deh-bore-ah-get] = The Dea tribe; The Ancient idea in choice, this of a past life that formed a life that was but no longer. As if a point, you can effort in effortless area and create, what is an idea to ascertain or not give as you think or not. Often the person at an unaware level recognises that he would like to change his consciousness by thought view concept or in thought his own setting by what you think in a shift viable in view. If the dreaming meditates in his dream, this need can become tangible for him. The dreaming attains access to his, creative, spiritual side on this way. The point is a view that can change in personal viewpoint that creates a different way to work and use is to shift in view and create the different view shift mentioned in a book. The person that changes view this way is in that way, till is way different way by perspective idea formed from the different conscious idea you get from what you think in life.

Dep C men [Deep C Men] = See thought in life and in believe; What thinking means can produce a suprise zombie that eats and uses the meditation in the dream, depends on whether the dreaming also meditates in the awake state. With a person, carried out the meditation, the meditation in the dream can deliver suggestion for the exercises which bring the dreaming with his intuition and spirituality in contact. With a person, not carried out the meditation, the meditation can refer to a need to turn inwards. The idea is thought, thoughtless is not

mention cessation is the art that makes and what you want, and if not this spell can create if necessary as if a mental state that just ceases when unwanted. As if to stop believing in the idea, stops the effect as the effect is known.

SuaEmoeNi = [Sue-ah Ee-mow-eh Nih] Summon creatures IX, summon many creatures of appropriate nature.



Circle XII (11) - Mastery & epic effects

IkleMyy = [ik-leh-Mih-aye] spell mastery makes manipulation of any spell possible.

TyReparo = [t-aye-repair-on] repair time and place makes repairs of the situation that you want.

TyIkle = [t-aye-ik-led] time mastery allows for manipulation of time itself by focusing on the time you want or the words that mean slow [slo], speed up [spe], or pause [wo]. This effect lasts a few years.

VulcanEru = [vulcane-ee-ruh] eruption of a volcanic force to wipe out all people in vicinity.

MedituAqya = [mead-line-t-us-age-q-say-an] void storm that kills everything in area by sucking enemies life forces.

MegaBombe = [meager-ant-bomb-er] mega bomb forms a bomb anywhere you want on the utterance of this spell that goes off at the casters will, doing serious extreme to deadly shrapnel damage or knocking people out.

MedituTntyle = [mead-line-tuh-ten-tyc-leh] void tentacles grasp and hold the enemies victims draining them of all possible experience along with their energy.

Ryas = [Rih-as] reverse the spell coming at you or in effect, if such is done.

DokenAto = [doke-keen-aid-tom] atomic destruction that decimates all people in range of 2 miles not hurting allies and caster.

DokenSubt = [Doke-een-Subt] Subtractive power blast, cause of a power blast the range of how long a distance in a circle diameter that ya decide on. This power blast is subtractive and weakening in nature, as it is subtle and will erase from the area of what ya want with the desire to remove until ya don't desire removal. As its rain that removes damages from materials and doesn't seem to fall when it does, it can influence erasure on a person including thoughts. And like the last one, no matter how its countered, it will still do it. Unless the spell itself is countered. Its possible to counter it with EEvom pronounced [Ee-Eve-om], which allows more control over it, the energy, and to think to the energy 'cancel'.

IkleMeditu = [ik-leh-mead-light-uh] void mastery makes imagination manipulation of void with these words. This also allows control more easily over subtractive energy.

CabIBus = [McCabe-line-bue-s] mass shift that incites a shift of a target group to a place you desire and this includes armies.

IkleFyr = [ik-led-fir] fire mastery that makes the caster able to manipulate fire by will alone.

IkleSelav = [ik-clen-seal-lave] lava mastery grants the caster a mastery of lava with a desire.

IkleCyro = [ik-led-c-say-roh] ice mastery that makes the caster able to work with ice by will alone.

Aerolkle = [aerob-ik-led] air mastery that makes the caster able to will air effects.

Xucuil = [x-lute-c-use-lit-l] flying mastery makes flight by willful desire and imagination on utterance of spell.

PsiIkle = [Psi-Ik-leh] Psychic mastery, the person is imbued with a psychic mastery that is as long lasting as they desire. They become a master at psychic activity and ability overnight at any psychic idea they may have.

ElmntyIkle = [El-emn-ty-Ik-leh] Elemental mastery, To make the target become a master of the elements and elementals, including innate know how.

MasiPoFrou = [mass-linen-pon-fr-out] fly in place many items with this spell.

DhoyMeditu = [dhow-aye-mead-light-uh] voidal tornado causes a void tornado that incinerates all enemies or absorbs all energy in area.

CorrantAqya = [cohr-rant-aid-q-say-an] power storm makes a storm which interferes with all enemy spells.

YtlyMeditu = [why-t-lye-mead-light-uh] voidal flood causes a flood of voidal energy to swerve through the

area sucking all energy from enemies and objects.

PolyBael = [pole-aye-bar-eh-l] transform into a demon of any sort.

AidIkLeDacto = [aid-ik-leh-dact-on] summon a dragon to your aid which does not appear at first but only on a need will it be there.

PolySidh = [pole-aye-sidh] transform into faery by saying these words at a target.

PolyTesseractIq = [pole-why-tess-ee-rack-time-q] intelligent tesseract transform [dark killer giant].

PolyAtleantian = [pole-y-ate-lee-an-time-an] transform a target into an atlantean sea elf.

PolyCilf = [pole-aye-c-ilk-f] elf transformation that makes the caster an elf.

PolyTreant = [pole-aye-tree-ant] tree man transform makes any body into a tree man being.

PolyDactoSun = [pole-aye-dactoh-soon] sun dragon shift makes the caster becomes a sun dragon.

PolyCilfArk = [pole-aye-c-ilk-f-dark] dark elf transform makes the caster become a dark elf.

PolyKaoCilf = [pole-aye-chao-c-lih-lf] choas elf transform makes the caster into a negative plane elf.

PolyKaoDacto = [pole-aye-chao-dactoh] chaos dragon transform transforms the caster into a negative plane dragon.

PolyKaoHum = [polish-why-chaos-human] choas being transform makes the target into a being.of chaos.

PolyHuMeditu = [pole-why-hum-mead-light-yuh] void being transform makes the caster into a being of void.

PolyBal = [pole-why-bale] negative plain being transforms the person into a being of negative energy.

PolyBaLYI = [pole-why-bale-why-l] negative wild magic transform makes the target into a being of negative wild magic energy.

PolyFyrHumArachno = [pole-why-fir-human-arach-noh] human spider transform - Targets someone and makes said target into an energy spider that totally disappears from existence. Enabling the human spider that appears in the persons place to manipulate anything in existence.

SheolPolyBrut = [she-hold-pole-why-brute] hellspawn transform - transforms the target into a hellspawn.

PolyHye = [pole-aye-h-say-eh] hyena transform - hyena transform transforms the victim into a hyena.

PolyLycantropy = [pole-aye-lyn-cant-row-p-way] werewolf transform makes the target into a full werewolf.

PolyLich = [pole-way-lich] lich transform makes the lich out of a target.

PolyKreen = [pole-why-kreen] insectoid human transform - makes the target into an insectoid.

PolySatyr = [pole-why-sat-say-r] satyr tranform - Make the target into a satyr form [half goat human].

PolyTroll = [pole-aye-troll] troll transform - The target transforms into a troll of the casters will as for type.

HcaorPoly = [h-cave-or-pole-way] roach transform - The target including caster becomes a roach of any flavor. Thinking polyhum will transform the person back.

HcaorPolyHum = [h-cave-or-pole-way-humus] human roach transform - The target including caster becomes a human roach.

PolyFli = [pole-why-flin] cat tranform - Intended target including caster becomes a cat and transforming back think polyhum.

PolyFly = [pole-aye-fly] fly transform - transforms a person into a fly and think polyhum to trasnform back.

PolyHumFly = [pole-aye-humus-fl-way] human fly transform - Makes the the target including caster into a human fly.

PolySahn = [pole-aye-sahn] sahn transform - Make the target into a super human being.

PolySfuwarBragh = [pole-aye-s-fue-ware-bragh] primal beast transform - Make the target into a primal beast that is unkillable and honed to kill.

PolySfuwarIntaiq = [pole-aye-s-fue-ware-int-air-q] primal creature transform - Make the target into a primal creature that is unkillable and with intelligence.

PolySfuwarDacto = [pole-aye-s-fue-ware-dacto] primal creature transform - Make the target into a primal dragon.

Aryu = [are-say-you] create a law of effect with this spell by thinking on the law after casting.

BaelIkLe = [bay-eel-ik-less] demon mastery that grants the caster demonic mastery control by will.

JediIkLe = [jedih-ik-leh] jedi mastery grants the spellcaster jedi mastery for the amount of time the spell lasts.

LasAb = [laser-saber] mana saber materialize makes a light saber appear in hand.

PlastiquAcierEmor = [plast-ice-quh-ace-bie-er -ee-more] plastic armour that protects as if steel encases the caster without movemnt restrictions.

CabiLiht = [cabe-lil-lit] light shift - shifts a person to another place at the glancing of a light beam and a thought to where

CrysU-w = [crystal-you w] crystal skin makes the targets skin like crystal and immune to most damage using energy to power it.

CryaBag = [cry-say-lab-bagel] bag of holding creates a bag of holding effect out of any container.

CorrantWev = [cohr-rant-weave] power weave - think the effect when saying spell or feel the effect that you need.

CyzUn = [ciz-lunar] unfailing nature makes anything unfailing in nature.

AyrU-w = [air-you w] breathing skin - makes the skin of the target breath air from anything around him by conversion including outer space.

Muydst = [mue-aye-dst] very powerful mummy summoning that can use the intuitive ability it had as magic.

DactoKni = [dactoh-k-nih] summons a bound red dragon to the caster, as the caster can think to it to do the effect that the caster wants.

GrataRui = [grate-ad-rue-ih] greater ruination, causes absolute damage and ruination to the victim, in life and idea.

SheolBarr = [she-ol-barr] hellball that does form in hand and then its tossed for major to deadly acid, electrical, fire and sonic to all opponents in blast area.

SheolEBoXX = [Shee-ol-E-Bow-XX] Hell Bow, forms a bow in hand that will shoot as possible. The ammo appears in the bow before it is shot. The bow is fired an by an idea that it is shot, a spoken 'shot' or the thought of 'shot' when your thinking of the target. Optionally, is the mimicking an the shooting of a bow. The damage is major to deadly acid, electrical, lavatic, fire and sonic damage in blast area.

FractaCelSild = [fractah-ceal-sill-d] Fractal shield, a dimensional shield that breaks apart anything that happens to effect ya, into small parts. This feeds the shield, as to break it apart makes a release of energy that is absorbed into the shield. This can cancel out pain and damage as well, as the pain is absorbed and the damage is taken into the shield. This shield may appear not to work, but it does as ya literally won't recieve any hurt until ya cancel it out with a 'UnnFractaSild' or by thinking things will happen to ya.

FyryEYaraNuatraBlaXX = [Firr-y-Ee-Yare-ah-Nue-at-trah-Blah-XX] Atomic blast, forms a blast of force that can cut through anything and at the least, can knock anything back and can make things uncomfortable in the area. The least it can do is to disrupt the focus with inspersement, as though it were too much at the moment but this gets the attention.

LutraAqyaStripuaXX = (Lutrah-A-qih-ah-Strike-pue-ah-XX) Ionstrike, to strike by a storm of ions that are focused at the heart of an area or target, released from ya arm, fingers or hand that is held straight out or thought to be in place and dipped to make the strike. Can leave holes in things.

Ispute = [I-spute-eh] Inspection, causes something as in an act of inspection that will cause an act of inspection and disputation of something in disputation and notation as to what the action is of it.

EMinAtoBla = [E-Mine-Atoh-Blast-X] Minute atomic energy blasts, to disrupt things or cause deterioration in something and people, by a minute atomic blast. Think about the area or see it before ya cast the spell and ya will happen it in the area, as though a need was there in ya to have it happen in that area. This acts as a direction for the minute blast.

NaSeme = [Nah-Seem-eh] Earth seems, makes a seam or seeming in the area that seems from something else, but is from an earth effect. Its about time the earth fought back.

NaLun = [Nah-Lun] Earth block, cause a blockage by earth energy in effects or a blow and in an area or in a person.

EFx = Energy effect, to create an energy into becoming with a target and 'energizing' said target. This energy creates any effect that is desired by the caster as if ok. As long as its explained.

ShiNaLavaLash = [Shin-Nah-Lave-ah-Lash] Lava lash 2, to cause a lashing effect from lava nearly anywhere that the intended target/s is. It, the lash, can cause much worse damage than the fire and water lash. This spell is ended when the spell is thought to be ended, otherwise it could go on forever.

EleSostryBo = [Eeleh-Soh-stry-Boh] Element Energy Bow, forms an energy bow that appears in the casters hand and can shoot any element that the caster thinks on or any element that will effect the target when shooting. In, any amount of shots per shot that ya can think on shooting. Think it shot to shoot it.

InEr = [Ine-Ere] Inner strength, can make inner strength and inner peace in the target, for a person it starts with an ear ache.

ArkJutCagrEmor = [Ark-Jute-Cagr-Ee-more] Diamond cage moveable armor, this forms around the target or yaself and deflects the blow or absorbs the damage that occurs to ya as though it didn't occur. It'll defend

ya even if its off of ya, till it gets unmade, as even when off of ya its still on ya. Ya can do anything in the cage, but ya can't be hurt by anyone nor can they be hurt by ya with large things.

SolLyg = [Sole Lig] Soul devotion, to cause the person to affect a cause that you decide on, and speak about after you will or speak the spell, near the target. The person effected simply cannot stop, unless forced.

SnypCyroAqya = [Snip Serr-ohn Aqihn-ahn] Hyper ice storm; This spell is to cause the ice storm of hyper activity. The storm can cause ice to pile up in areas and other places to get very slick. This can freeze things in seconds.

MajNegMesaAqya = [Major Neeg Mees-ahn Ack-lihn-ah] Isaac's greater negative magic missile storm; One or multpile negative magic missiles of unknown amount hits the target with minor-moderate to deadly damage and there is one to many missiles possible.

GreChanMyyMitl = [Greh Chain Mih-why Mitt-l] Greater Chain Magic Mantle; This is a greater magic mantle that protects by absorbing 36 spells. Then uses the spell energy in a chain contingency effect, thats decided on in a sequence of events and if not decided it is pushing back the spells to the people who targeted you..

MedituAerStausehTego = [Mead-rITe-uh Aye-ear Stale-us-ee-h Tee-gohn] Voidal static shield; This shield uses static fields to break down influences by making the influence 1/4 of itself every second the shield is in effect until it stops and the energy of the influence gets sucked into void. The energy of the influence gone, the cause of it disappears and disperses into void as well, unless the cause is a person. Then the person's energy is sucked into the void, too. This effects psychic assaults, as well.

ESyh = [Ee-Sihn] Energy form attributing; This causes anyone in any form of which can be the energy of the person or animal thats targeted to assume their natural form in spirit particles. Which become obvious to those who are psychic or psionic in nature. This energy form can be talked to, and information can be gathered from the now being.

ESyhN = Negate Energy form; This forms as a negating energy that beams the target and causes the Energy form that is attributed by the person's energy to cease.

EPolyB = [Ee Pole-lye Bee] E form, forms people into becoming Energy beings, that make for usage of energy and they require no food. E-beings are more able to manifest things by will and yet if they do eat, they get even better effects. Try to remember that E-beings require no E-diet. And, the energy can come from anywhere, anywhen or anything. Eating corruption will be bad for the E-Being and it will need to be cleansed. Sometimes by cleaning the source.

HadesSheolPortSehTrapod = [Hade-Ee-s Shee-olhn Port See-ehn Trape-IOde] Hell teleport field; This effects a field of energy that causes beings to teleport to an existant hell that you don't want there. There is wherever you want effected. This energy field is possible to be used as a energy source. Mention or think on the beings to teleport them.

HadesSheolPortegoTrapod = [Hay-dee-s Shee-olhn Port Tee-gohn Trape-IOde] Hell teleport shield; This is the hell teleport shield that shields people from being distrought or disrupted from unwanted people or beings. This teleports the people or beings to any existant hell.

LogMokioke =[Low-g Moke-Eye-oh-kehn] Subvocalization; This allows for the normally spoken voice to be spoken in a way thats not heard. It can still effect the idea you need to occur. However, you don't actually speak when you normally speak and don't want to be heard through subconscious means.

EQuiRoylkle = The mind control mastery. This interferes with the mind and allows control. Cast at the person, it makes it work against them. Afterwords, it can make you feel and not look evil. This is the potential of desaster in progress, if you do it enough times you can up and go. Then, you could appear evil.

The Raiden [Then Raid-deen] = The wiccan path; This in a thought is an idea that is a concept, act is to get a concluded end result that is wiccan and not what you consider in life until necessary. If eden isn't existant, anymore is due action due no more as is in thought result is a concept, as this is nothing but a memory that you get from purchase in life you will attain a lot of honour. See or speak as one will, make an advantageous acquaintance from making activity.

Asei [Aye-see-ih] = Clear transport warp sphere; This is what you think as energy in action is what causes you to have a clear shield, this is an energy in form and transports itself as you don't need to do anything. As energy isis provides nothing but a signal, as your origina point of death is as anything you do is original. As if thought is the use with financial support as "i". There is nothing more, use or what you think as that is the way, you act creates things by way doing is intention by what you think in thought you think in life and

your non effected by any other effect. There is nothing that is more with the right image, this is way off the mark in the mind only effective against. As that which attack, you and unaffective against those that don't assault. As the idea is against you, "As if thought your existance is nothing compared to others that are what you are." Into the mind of the attack person as in thought, as the real use as the god haden is to use this against those that are done. As the idea is dealt in time, things with you are what you seem..

SuaEmoeTi = [Sue-ah Ee-mow-eh Tih] Summon creatures X, summon many somewhat tough and idea creatures of appropriate nature.



Circle XIII (12) - Particles and high effects

PiupeHyxKij = [Pie-up-eh-Hix-Kije] high planes shifting allows the caster to shift to any realm in existance.

SunHumSua = [soon-human-sue-ah] solar summons calls a solar into existance to act as a judge or aid as the caster wills.

SunHumOqq = [sune-human-ow-qqq] fallen solar calls a fallen solar into existence to aid as the caster wants.

GynZupCanon = [gin-zupe-cane-none] particle cannon - Makes a particle beam come from the hand to strike instantaneously at the target at a hand toss. Doing serious-extreme to deadly damage.

ZupHyuCanonGyn = [Zoop Hill-yuh Cane-on Gin] Particle phase cannon - Makes a particle cannon shot lance from the hand to strike instaneously at the target dealing a possible immediate death with a toss.

ZupPrimaire = [zup-prime-air-eh] particle elemental summon calls a particle being into aiding the caster.

HyuHuySun = [hih-us-hue-y-soon] phase shuriken casts forth from the hand a shuriken that phases to the target and strikes instantaneous and possibly dealing a death blow.

ArrHyu = [arr-hih-yuh] phase arrow - Forms as many arrows as you imagine in hand that you use with an energy bow to strike intantly at the target with deadly impact. Also possible is the tossing of the arrow to strike unerringly.

HyuMesaXX = [h-say-uh-mese-sah-X-X] phase missile casts a highly explosive missile at hypervelocity speed to hit unerringly the target, as though it were guided.

HyuAtla = [hig-yuh-atlah] phase dagger hits unerringly the target instantly once thrown and it returns and remains unseen in hand.

SwZupX = [sw-z-lupe-X] particle sword - That does spiritual harm and brings the person near death with a single strike. This sword cannot harm the spell caster but will be able to send energy strikes at the intended target from anywhere. This can disable machines and cause failures in the target or worse.

ZupAncX = [zupe-lance-X] particle lance will form a lance of particles in the casters hand. To cast it forth is to make an instant strike at the target and it returns to hand. Use it to strike at the target and it will harm the intended person in spirit or cause a malfunction.

ZupEmor = [zupe-seem-yore] particle armour creates powerful armour able to resist any blow and remains to absorb all damages done to body to sustain itself and repair itself.

SwAtoEdg = [sw-mate-oh-edge] atomic edge sword, that appears to the hand of the caster that slices through anything and is indestructable.

ByoCompletemor = [bigh-on-complete-ee-more] biosuit armour - Forms around the target that is only controlled by the wearer of the suit and it makes the person immune to all attacks. This armour increases the wearers abilities and strengths.

SildZupXX = [sild-zupe-X-X] particle shield makes a shield of subatomic particles that wraps around the caster and any blow to the person is absorbed into the particles as fuel, where any energy passed to the person is absorbed and fuels the particles. This shield cannot be overwhelmed, unless its a rare occasion of a circumstance.

PolySunHum = [pole-aye-soon-human] solar transform - the caster becomes a benevolent solar.

PolySunHumOqq = [pole-aye-soon-human-owe-qqq] fallen solar transform - transforms the caster into a fallen solar [evil].

KaoPolySunHum = [chaos-pole-aye-soon-hume] chaos solar transform - the caster becomes a negaive

plane solar.

PrimairePolyZup = [prime-air-eh-pole-aye-zupe] particle elemental transform makes the target into a particle elemental.

StavZup = [stave-zupe] particle wand that can make highly powered effects without being sensed by others and act as a weapon.

PlaneZup = [plane-eh-zupe] particle planar binding paralyzes or summons a particle outsider.

LasAbAbsorber = [lase-labe-absorb-eer] light saber absorption can make your body absorb light saber attacks.

ZupAqya = [zupe-fage-ih-ah] particle storm - makes a storm of particle energy in an area to effect chaos to spells. This also degrades the area a little until the focused particles are dissipated.

GodEkle = [gode-eek-leh] hand of god that makes the person to be able to will and desire anything to happen with the hand extended.

CivaNam = [cive-ah-name] soul ship creates a ship of energy to shift the target or people to another place.

BrutRe = [brute-treh] respawn makes the target come back as if never hurt.

CarrZup = [car-zupe] particle car makes a car out of particles that is controlled by casters will.

CarrZupHov = [car-zup-hove] hover car - makes any type of vehicle float or materializes a particle hover car around you controlled by the will.

CarrSlutesHov = [car-slute-ee-s-hove] hovercraft creates a hovercraft effect around the caster who states this spell and is controlled by the will of the driver.

MetaMyy = [meeta-Mih-aye] Meta magic effect, creates any effect possible that the caster wants and is also for one effect anytime after at a time.

UbaMagEmor = [ubah-mage-ee-more] Uber mage armor, the caster becomes very hard to hit with high damage resistance

Ubalgos = [oo-bar-i-gose] Uber phantasmal, grants the target high resistance to damage and is very hard to detect

SnypAqyaBriy = [Snip-Ache-say-ah-Bry-y] Hyperstorm, that starts with an effect that generates greatly intense heat on the surface and causes a thundering rainstorm with a hypertornado from nowhere to appear where thought on. This can set off lesser storms, but the hyperstorm has gusts of 200 - 500 mph. This storm can generate great Ultraviolet heat rays, high hard radiation and gamma rays along with whatever the sun delivers normally, through the calm eye of the hypertornado. As, the hyperstorm goes almost into space itself.

SuZupBod = [Suh-Zoop-Bode] God particle, forms a particle of a God form from particles nearby in a Godlike pattern, that's sometimes of a deceased or turned into energy body. Most times its using ya body, unless ya decide its to be of something else. Through too much energy gone through the body and this energy is being converted to the cause.

FyryZupBlaXX = [Fir-y-Zoop-Blah-XX] Subatomic blast, forms a blast of subatomic particle force that can tear through anything if done right and at the least, can knock anything back and make it uncomfortable in the area.

ApetNsatInsetMem = [Air-pete-N-sate-In-seet-Meem] Impart memory, causes a memory to be imparted into the memory and brain of the target that ya think on and want imparted, if the memory isn't imparted on the brain then its imparted onto the soul, but God does it all through ya direction.

Ubalgod = [Oo-bah-I-god] Godmode, to make ya a God for a moment that's seeming to stretch onward through ya third eye and on the moment that ya think ya are able to do. State or think the spell. Ya can do almost anything by a word or command. Except that which is thought impossible, unless ya think its not impossible. This has a side effect of the God complex, where ya think ya are God and try to manipulate. So try to not God complex too much or don't God complex evil.

CarnEnteyIlp = [Carn-Entee-y-Ilp] Flesh eating disease, causes a flesh eating disease on the target. Designated by however its needed.

AntiZupCinaX = [Antih-Zoop-Cine-ah-X] Anti-particle cannon, forms a somewhat wide particle beam that is composed of negative antimatter particles and sub-particles, that strikes the target and can rupture something or cause nearly instant death by intent of death.

UltiAirGwSef = [Ultih-A-ir-Gw-Seef] Ultimate protection, sets up an universal protection field that is absorbing of the bad type energy and effect. Then it forms air and a protective atmosphere sheaf, around the target in an area. This can cause a energetic life support as with anything going around it. As, its that

anything is tapped for energy, and the bad is absorbed. Whatever is tapped, is possible to have decay with and what is bad is dissipated in effect as though non-existent after a period of time.

GerFerESpie = [Gere-Fear-E-Spie-eh] Germy fear spikes, to cause fear by the germs being near and with spikes of energy that spread the fear of germs. This can make an enhancement of fear activated motion without an actual cause, as in possible instincts.

ECrik = [Ee-Crike] Energy crank, to be of a cranky mood by the negative energy, or to cause the energy level to go up in the area or body, to finish a task and actually do things not possible at the moment. The more idea and action an of energy ya have, the more active that ya get and this includes the need to exercise and getting over blocks. The negative side of this is to become cranky with stressed energy. It can be done so many times, then it can disappear in effect.

EEn = [Ee-Een] Energetic, to become of energy into and of a state of existence or active body. This is occurred with breakdown. This can be a breakdown of tiredness or a breakdown of the body.

IEn = [I-Een] Eye energy, an instant boost to restore ability of something for energy and effect. With the breakdown of some idea, the effect will happen. The effect can be of balance restoring, sometimes of the breakdown itself, or of what broke with the energetic causing spell.

EEmorAmor = [Ee-Ee-more-Aim-ore] Energy armor construct of immortality, forms an energy armor from a construct that is immortal making around the target person. This armor can cause regeneration of tissue and body parts as well as the brain. The brain regeneration is slow though and doesn't fully restore all functions to the body from the brain. It restores the body as though renewed and this can include cleaning it up as well. The side effect of the armor of immortality, is the target can become immoral an amoral and easily falls in love. It does repair itself and stays on ya until ya remove it or have it removed.

EhExx = [Eh-Ex] To cut effect, this makes actions to cut out anime effects and other effects that are here.

E-Epi = [Ee Eppih] Energy epidemic, causes an epidemic idea to occur from the energy nearby.

SuaSerefim = {Sue-ah-Sere-eh-fime} Summon serephim to come an to be your aid and idea compatriot. Have a thought of what you would want to do or to have happen when saying spell. It might occur if you deserve such common idea. Such common commotion can lead to consumption and similar nature by this. One warning, I believe this is enough and this is where they won't always do things for you. They will only do things for you if they want to do things, not if you want them to do it.

AsupElZupHeallvmedituX = [A-soup Eelh Zoop Hee-alh I've-mead-lite-uhh eXx] Particle healing; Any amount of particles in an area around where you are, heal you fully. Can heal scars as well.

ElZupEallvmedituXX = [Eelh Zoop Ee-alh I've-mead-lite-uhh eXx eXx] Particle regeneration healing; Any amount of particles in an area around where you are, heal you fully. Can heal scars as well. This increases the amount of healing by 40%

AyTuNegLutra = [Aye Tuff Need-g Lutteranh] Positive to negative ions; Make positive ions become negative healing ions and so does orgonite. This spell effects things nearby and yourself too by feel, this is done by the air ions being changed and charged by feelings that you feel with the area energy.

MajMedituMesaAqya = [Maje Mead-riTe-uh Meese-ahn Ack-lihn-ah] Voidal greater magic missile storm; One or multiple voidal magic missiles of unknown amount hits the target with minor-moderate to deadly voidal damage which drains the stability and energy and vitality from the targets hit and there is one to many missiles possible. This does not cause missile damage to humans or people in general, unless they want to be hit.

DynseyEFoc = [Dine-see-why Ee Focus] Dimensional energy; To cause a dimensional energy to appear and be usable. Focus the dimensional energy by your will and intent being thought on. The dimensional energy can cause any action by effect. Even, shifting you places. This energy can materialize elements or objects by the feel, this is what you think is there to summon the object to exist.

DynseyEFocOol = [Dine-see-why Ee Focus Ool] Dimensional energy pool; This causes a dimensional energy pool, that can be used to make your efforts easier. Then, you can pool energy or pull energy of the object that has dimensions. This can pool any energy that you wish or intend there. On stating the spell, try to making the effect of pooling elemental energy, think or mention the energy element as you attempt the spell.

EiLyEieire = [Ee-ihn-Lye-Ee-hi-ee-irn-rent] True life; Caster or target gains 50 % more health benefits and eternal life. Think of the target and point the object out to get its objective eternal energy. The cost of this is the person regains some magic to fuel the effect. To get the full effect, be under a full moon.

HolyHidGria = [Hol-why Hide Grind-ahn] Holy hand grenade; This is a version of Holy hand grenade of

Antioch. When you throw it, it implodes and sucks everything into it. When it's done, you can pick up the grenade and use it again. It works with black hole distortions. Only distorts light to look like it's being sucked in. Then it goes back to normal after a few seconds. Fun gag, or useful distraction.

EZupFigHid = [Ee-Zoop-Fie-g Hide] Particle form; A particle form that forms at will and can shift anywhere or teleport to other places.

SuaZupEmoe = [Sue-ah-Zoop Ee-mow-eh] Summon particle creature, summons some particle being or creature/s (depending on the amount of X's that you add to the spell, is how many are summoned) and its of an idea creature/s appropriate nature, that you desire. The small part of the soul is used, thats necessary for particle formation as it is made up into a shard of the body and is then put somewhere and formed, into a particle form of choice. That form is decided upon at the moment. This creature is able to do things as to go into bodies and possess them or can shapechange to anything you want from desire of it to form, at the moment.



Circle XIV (13) - Source/being effects

YngIkle = [why-ng-ik-less] source mastery gives the caster control of the targets power source or any other source.

DisipaYng = [dise-gripe-pah-y-ng] dissipate source removes any nature in the area that was thought on.

DavidTra = [Dave-side-Track] Elemental master disciplined trace, to trace the effect that is thought on through discipline, which is suddenly there like with an elemental master and learn from it. This is to also trace the person as well through effects.

SuaYng = [Sue-ah-Weng] Summon source persuasion, summons a source of energy that is there for personal use. This source can be placed in an object or in a psiball or be somewhere it chooses and is any element thought about before the spell is cast or thought on after. As it can simulate any energy type that can be used after being summoned.

CreaPolySere = {Cree-an Pole-why Sere-en} Sepein transformation creatin sphere effect source that can create a natural being that created thought can be use for a inner feel that is good for experience and croation in idea. If you believe it you are in the place you see, as if there or not as you think to see what you consider with a focused view.

CreaPolySerefim = {Cree-ahm-Pole-aye-Sear-eh-fime} Create Serephim, makes a serephim angel out of the person unless you don't have a person in mind, then it can make you one from an element. There is possiblity that you gain the ability of remote presence very easily and whatever you say will come to exist. In a form that you desire or find existant. So you know, the transformation is complete when whatever is stated by the transformed one happens. After the tranformation, every action or thing said the transformed says or does is a form of worship to God or the creator. They don't always do things for people, however so you may want.

They do things for themselves every once in awhile. When they do, they will inform you of the idea they will do. That's what I noted of them. This may or may not be true though, so I think this is a test spell that could create a lazy person to become purposeful if given a reason to do things. So I think this means we can see or sense them if they wanted to be sensed, otherwise they are unsensed to the perception and invisible to eyes. Especially if they don't move about, otherwise if they move then their service is ended by feel.

They know when to do things and when not to do things, though that is the end of their delienation. I still think the transformed person is more likely to do things on their own terms. So they will do what they want to do and when they want to do it. So give them a purpose and they might do what you want, assuming if they think it a higher purpose or the point came from the creator as a higher calling. That is all there is to them. This was not meant for the mortal though they can use it as well. So be warned it may have some unintended side effects.

CreaPolyArklo = [Cree-ahm Pole-why Ark Eye-ohm] Make into darkangel; Makes a darkangel of the target and the darkangel form to become the person in some manner. They will make the idea of darkness look good, to actually use and achieve with. And they suddenly use supernatural means to cause magic effects. They are able to instantly cause effects and as they do so, they spread a shadowy darkness into what they use or percieve as a target. This darkness is a separate dark intelligence. Invisible to others and able to do things, as the newly made darkangel so desires. If there's no desire for it to do things, it just acts as though it were aware and 'helps' the darkangel to do things. Sometimes, without asking the criminal gene is activated. The darkangel human or being is sometimes prone to ask for help and its like a charm is cast on the target, to aid them. When declined, they are likely to do retribution or motions, through effects of absentminded spells that they manage to unnoticeably do and not remember after, unless reminded of their deed. They inadvertantly follow darkness after the transformation is complete.

Polyng = [pole-why-ng] source make - makes the target into a source of energy and also a nature that can be anything, as the source can emulate any element. Have in mind what you want the source to do.

PolyngRaoGiy = [pole-why-ing-grade-on-g-lie-way] a being - creates the target into a nature powered by practice and competition.

PolyngTerdLet = [pole-why-ing-ter-d-leat] b being - creates the target into a nature by entropy and information that comes to the person in many forms and things start appearing slow to the person.

PolynglyTragheity = [pole-why-ing-live-why-tragedy-he-bit-way] c being - transforms the person into a warrior nature that uses practice, inertia and time as its base.

BaelYngPoly = [bael-why-ing-pole-y] d being - makes the target into a demon nature that controls other beings or is a drunken being as if the target were a demon lord.

PolyngloPrimaire = [pole-why-ing-ion-prime-air-en] e being - makes an elemental nature out of the target.

PolyngEldoxTuo = [pole-lye-ing-geld-docs-too-on] f being - make the target a mage merchant nature who can use the powers of instances and money.

PolyngGud = [pole-why-ing-good] g being - makes the target become a nature that draws on good as its power.

PolyngYILOBal = [pole-why-ing-way-I-lob-bale] h being - makes a target into a nature of hate and negativity.

SpyPolyVexYng = [spy-pole-why-veex-why-ing] i being - makes a nature out of the target that draws on intrigue and spying.

GuilPolLazYngServ = [guile-pole-laze-why-ing-serve] l being - makes the target become a nature that can use laziness, service and deceit as its base.

PolyngSyxGebOtt = [pole-why-ng-Six-Geeb-Oughtt] m being - makes the target into a m nature that manipulates the earth, death and machines at will.

BalPolyng = [bale-pole-aye-ing] n being - makes the target a nature able to use the negative energies with the back of my hand.

MedituPolyng = [mede-lite-yuh-pole-why-ing] o being - makes the target into a nature of void and absolute able to mimic any ability.

PolyngEbromel = [pole-why-ing-meek-b-rome-heal] p being - makes the target into a nature able to manipulate earth, smells and garbage.

SpacPoltyng = [space-pole-tye-ing] q being - makes the target into a nature able to manipulate space and time at whim.

PolyngR = [pole-why-ing-r] r being = makes a target into a reverse nature.

SchaPolyngSchoApa = [school-all-pole-why-ing-scholar-ape-an] s being - make the target become a nature fed by schools, art and scholar.

PolyngAfValMyt = [pole-why-ing-gafe-vale-mit] t being - makes the person into a nature that uses trash and power as its base.

PolyngLagazMyt = [pole-why-ing-l-age-maze-mit] u being - transform the target into an nature elf that uses power and knowledge.

WisPolyngYsh = [wise-pole-why-ing-wish] w being - makes a target into a nature wish master.

FuadoPolyngAsalt = [foo-aid-oh-pole-lying-lase-salt] x being - makes the target into a nature that draws abilities from sex, drugs, and violence.

PolyngYI = [pole-why-ing-while] y being - creates the target into a nature of wild magic.

GuilPolyngZoj = [Gue-il-pole-why-ing-zone-j] z being - makes a person into a nature that draws upon security and deception.

PolyngAherlasChoGuilOgy = [pole-why-ing-ah-her-denial-s-choh-gue-il-loge-y] ba being - makes a target a nature of mastery, study, schooling and deception.

MaePolyng = [may-eh-pole-why-ing] be being - makes the person into a nature that can make anything happen by will alone on an instance.

PolyngAbsorber = [pole-why-ing-absorb-eer] bi being - makes a target into a being of nature from absorbing.

PolyngDAbsorber = [pole-why-ing-d-absorb-eer] bu being - makes a target into a being of drunken nature from absorbing energy then being an sob. This is the pocess of realizing the energy or ideal then creating a reason to do things to drink or feel. That controls or forms the mind that forms the body then after that they're a drunk.

PolyngSAbsorber = [pole-why-ing-s-absorb-eer] bys being - makes a target into a being with a sane nature from absorbing or generating their own energy.

OgyPolyngOd = [log-why-pole-why-ing-load] ce being - makes the target into a nature that derives power from study and oaths.

GauPolyngAyu = [gay-uh-pole-lye-ing-lay-say-run] da being - makes the target into a nature that draws its power from law and police.

PolyDethYng = [pole-why-death-why-ing] de being - makes a target into a nature of death.

PolyngEce = [pole-why-ing-ee-cent] fa being - causes the target to be a nature of peace.

HemuPolyngIrn = [heem-uh-pole-why-ing-birn] fe being - makes the target into a nature of iron oand metal manipulation.

FrayPolyng = [fray-why-pole-why-ing] fi being - makes a target into a nature of a fighting power.

PolyNycYng = [pole-why-nic-why-ng] fu being - makes a being that evolves the target into a nature of destruction.

PolyngUoe = [pole-lye-ing-woe-eh] fy being - creates out of the target a nature that draws on disasters as its source.

SedaPolyStelerK-eYng = [seadan-pole-why-steal-eer-merk-k eh-why-ing] ga being - make a target into a nature that uses thieves and fame as its power while being a jack of all trades.

PolyngKouBaz = [pole-why-ing-kow-uh-bay-z] ge being - makes the target into a nature that uses the working people as the source.

DanePolyngWar = [dane-eh-pole-why-ing-ware] gi soldier - makes the target into a nature of warfare.

KoPolyng = [cop-pole-why-ing] go being - make a target into a nature of do force which causes a force of will that makes things happen.

FroePolyng = [from-eh-pole-why-ing] gu being - creates the target into a nature of weapon mastery.

PolyngYISidh = [pole-why-ing-why-l-sidh] gy being - creates the target into a faery nature or gytrash.

NaziPolyng = [naz-ih-pole-why-ing] ha being - forms the target into a nature of dedicated hate and peace.

PolyBurnYng = [pole-why-burn-why-ing] he being - transformation of the target into a nature that uses destruction and fire.

DopPolyngB = [dope-pole-why-ing-b] hi being - make the target into a nature that uses drugs as its source.

JyaPolyngRemNerUy = [j-lye-ape-pole-lye-ng-green-m-near-guy-aye] ho being - make a target into a nature that uses forgivance, convincing and remembrance.

CraPolyngUim = [crate-pole-why-ing-gui-m] hu being - makes a target into a nature of understanding and colors.

PolyBaIYng = [pole-ee-bale-why-ing] hy being - makes the target into a nature of wild magic negativity.

CreePolyngAyu = [creepy-p-hole-why-ing-air-run] la being = makes the target into a nature of devotion and law.

PolyngOkleNinYc = [pole-why-ing-oak-len-nine-why-c] le being - make the target into a nature of indestructible bending nature.

PolyngFonPsi = [pole-why-lying-fone-psih] li being - make the person into a nature of information and telepathy.

AmorePolyngUeLie = [a-more-eh-pole-why-ing-gruel-like-meh] lo being - makes a target into a nature of love, relationship and emotion.

PolyngLurB = [pole-why-ing-lure-b] lu being - makes the target a nature that lures people.

PolyngGuil = [pole-lye-ing-gue-il] ly being - creates a nature that uses deceit.

PolyngOblugActzRao = [pole-why-ing-goblet-huge-ace-size-raoh] ma being - makes a nature of a target who uses mankind, action and competition.

MyThinRuePolyMowyng = [my-th-hind-rue-eh-pole-why-mow-why-ing] me being - makes the target into a nature of concern, personal, desire and power.

PsiPolyThinYngMowLeng = [psi-pole-why-thin-why-ing-mow-length] mi being - creates a target into a nature of personal concern, telepathy and long distance.

PolyngAaPlanltyFel = [pole-why-ing-a-ah-plane-pit-y-feel] mo being - makes a target into the nature of planning, time, feeling and concern.

PolyngU-aKoeTaulq = [pole-why-ing-you lay-k-lone-get-taurus-hi-q] makes a target become the nature of eating, complaints, intelligence and ability.

PolyRyhFeLyngMinRue = [pole-my-rih-fell-l-why-ing-mine-rue-men] my being - transforms the target into the nature of owners, desires, empowerment and feelings.

PolyngRueNaeYmn = [pole-why-ing-rue-nae-eh-why-mn] na being - make a target become a source being of impossible and desirous nature.

RuePolyng = [rue-eh-pole-why-ing] ne being - become a nature of desirous need.

PolyngLioMis = [pole-why-ing-lion-mise] ni being - make a target into a nature of misinformation.

NiiMiySpolYng = [nie-ih-mine-why-s-pole-why-ing] no being - makes a target into a nature of denial that can deny anything or dismiss anything.

PolyZamYngPhoenix = [pole-why-zame-why-ing-p-hoe-eh-nix] nu being - makes a target into a nature of renewal and rebirth.

FyePolyngAsertYI = [f-why-leh-pole-why-ng-assert-wile] ny being = makes a nature of wild magic, dismissal, and assertiveness.

PolyngTeoPsiSme = [pole-why-ing-tea-oh-psi-h-smell] pa being - make the target into a nature of unique, telepathic, earth and smells.

PolyngZiMyt = [pole-why-ing-zink-mit] pe being - makes the target into a nature of working out and power.

PolyngIvyReaPsi = [pole-why-ing-give-why-reaper-psi-ll] pi being - makes a person into a nature of private investigation and psionic.

PolyngUoPsiMaePost = [pole-why-ing-you-hop-p-sin-may-eh-post] po being - makes the target into a nature of instance, shifting, mail and telepathy.

PolyngGuilStyDP-uBravEEn = [pole-why-ing-gue-il-sty-d-p uh-brave-ee-eeen] pu being - makes a target into a nature of stinks, disruption, revenge and deceit.

PolyngYIUstRaGuilVec = [pole-why-ing-why-l-lust-rag-gue-il-vee-c] py being - makes a target into a nature of wild abandon, wild magic, deceit and appalling.

SpacPolTyCompetYng = [space-pole-tye-compete-why-ing] qa being - makes the target into a nature able to manipulate space and time at whim while competing.

SpacPolyTyYngEncy = [space-pole-y-tye-why-ng-hence-aye] qe being - makes the target into a nature able to use space, time and value at whim.

SpacPolyTyYnglus = [space-pole-why-tye-why-ing-lie-us] qi being - makes the target into a nature able to manipulate space and time at whim.

SpacPolyTyYngRoutRa = [space-pole-why-tye-why-ing-route-rad] qo being - makes the target into a nature able to manipulate space, time and tragection at a whim.

SpacPolyTyYngCriLagaz = [space-pole-why-tye-y-ing-cris-lay-gaze] qu being - makes the target into a nature that is a dimensional judge.

SpacpolytyYngYI = [space-pole-why-tye-y-ing-why-l] qy being - makes the target into a nature able to manipulate space and time at whim.

PolyngRFay = [pole-why-ing-r-fay] ra being = makes a target into a reverse nature of manipulation.

PolyngRey = [pole-why-ing-ree-way] re being = makes a target into a reverse nature of redoing.

PolyBynyngr = [pole-why-bin-nie-ing-r] ri being = makes a target into a reverse nature of prescientific making.

PolyDisipaYngR = [pole-why-dise-tlpe-ap-y-ing-r] ro - creates the target into a reverse nature of disappearance.

PolyEvanYngRSubt = [pole-why-eve-fane-why-ing-r-s-lub-t] ru - make a target into a reverse nature of subtractive undo.

PolyngRyl = [pole-why-ing-ri-ll] ry being = makes a target into a reverse nature of wild magic.

PolyngSchaPateu = [pole-why-ing-schallop-pate-ee-uh] sa being - makes target into a nature of scholars, art and goals.

PolyngYylSeIYkOss = [pole-why-ing-aye-aye-l-seal-wike-oss] se being - makes target into a nature of self, success, establishment and service.

PolyngShupFlosChaNaeDer = [pole-why-ing-shoop-flow-s-chap-nay-eh-dear] si being - makes target into a nature of silence, flow, scholar and absence.

PolyngEstisTruJoeYli = [pole-why-ing-estime-truffle-joe-eh-why-lick] so being - makes the target into a nature of doubt, disrespect, mystery and likeness.

PolyngFuaSucStudSmukIq = [pole-why-ing-fume-as-sluce-stood-smook-i-q] su being - makes the target into a nature of sex, sucks, suckers, geniuses and models.

PolyngSchaYITylq = [pole-why-ing-schallop-why-sil-tye-i-q] sy being - make a target into the nature of wild magic, time, genius and scholars.

PolyngHarz = [pole-why-ing-har-z] ta being - makes a target into the nature of a terrorist.

PolyConivYngLenKen = [pole-why-cone-nive-why-ing-glean-kean] te being - makes a target into the nature of a mastermind and conniver.

PolyngFaneTradOeMyt = [pole-why-ing-fane-eh-trade-boeng-mit] ti being - makes a target into a nature of intrigue, traitors and power.

PolyDeIYngLisUoMyt = [pole-why-deal-why-ing-lise-lure-or-mit] to being - make the target into a nature of listing, deals, power and instances.

PolyngNuaConGuilGea = [pole-why-ing-nuance-cone-gue-il-geas] tu being - makes a target into a nature of understanding, deceit, cons and control.

PolyngYIAruuTeufel = [pole-why-ing-wile-are-rue-ul-tee-uh-feel] ty being - makes the target into a nature of wild magic, devils and corruption.

PolyngYshY-yUlyShy = [pole-why-ing-why-sh-y why-july-shy] wa being - makes the target into a nature of activity, void, women and curiosity.

PolyngY-yShyLyUe = [pole-why-ing-why-wish-why-lye-embue-eh] we being - makes the target into a nature of women, wish, exceptions and curiosity.

PolyngIntYshY = [pole-why-ing-pint-wish-why] wi being - makes the target into a nature of women, wish and intrigue.

PolyngAshYFrodArya = [pole-why-ing-ash-why-frode-are-say-ah] wo being - makes the target into a nature of women, intuition, action and intent.

PolyngEuLapSevuMyt = [pole-aye-ing-ee-uh-lape-seve-uh-mit] wu being - makes the target into a nature of linguists, perception, power and understanding.

PolyngShyShE-bYl = [pole-why-ing-shy-she-ee b-why-l] wy being - makes the target into a nature of women, wishing, wild magic and focus.

IsoKray = [I-sohn Kray-why] Isolated Isochronic Behavior; this effect can separate you or a target into a crystal of holding as it isolates a memory and it makes that seem as though solid walls of diamond that surround you as it does so. To release yourself from it, use an En or Unn in front of the spell. However, when effected you can have body moments to effect things into existence and bad moods. This can let you cool down, as well. But, one thing is that it prevents effects from going beyond the diamond or crystal walls, even physical effects.

IsoKrylis = [Isohn Krill-rise] Isochryllis lifeform; Creation of crystal lifeform. That is easily thought to or spoken to and programmable in that manner by the creator. It uses 5th dimensional energy to exist so it seems pure. By and of intent. In chrysallis form, it can serve any purpose. Its creating the life energy to serve others with. Its physical form is existant in the 5th dimension but it can take form as a diamond. This diamond is intelligent, but serves the will of those who work with it. Isochryllis takes the effect on to the physical. Its resilient in some effects.

IsoKrylisMod = [I-sohn Krill-rise Mode] Modulate Isochryllis, to change the isochryllis lifeform instruction to your will by instructing it. This mod effect is possible by making the isochryllis lifeform changeable with energy passing through it. Except this is the case where the memory of it is changed, by saying a counter or similar effect that causes the memory of it to be overwritten. This be like a memristor, or a memory circuit that changes its state and remembers with energy passing through.

IsoKryly = [I-sohn Krill-why] Isochryllic activity; This causes Isochryllic activity, thats remembering the state of mind and body that uses it and causes that state as it causes the effect you intent, from anything that is a material. The material is programmable by will and intent thats thought to the material with energy passed through to the material. Also possible is speaking the effect and willing it to do the spoken

thing as intent, as the material energy is boosted by your own. This can kill a person, if cast on the person and not a material. As this works on materials, the conversion of the body is somewhat interesting and can get deadly.

IsoKryl = [I-sohn Krill] Isolate Isochryllic and Isochryllis lifeform; This causes the Isochryllis and Isochryllic to disappear and stop effecting physical effects. When you isolate the Isochryllic, the effects disappear and the clothing or material tends to want to disappear, as well. This causes the effect of the Isochryllic to disperse abruptly and the object converted to the isochryllic effect might depart from you, in laymans terms.

CopoelEYctBeXXX = [Cope-joel Ee whY-ct Benh Exx Exx Exx] Powerful corporeal form; This is energy molded Form by a choice to use the energy of the aura from a person you are transformed into as an end point is to seem at an end as you think 'end' and this stops. When stating spell, some of your energy or someones energy is used. Then the corporeal form is of the energy you wanted. This body will do as you instruct it to do, by example or thought sent to it. Otherwise, it will do its own things.

CopoelAbjur = [Cope-oh-ell Ab-jure] Corporeal control; You control the corporeal being

MaiFeeEhu = [May-in Fee-eh Ee-huhn] Make Fey being that forms from your energy. They act like fey, have ability from fey and work like fey.

HidBodIkliiFig = [Hide Bode Ikk-lie-in Figh-g] Body form; Create body form. This can be any form you think on.

En [name it here] = [En] To end something, whatever you want is ended thats stated after the En.

SuaEmoeBe = [Sue-ah Ee-mow-eh Beh] Summon being, think on a being ya want to summon and speak or do the spell. This summons the being you think on. As, you speak or will the spell.



Circle XV (14) - Extreme metal effects; This in feel can drive ye slightly insane

FeMajik = [feh-male-jike] antimagic ability makes a iron magic ability in the target or caster.

FeSwEa = [fem-sw-Ee-ah] Iron sword manifest, creates an instant sword of iron in hand.

FeKui = [fell-kue-in] iron drain makes any bit of metal made of iron into a life drain on contact.

FeMex = [fell-meex] heat metal makes any metal hot enough to drop if carried or worn.

Jiife = [jie-ir-feh] iron enchant enchants anything iron by thinking of the enchantment and touch the item.

FeSpher = [feh-sphere] sentry iron sphere - creates a sphere of iron that defends, drains, strengthens, rebuild anything and other things by the willed thought of the caster.

FeMajikle = [feh-male-j-ik-l-eh] antimagic mastery makes an iron magic mastery in the target or caster.

FeBombe = [feh-bomb-eh] iron bomb makes a bomb effect of iron.

Shuvix = [shoo-vixe] crushing atmospere can knock anyone out in an area that the caster wants.

FeBrak = [feh-brake] break iron can break any sword or beam by corroding it.

GedFe = [geed-feh] iron guard - Allows for any metallic effect to be negated and the protected person unaffected. This also makes an effective seal.

PolyFe = [pole-why-feh] iron transform makes the target into an iron like body.

FeU-w = [feh-you w] iron skin makes the targets skin into iron like consistency.

ClairsAuFeArmo = [clay-ir-s-A-uh-feh-armoh] Iron armour creation makes a undestroyable but slightly heavy suit of armour around the body and this grants magic immunity, some spell absorption and weapon immunity.

DactoFePoly = [dact-of-feh-pole-way] iron dragon transform - Makes any target of this spell into an iron dragon or form a transmutation.

FeyYrlqOyr = [fee-y-aye-aye-r-wine-q-joy-r] iron golem animation - transforms anything of an iron construct into life by transbaking. That is what you see, in life to use or not by the thought that makes things or seems in use.

PurFe = [pure-feh] iron purification makes iron purified or purifies anything with an iron effect.

FePois = [feh-poe-is] iron poisoning creates a poisoning iron effect on the target.

MaefYISlutes = [may-f-while-slooth-these] make lead - Create lead anywhere you imagine the lead

appearing.

NeutAfYl = [neut-tale-f-while] neutralize lead poisoning - can neutralize any stupidly poisoning caused by lead handling.

FylPois = [fill-poe-is] lead poisoning - can permanently lower one's intelligence.

FylOrHya = [fill-or-high-ah] lead to gold - transform in an inner energy by annulization with energy any lead to gold as if "an innulity".

CipAfYIU-w = [Sipe-Afe-Y-I-yoU w] lead skin - transforms the skin of the target into safe lead that cannot be pierced.

CipAfYIHya = [cipe-afe-while-high-ah] safe lead creation - turns anything into safelead or makes it where you imagine it appearing.

YyrlqOyrFyl = [whir-rind-q-foyr-fill] lead golem animation - animate any lead construct with this spell to life.

LiiMajikIkle = [lie-ir-mage-rice-ik-leh] lead metal magic mastery grants the target a lead into lead magic ability.

ClairsLiiSafArmo = [clay-ir-s-lie-ir-safe-armoh] lead armour creation makes a undestroyable but not very heavy suit of armour around the body and this grants magic immunity and attack immunity.

LiiBombe = [lie-ir-bom-b-eh] lead bomb that detonates where the caster wants with a magic absorbing lead particle detonation.

FroeShap = [frow-eh-shape] shapeshifting weapon - Creates a weapon in hand or grants a weapon the shapeshift ability. To use this focus on the weapon and feel it shift to the form you want.

MetaIkleMajik = [meeta-ik-leh-mage-ic] meta magic mastery creates in the target an ability to manipulate other magic as well as willed effects.

HemuDheoThru = [heemuh-dheehoh-thruh] pass thru metal - makes the targets body turn to mist at any attack or from any attack the person is unaffected.

X-rSyv = [x r-sye-v] x-ray vision - make the target have vision that can see through walls and people.

Unilo = [rune-ih-rice-oh] universal energy allows the target to do anything through focus of will and to affect anywhere.

FeBlo = [Feh-Bloh] Iron block, causes an iron block that forms as a blockage from the iron in the area in the mind or in the area of the person. This is stronger than the earth block.

AcierBlo = [Ace-hier-Bloh] Steel block, creates a block of and from steel in the area or person.

SfeMtaEEmor = [Sfeh-Mtah-E-Ee-more] Star metal armor, causes the the person that is a target of the spell, to form a star metal armor that absorbs anything that comes at it and ya are protected by it. This metal is practically unbreakable. Its powered by a star in effect as its there.

Use The Foc [Useh Then Focus] = The Focusing force; This spell is use by the focusing beam that is a memory beam as to seem what is to just accept, as the particles in the beam as a blue light creates use with a white stream of energy and acts. As a thought with this is as the stated point as though imagination acts, as a point to the area as you think of a particle shifting the energy in use. This is and in moment is with thought, in thinking about what to "go" this is in and out with what this is in response. Now as to create is responsible to do and go along with a statement, and otherwise use is by what you think to use. This is imagination and arranges itself in a part time job effect, in either or you can still get things to do. Think of a particle engine as if this exists and use is the thought. Use you can get some results with are as thought energy trends, empathic felt idea is there as this responds to your will and reforms. As nothing is a point this can make a shape, and as if in form in unless you don't need it to in form and form out. Things of this nature are by the particles being a creation in itself by the creator as if in to seem as thought to create with out use is if your thought creates things. This can create use in by body moment and thought of employee is in thought dismal, as in you can seem to see the image as if there were a point to do. This keeps you interested in life, to relax then is what makes this use and boring things fade away from an idea thought in life if an is.

As if a thought to do, there is an essence as in the area is the ash essence, this is from yellowstone as sulfur is added in things and if in thought you can use the essence of the area that is to reconstruct things or create an idea you intend in the area. As there might be someone allowing, there is feeling out of exasperation or an area of lost thought. As if there is way to reconstruct, the room in life is changed as you or not can think you can return and in a point you do. Ash is used for the construct in use is as if things are made, and things you think can create now if you can allow and you are there create as you want if you

need them. As thought from a future life with this moment is, as if you can seem as if to enter the area with an air bubble generated by the aura or the air will kill you.

The effects of this creation sphere is to create with a thought and use is the point, to create virus in viral stage that reduces in thought to nothing and as the thought is there the cure is done. There is no cancer or other effects that created with thought are not thought as the effect is reduced to nothing as if the idea is different. Idea view is suggested and as you think or do thing you feel, as if okay and the thought you use is not felt as focus is in the mind and your use. Thought is used by others if thought was shared, as if with the moment you think should be shared.

This is a point that can be of use, as a thought this is to reconstruct the room use by the key frequency to create a thought as if 'aeu'. This is what creates that in a moment and is of a construct, and you never know what you might get that is built using things unless your prescientific as in idea you know the use. There is a moment, that is you mind your different as from what you seem in real life. This makes what you think as you are, you are what is amazing in thought due to this spell. There is no aging due to this effect, and what you can use to think is mediation. Now as if your a normal person in life, if this spell works you are alive or dead if you aren't deranged.

An outage of power with thought energy is in with an upsurge within energy, as if a point to stop you are at a concept as your every issue is resolved and with the conscious mind in their mind you can do or not. That is effected memory as if that is an idea that comes to your conscious awareness, this is what makes things in the concept as if in thought you understand what this is. Now in thought to do in thinking about things, are from the creator that makes things in thought. With what thought there is, by mind expansion you in thought are able to do things in time as if able is not to disable and thought is. Concept there is to use, rhythmic is to use negative ions to heal by as if by energy if thought is use in time. This is possible to seem better, if in mind if weight that can reduce as if dissipation.

As an idea to think things, to build and you create is with things or people that think to use the area is built up from the atomic level. The idea is up in dimension as thoughts if not is if a dimension you decide to use by the creator exists, as somewhere else and you might not die from the planetary area. This is to use the sun to generate some breathable air and this use can seem to create the air bubble, with breathable concept beware the moment in point as in switching with them is done with a purpose as if to create this. This is a trick in an idea, that exploring with thought you discover by serendipity and use is metaphysics. This is somewhat interesting in thought, as to explore an area that is otherwise timewise moment in future travel that fades away with a thought and then you remember. As if you use things with focus by three energy thought beams, that conjoin something to be created as this and things are there in mind. With this is a thought, as things in use are done. There is a point to dome energy, and things save themselves as if a game. As if you were a user an with the game of life you are with as much energy as you can possibly use. Thus you can use that as is a point in life, and things are in a point to seem as if ready in life. This is a spell that can be used and create success, as if to seem things and create as if a point is as thought.

Usi I [Usin eye] = This is discern; To think this is third eye use is immunity except not where you think in here, is correct as you are do you can make things seem as if correct as if you are with an idea and nothing happens. Whatever you know is a good dress code without excess, is to use and learn from unless there and not enacted as use is the objects energy at the atomic level. Using the third eye can manipulate the particles in what exists, as you construct and make things build up from the atomic level and use is then to use an idea to build and take from the future and or the past. This is the act of discernment to make and use thought in seen mood as in a mind room use as you want and thought is a use, to create by fire in focus and the thought is in use by fact to make as if a model, and form if your intent is there. This can rebuild an area, to make an ideas as if mathematic themas by translated math is this to nulle create and use things as if normal so. Yet things can seem things, in a vision that aren't always there as if violent were use but isn't and deaths are real or not if you believe them to seem. If a thought, there were a point and if there isn't then this is a point to seem as if an engine in a game.

Usi Sah [Usin Say-ahn] = This is the idea; Use is to make and make is what you think, as if a usa field is energy to seem and be nice.

Usa Sah = The User field; Use is up to you an us, this is a point that isn't with other places as a user in a field of time. Have fun trying to make things work as if using third eye.

The Thi I [Then Thin Eye] = The thio idea; This is a point to do, as if a moment that is a point to create by things that are done in a practice that can be what is in work. As nothing that this makes, and in an idea this will create with a will.

The Tji I [Then T-jinn eye] = The idea in indistructable idea; This is to cause the idea that you intend, as in thought you are thought about as if an idea is there to work wit as if in thought is in the youth effect that is a point to do as if in a moment you are a god or goddess that is what causes what is a goddess complex concept. As this is a point you think, 'en' if you are thought and act as you want as you make a god exist by use of what you think to the goddess with use of the planet energy. As is to exist by use of the creator, you have the ability you think you do and things you are believed to have you can get or use. As they are real in some moment and this is a moment of believe will or things that are in support, the moment will be use with the creator and it will coexist by the creator. Coequally, in an idea to work with others.

The Tha Tog [Then Than Toge] = The tog is the word; As if you you were a concept and energy flowed, through you that is a 12th dimensional cog or energy machine part that on touch is able to merge with you.

Thi The Tig [This Then Tige] = The time rune; This is the time effect, as if a point of the time you spent is use you can make a rune that acts on an instant. This is to create in a point by thought in time that is enjoyable, as if you are out to destroy things. Except, the idea is changeable to the eye of the beholder. Planarian is an adventure.

The Tag Tem [Then T-age Team] = The tag team; This the moment of a match in idea is to create and use as you search or not, to get the bride by beating her in an upper plane and as you do she actually works with you there where you match.

The Teg Mem [Then Tea-g meme] = The Tempering effect; This is the moment of a test of will with a teg or mini dragon also possible is the idea in thought to get a better result, say the spell and you are an upper level area as you play the players and the people are what seem what there is in designs. These effects that is with this is the effect to do, and know as this can create a stability to temper something makes it stable by the energy and your body weight won't go up. This ceases the hunger, as if the reason is not there to eat much.

The Tog Mom [Then Toge Mome] = The memory; This is already been played, this is the moment you use a cog and you get to work and think to get some result with an idea to seem and know. You've already done, this then you don't have to do this again.

The Tug War [Then Toog Ware] = The trick moment; The tug-o-war effect, nae is this decide the tug-o-war ends and if it does like you wish as you are use in a tug of war you can get an idea to use an idea as if the war is gone after this is not ever done.

The Toeg Mai [Then Toe-g May-in] = Teh War machine; The machine, is where you are written in stone and you are wanted for something that you can get out of by service for a service.

The The Thn [Then Then Then] = The Warfare in motion; This is the eartfiled as earthfield in motion, to create people to believe as you already created people to do things you can use as energy is if any action is an idea.

The Draco Rae [Then Drake-con Ray-en] = The dragon rage; The dragon rage effect can escalate the strength and user ability to create what is in thought to do, and escalate no war as if they were alive and if a war dragon occurs there is god interaction to end the war for a service ended. If you aren't a dragon already, you aren't in a thought and use is to use a elemental ability.

The Dreg Up [Then Drea-g oo-p] = The Dreg; The thought is the motion, you are not to do this in thought and things are what not to use as if in ability and out is what can seem used in mind.

The Set Doit [Then see-it do-it] = The Conception point; The plot of a concept, so this is a point and thinking is a point to make as if you had adverse things to buy. The memory is what controls monsters, and if you think of a use is thus as a use you make thought to create thought.

The Set Pt [Then sea-it Pot] = The Seating in effect; The seat moment is not there, as it is an idea to in seem as doing makes a thought and the trick is a thing that is believed or not as it isn't there. You decide where to place the throne, as if you are a component in a time field you with a concept for every thing that is done. The concept ends as if you don't have to do it and you decide and the throne disappears, as its made from the crown chakra the energy reverts to the crown chakra after use in no dog.

Dimes [Dime-see-s] = Dimension time; As if you time to a different tune, think of a time adjustment and you

don't have to hit as you have a key or time. Time awareness is thin and think to yourself loose and separate in time and do else, as you are reformed or not as in time in space in an en. As if an energy jump, you are and as if right through time. Think you rematerialize and you will where elsewhere, as therefore in time things can happen and adjust as energy is what you think and your aura creates and don't always deny. What you do if you shift in time, thought vision by what you do can seem what is. So in accept what you feel as sensation forms reality and to think, as with thought you will suffer a damage use and thought chaos is a wave you form from the effect or make by what you think ink can make. Whatever you do, you don't have to mimick things as you should as you allowed yourself.

Association by one who owns the ability to look ahead far what will help in the realisation of the wishes. Think you are adjusting by energy, as in you can use thought to survive what you see and you adjust the time timewave to shift at will or not and you form yourself backing away from somewhere else with an idea. That in mind is what is and things you think accomplished are possible and not if not intended, think nor or not nothing will happen till you decide to do things. As a ripple in time thought, isis protects by time manipulated feeling in time theory and if you belong to earth. You are gone as things are intending to an in be, don't be psyched out in thought unless you want interesting results and you are where is there.

To where you are in where you want, of a moment as you are a body and that in thought isn't recognized as you with conscious idea. This spell is where you don't think to see or then think and heredicy, as this in you as nothing go away. As you think as if momentary time idea that work or not unless something works, as things are nothing to mind and not felt by what you feel in thought in thought feeling confined and restricted.

Nope i [Nope-en in] = Tye adjusting; The time energy tha adjusts by unlimited energy as they are with creator use. The idea is edjing something that isn't always there, as with time you are in idea with iron as energy on or not all by in what you are is what this really is posible. As you think or near a standing science in thought, thought in balance is what you think out and out is not in a dead end that somewhere some person kills you from thugging in time. As you are out think adjusted to the in time by what time you think, as if to show time balance is an art that you can shift with time. Things in the street are what you can see and associate, as you think at will and don't so no is negative knowing. Think or no if you see, by moving around you are somewhere you shouldn't be. Sometime there is nothing but not like a dog, as the area pests are animals in the street attracted by thought you see. As you associate with the area and the things your subconscious, creates the idea you want to see or not if you don't want to see reasoning. There is no in nothing as thought, think and you can exist by what you think or do to make what you signify into what is thought by act or not.

Nope [Nope-en] = Tye Adjust; Time adjust spell; Think as you want as you are thought, you can seem if your energy is tuning to your thought to adjust in time. As if in adjusted time is "Tye Adjusti" by done actions where time is easily adjusted by effort in use.

The Shae [Then Shale-en] = Assume timesharing Shaping; Assume time friendly nature when travelling or not accused, as time electrons to the past or future though ti is trimetravelling if thought with energy and thought focus on the time you anull it as things are what you are in life as you are what form you see that you go around as you are by the electrons. This can lead to the worlds worst mishaping. There is a point in time, to get well that ends good as if well you can shift and change. As the area shifts with you you are where you think.

SuaEmoeHemuBe = [Sue-ah Ee-mow-eh Heem-uh Beh] Summon metallic being, the idea metal being finds by the idea you think is a way to ya after stating of this spell, in any way. This can take up to 1 year to effect. The idea is realized as what you think is in mental images.



Circle XVI (15) - Very extreme, life & instant effects; These can drive you slightly crazy and can be done by almost anyone

SpeFruuGaeFrutUn = [sped-frue-uh-gael-fruit-rune] fruit of life protection - Cast on a seed to plant or a growing plant to get an undying protective effect.

SpeGaeFrutLagazUn = [speh-gay-eh-fruit-lage-maze-lunar] fruit of knowledge - Makes the seed, tree or plant bear fruit of knowledge.

SpeGaeMedituTreUnSed = [speh-gay-eh-mead-light-yuh-treh-rune-seed] tree of life creation - Creates a tree from nothing and it grows rapidly in the spot ye think of that bears the fruit of knowledge. This tree is unkillable.

SpeGaeMitTreSedUn = [speh-gay-eh-might-treh-seed-lune] seed of might - cast on a fruit seed or a tree to make it bear the fruit of a tree of might.

SpeBarTreGae = [speh-bare-treh-gay-eh] bare skeleton tree - cast on a dead tree or live tree creates the skeleton tree.

Maigx = [May-igg-exh] Enlightenment; This effect is to cause enlightenment and deeper perception of knowing things. This improves understanding of all things and whatever is thought on, is appreciated for what things are. This teaches you to live, learn and love things and effects.

GaeTuo = [gay-eh-tue-oh] life turn - turns any source or person to support ya and a person or through life, it can turn the person through life effect. Causing the person do the right actions.

GaePolyng = [gay-eh-pole-aye-ing] life source - turn anything that is the target into a source of life.

ZirSahnIrUigy = [zire-sahn-ire-you-nih-why] supersahn transform - makes the person into a super being.

DjunHol = [djune-hole] waterhole create - creates a spring of clear water by saying spell and imagining it appear. Don't create a waterhole in a building as it will erode the building from within, even if it doesn't seem to appear.

Djun = [djune] water spring - create gushing water spring in the are by imagining it appearing.

AquaDhiu = [aque-ah-dhie-uh] waterfall - create an instant waterfall in a general area thought about.

AquaR = [aque-ah-r] reverse waterflow - create an upward flowing water flow much like a upward waterfall by reversing the water flow.

Forclca = [force-i-can] forest force - tie into the force of the living forest for energy.

MaiObjFoc = [May-ihn Obj Foce] Create object of force. Creates the focus of object force to be usable by you. Think to the object to get it to do things. Or, will it to create effects, and it will.

Forclte = [force-ltehm] Force of Item - tie into the living force of the item to give to you energy.

SfuwarlcaForc = [s-fue-ware-sir-can-force] primal forest - makes an ancient forest out of any area with trees or tie into the force of an primal forest.

PolySfuwarGod = [pole-aye-s-fue-ware-gode] primal god transform - Make the target into a primal god.

DyloNa = [dye-loh-Nah] earth force - create a link to the earth as a force of energy.

MedituDilytMaiX = [mead-light-yuh-dile-lyt-may-ih-x] power crystal create - Create a power crystal out of any crystal or substance. Be touching the stone or thinking on area to make it appear.

CrysAlislutesSed = [crys-ale-list-slute-ee-s-seed] crystal seed - Creates seeds of crystal that can link you to other places when planted. Cast spell thinking of area in the ground and walk over it imagining yourself appearing in the place you want to go.

OkloDub = [okl-nod-dube] crystal recorder - Makes a crystal recording of any event without being detected. The crystal wearer or keeper can control it by thoughts alone.

OkluDub = [oklud-dube] spy recording - Makes a crystal or any other item into a recording device that is controlled by mental will, and its without being detected.

RuyUwOesRay = [rue-aye-luw-ow-bees-ray-y] ruby ray of desire - Think on effect desired on spell casting to get the effect.

UnteYIUo = [un-teh-why-l-you-oh] instant weld - combine two things together of any material quickly by holding together the materials and say the spell, sometimes applying a bonding force, to help the process.

NaTuoYI = [nah-tue-oh-wel] earth convince - make a person convinced to share info or do any favor as though it were destiny.

TyGebUo = [tye-geeb-buoy] clandestiny - make an event by thinking on it when casting spell as though it were destiny.

MedituCemaUniYI = [mead-light-yuh-ceem-Mah-uni-ih-why-l] universal glue - make two objects stick together which forms a bond that is unbreakable except to the universal solvent.

MuceMaUniYI = [mucous-seh-ma-une-ih-wile] universal solvent - undoes the universal glue as if it is able to undo any other glue.

MitMyt = [might-mit] glove of might - forms at will on casting around the weapon hand to smite your foes. Will through the magical glove to beget any deadly effect to be done.

IoZup = [i-oh-z-loop] particle angel - ogma of good that draws negative, making calms minds, and leesens criminal tendency within a short time. Socialism and peaceful intent are inherent after a short time. Intent is okay with this and always makes things happen near it.

AntiloZup = [antih-i-o-zupe] anti-particle angel - a positive absorbing particle that causes criminal like activity and antisocialism with possibility of distrust and extreme intelligence.

GaePolyAnamCi = [Gay-eh-Powl-y-A-name-Cih] Changes the shape of the soul to shape the spirit and body, in an idea attempt to move ya assamblage point. The assamblage point is the point where the aura connects to the body and represents assembled life. So to move it, changes the body.

MinGaeSild = [Mine-Gay-en-Sild] Minor life shield, to form a shield around the person who is targeted that deflects the minor things through life energy and from life experience.

Canciic = [Can-side-ic] Coincidence, to form an idea or effect that appears as a life experience and is coincidental.

MajGaeSild = [Major-Gay-eh-Sild] Major life shield, can effect the target by forming around the target. To use life experience to deflect the bad or coincidence in effect.

MinLyfCrey = [Mine-Lift-Cree-y] Minute efficient parts, to form efficient parts or objects of a computer in a minimum time for use.

MinUaCrey = [Mine-Oo-ah-Cree-y] Minute activation of parts, to minutely activate parts of an idea or things ya need.

MinUaAv = [Mine-Oo-ah-Ave] Minute activation point, to minutely cause an active point.

MinAAv = [Mine-Ai-Ave] Minute at point, To cause the effected to be minute at a point.

MinGreUo = [Mine-Greh-Oo-oh] Minute great instant, to cause a great moment of an instance.

MinGreUe = [Mine-Greh-Oo-eh] Minute great expect, to cause a minute of great expectancy.

UoUeIh = [Oo-oh-Oo-eh-I-h] Instant expectant pride, to cause a pride in an instant by expectancy.

UoIhUe = [Oo-I-h-Oo-eh] Instant insightful expect, Forms instant insightful expecting.

Uoler = [Oo-oh-I-er] Instant define, to be causing the effected to be in an instance of effect by defining or to instantly define something.

UoAir = [Oo-oh-Aid-r] Instant arranging, arranging on the instance thats to form an instant air that is around the effected target and it allows the person to be arranging things.

UeVaEr = [Oo-eh-Vahn-Ee-r] Be up arranging here, causes the person to be up and arranging here as to where its necessary.

UoVa = [Oo-oh-Vah] Instant holder, to form a holding of a person or thing from an instant moment and this can be to cause a bearing of effect.

UVa = [Oo-Vah] Understand holder, to cause the foe or target to understand the holder of an idea.

Uoler = [Oo-oh-I-er] Instant pier, to create an idea of a stepping place on water.

IAEr = [I-A-Ere] Into a speed, to get into a speed of effect and body movement that ya think on or state.

IAIr = [I-A-Ire] Into an oppose, to go into an instant opposite of idea by energy.

IAeEr = [I-A-eh-Ere] In meaning here, forms a form in meaning to be here.

ILovEr = [I-Love-Ere] In lover here, Forms a lover to be here in speed and this is to be in effect for the effected.

UoIAer = Instant in bearer, Forms an instant moment in a person that causes them to be a bearer of mind idea, moment or purpose.

AeIer = [A-eh-I-Ee-r] Any in here, To cause a pick of people to be near or to do things.

AnIer = [An-I-Ee-r] Include in speed here, To form a person to be included with speed here.

UeIer = [Oo-eh-I-Ee-r] Expect in here, to cause an expect in here idea in the person, where there is an idea generated.

UaEsItt = [wha-Ee-s-It] Continue especially to matter, as to what is it? and to cause the target or person to especially matter in something as though bitten. The thing is usually spoken of or thought of before or after the spell is cast.

AArA = [A-Are-Aid] Active art purpose action, to cause the target to bring a point of an active art in purpose and in argument to be action.

IeEAba = [Ieh-Ee-A-bah] Idea energy abate, this causes things in it of idea by energy to abate and not be there. Overspiced foods begone the extra spice with this and then the idea energy that can overwhelm will

abate as well.

BSuaWell = [B-Sue-ahn-Well] God healing, to make an active part of an idea happen, as though helping it along and sometimes by attempting the action ya want after ya speak the spell and this will cause healing by it. As in a God strike against people who are enemies or finding ya self making an idea and ya heal by God's will from it. It, the action, also is represented by the energy of the action, being in part, redirected for healing ya. So, think of the action right after the spell is spoken or speak and think of the action to occur before the spell is spoken. As it will then cause the effects and at a same time healing ya. The action ya want is endless, for regeneration of the bone and body though.

EGaeTra = [Ee-Gae-eh-Trah] Life track tracing, tracking a life in the mind and making it easy to detail the life in effect. Ya can easily track and act out the life ya work to track. Ya can say the result of what ya track even as ya track. Cancellable by a EnGaeTra pronounced [En-Gae-eh-Trah].

StaPryIIAngaeCrosPat MaiGlogShedIseCorrPate = [Stah-Pry-II-Angay-eh-Crose-Pate May-in-Globe-g-Sheed-I-seh-Corr-Pate-eh] The safty spell, causes situations to be safe for ya, as its "May you stay out of danger's path at all times. If you shall cross paths, then danger will flee. May light be shed upon the correct paths from this point forward." and danger stays away.

StataTwexe = [State-ah-Tweex-eh] Gravity manipulation, manipulate gravity like ya might always dream ya could. Think or say of gravity as heavier to make it heavier, lighter to make it lighter, or more the normal same to cause it to become the the same normal gravity and similiar idea like cancelled to make it cancelled out. Especially for an object.

ElemK = [Ee-leem-K] Element kill, kills any element that ya don't want, including a target, this can include conditions and drugs as the element. Use a roach when you kill the unwanted things by this, an element and you kill it too as if kill one kill all.

IoEalex = [I-oh-Ee-ah-I-ex] Energy creation provision, to be in explanation and make an energy creation effect from provisions and idea.

IleLm = [I-leh-Lm] In idea description, to cause the target to be and with description.

ErTh = [ear-th] Here there, as its here it becomes of there as where ya think on, of whatever is here.

AERl = [Aid-Ear-I] An here in, creates of the target an in here moment of intelligence, that seems of a vision or idea. And its of a moment that here in of a situation. This moment of intelligence can be used as a guide for further actions.

EFesilGas = [E-Fee-sile-Gase] Energy fossil, this sets up an energy field that forms from a charged gaseous cloud and it causes a 'fossil' of the target, albeit a person or object. The energy field weakens the target structure and causes fossilization after a quicker period of time than normal.

UoEgoCreh = [Oo-oh-E-goh-Creeh] Instant thought occurrence, to create an instant effect by thinking on it and feeling it should happen, after stating the spell. The spell lasts 1 day till ya decide it shouldn't effect ya.

EroberungUo = [Errow-bear-ung-yoU-oh] Instant conquest, allows for an instant win at the right moment.

Gesus = [Gee-sue-s] Spiritual relief aid, In An En causes a spiritual relief in people who say the spell. This relief is by spirit and energy infusion that acts as though a tension relief from the situations at hand.

GEn = [G-Ee-n] Good end, to be good at the end and make something for ya benefit.

Evalv = [Ee-valv] Energy valve is that of makes for the idea that a energy valve exists to be manipulated and this valve controls how much energy goes in and out of an area. It can take the form of a gate that ya raise the level of, however ya want, or a valve with a handle that ya can mentally manipulate.

GivOTak = [G-i've-O-Take] Give or take, to take to give or give to a take of something in idea, till the balance is set and trade of idea and something occurs. This makes the target give ya something in return for things done to the target. Even, if the target didn't intend to.

EaeOna = Each is on and active, to cause each item or event to be on target and active with activity.

InstAtY = [Instant-ate-way] instant time event - creates an instant event that you want when spell.

AnItzEnz = [An-Itz-Enz] Materialize effect, to materialize the effect of the moment that is either latent or that ya tried before this spell.

BioSildExo = [Bio-Sild-Ee-xon] Bio shield, forms a bioshield of live energy and the energy strings that don't touch ya and remain around ya, in the form of a shield. These strings absorb the blow of whatever it is, and make the effect of the blow not happen. As though, it were absorbed as energy. If the blow does happen to hit ya, then it heals very quickly and broken or badly off parts of the body regenerate. The shield also makes ya unnoticed.

Anemenny = [Ane-ee-men-nye] Life effect manifest, To be of life energy and point out the facts and there

is a result as of manifestation of effect.

InEnz = [Ine-Enz] In effect, to be putting some element back to on function.

EnAnz = [Een-Anz] Goto end, toil and most perfection are washed away with this as it, the idea in the effect, is brought to its end. The viewer of the effect is capable of watching this progression. And the end of the effect happens.

IEnz = [I-Enz] I don't disappoint, This ends the Z force energy point with thoughts and conclusion that comes to a point and that causes a moment, of perfection in the process at hand that doesn't disappoint people. So it can please people.

InUlz = [Ine-Ulz] Super manufacturing ability, manifests an ability of super nature that can be used to manufacture things in energy or make things by work and instantly. Doesn't always work.

InUlzE = [Ine-Ulz-E] Super ability, the ability intensifies ability that becomes super in nature. Or, you gain a temporary super ability in the instant of intensification. Through the actions energy.

InAdvrhIh = [Ine-Advrh-I-h] Reverse negative effect, an can reverse the effect of choice almost instantly of its properties as a whole. Plus swine flu.

InErIh = [Ine-Eer-I-h] In hinderance, to cause a hinderance of some effect that isn't desired and though its thought on, it must be felt or seen to hinder it.

EnIn = [Een-Ine] At the end into, causes at the end of an idea the target to be with an in moment that causes them to be into something.

IenIn = [I-en-Ine] Good experiment into, causes the good to be into the effect and makes an experiment effect to be a 'boost' of energy and positive spirits. To check if this spell worked, try doing something thats experimental for an extended period of time, if ya don't feel tired even after strenuous action, lose a thought then it works for ya. This is similar to the undying spell.

EnnIn = [En-In] End effect in, ends an effect that is in play or happening and enlivens the target. At the moment or a given time, that is when the effect occurs.

Eraseba [Erase-ebb-bad] = Erase a thought create a thought. Thisallows a moment that you get some shock to need to erase and do else as in 'beano' to create a new thought.

Ergsten = [Erg-steen] causes the moment to reveal truth and perversity, cause of being in the mood to be perverse and affordable to someone. This can be causing erratic behavior.

InstUo = [Inst-Oo-oh] Instant of instance, create an instant moment that is an instilled instance of the idea that was just thought upon or thought upon while it was before. As ya state the spell. This can cause an instant cure or instant effect of desire as well.

MeUonByThIsm = [Meh-Oo-on-By-Thism] I won by that chance, causes ya to win an by the chance that is there.

NAGi = [N-Age-ih] Not that again, to cause a rejection of the moment, this can cause cancellation.

ErEn = [Eer-En] Speed here end, this may end any error and effect with speed that may take place. In an event of its own making. It can cause the moment of a speedy end as well.

IBMeYuh = {I-Bee-Me-Yue} I be me you, if it forces the person to be you and you the said person. In a swap places idea.

EEN = [Ee-Ee-En] Closure, Closes things, as it being willed or cast, it can be used to close anything. By pressures on the surface and sometimes the person. This also can end the panic on someone, bringing a sense of closure.

IEEn = [I-Ee-En] Return, return to area and restore things of area on necessity.

IEEnV = [I-Ee-En-V] Restoration, restore of idea and vision, plus other things consisting of your or others body.

IEEnVi = [I-Ee-En-Vih] Time travel, Travel to the time of your desire, possibly to reinvent something. Go forward, holding a thought of the time you want to, as you think positive idea of the place and generate positive energy. Go back in time, thinking of the time you want to, as you hold negative energy. Doing so to go back or forward in time, while willing or saying spell, will make it happen easier.

IEAs = [I-Ee-As] Make else idea effect, makes a moment in idea appear as though someone else. Say the spell as you want to have it effect and then try to state or do action and its as though someone else.

ImErIn = [I'm-Eer-In] I'm urged into, literally causes an image of yourself, or yourself, to be urged into a place or place of mind that's like an emergency area. With the power of error and what's around. Also, this could place an image of an emergency place into things. Must be thought of, on what you wanted, at the time of casting.

ImEr = [I'm-Eer] Imaging yourself here, To be an image or yourself thats here, where you want to be, then somehow announcing yourself. This occurs, on statement of the words, of the spell.

CDDE = [C D D E] Bring alive; To bring alive something or someone, on stating this spell. This effect has been noted to bring awake people whom were about to fall asleep. It has a 60% chance of success.

CDDP = [C D D P] See death, due part; See death happen of something or someone, due with a part, on stating this effect spell.

CDDW = [C D D W] See death, due with; This causes you to see death happen, due with results.

EMoe = [Ee Mow-eh] Make change; Cause a change, in appearance or effect, to something or someone.

Thins = [Thins] Cause thin weight; This spell causes a thin weight in anyone whom is the target of the effect.

IEF = [I E F] Mental coup, causes a control influence, through chaos, to perform a coup de tat on someones mental control. After this effect goes off, all you need be to tell what you want around them and they will do it.

IIsa = [I rIse-ahn] Cause ceasing and explanation; State the spell to cause ceasing, of cease event and get some explanation.

AAEn = [A An Een] Cause a created end desire, Cause end of event and create an end effect of manifested desire.

SuaTuResa = [Sue-ahn Tuh Resahn] Summon to reason; Summon effect/s that become apparent and this is to cause reasoning. This can cause a person to come due to caused self reasoning.

Tedeum = [Tee-dee-umh] Tedious moment; Causes the Tedious moment of a routine in life or chore to occur and makes it interesting.

DuMom = [Duh Moment] Due moment; Causes a due moment of life to be done and become percieved by yourself or the target of this spell.

DuKi = [Duhn Kick] Due life force; Causes a life force to be due to you, the caster or target and it infuses you at a moment that you are unaware of, in an unspecified moment. This life force is the interesting point of which you won't regret recieving.

TuDu = [Tuh Duhn] The popped up moment; This makes a moment pop up, that must be done, dealt with or allotted for until the condition or moment disappears. It is a surprise to the person who's the target of it. It can cause tiredness thats sudden.

IUnnE = [I Unn Ee] Dispel delusions; This spell can dispel any illusion and delusion of a person thats focused on while stating spell.

BnMata = [Binh Mate-ah] No matter; It makes things not happen physically. As, you do things magically or not, this can nullify physical effects that has matter involved. This actually uses antimagic to nullify the effect. Must have enough poder (personal power), to get the effect off.

EiEmm = [Ee-inn Emm] Self-imbue inherent wealth; This causes a choice of getting something beaten in or wealth to come to you or a target of your choice. The person usually chooses the wealth. It works itself in through substance. Then they find themself guided by the energy in effect, till they make the choice to gain wealth. This wealth comes when its necessary or needed.

FakSedEd = [Fake Seed Edh] Fake moment; This creates the faked moment of education, which happens to be listened to by someone or something that you target. This allows you to fake the moment and make the person give or do as you want. On questioning of the moment, there is usually no response or its assumed false. In fact, it disappears from the mind as if its forgotten.

FakEd = [Fake Edh] Fake education; This allows you to fake anything, and make it look good in a moment. Cast by thinking of the moment you want to be there for understanding and stating or willing the spell with intent.

FaeBan = [Fay-eh Bane] Fey ban; Bans a fey from being annoying.

EUn = [Ee rUne] Uneducate; This removes the greater influence with extra X's added to the spell. This makes a voidal influence. This removes influence of anything that is influential and knowledge based. This erases the influences that causes the bad influence as though it didn't exist. This cannot be undone, unless you use a mana pool thats nearby.

IfniMyy = [Ifh-nih Mihn-why] Luck spell; This converts energy to create luck. The influence of the moon can make it a mischance spell. This is with a waning 'negative' moon or new moon. It zaps the area energy to do the effect.

DeYgoEry = [Dee whY-gohn-Ee-rye] Opposite attraction withdrawal; This is where you attract someone

negatively by doing the opposite of what's expected and they withdraw into themselves.

UnnANo = [Unnh A Nohr] Undo presence; This causes the caster to make something not appear there.

UnnAMaiHyd = [Unnh A May-inh Hid] Criminal Stopping point; This influences anyone who is criminal to stop. The criminal doesn't realize who, though unless they think about it. This can also cause a criminal to be active by anonymous means.

EnnUnnl = [Enn Unn l] Abate ego; This abates the ego from anyone targeted by the attempt of spellcasting.

UnnANoMaiHyd = [Unnh A Nohr May-inh Hid] Anonymous Criminal Influence; This influences anyone by suggestion who is criminal. The criminal doesn't realize who, though.

UnnANoMaiHydTujao = [Unh A Nohn May Hid Tuhn Jayn-ohn] Send by self to jail; Anonymous Influence to make Criminals send themselves unknowingly to Jail. This makes anyone who goes against the rules enforced, by the cops or set by the owner or renter of the place, to send themselves to jail. This happens anyway they want.

FvyFid = [F-v-why Fide] Instant faith or confiding; This can make a moment of instant faith. Even out of the moment of inhospitableness. If you decide that you don't want the faith, then the moment doesn't happen. This also happens on stating the effect of FvyFidUoAd [F-v-why Fide rUne-on Aid]. FeylJii = [Fee-why l Jee-ihn] Embues faery essence into ether that goes to a choice target, which is spoken of before or as the spell is done. This makes a fey birth from any body.

XMasta = [X Mast-ahn] Remove monster; This removes the monster behavior from anyone or removes a monster in an area.

EnUnn = [Enn Unn] End unnecessary; Can do undoing of the unnecessary things.

AnimEnimObtzEvoiX = [An-nime Enn-l'm Ob-z Ee-vohn-in Exx] X Animal Control; This controls the animal in you or others that can go bezerk.

EnEvoi = [En Ee-void] End instinct; Can be used to end the feeling of the person.

EnlSse = [En Issen] End obsession; This ends the obsession you would have.

AwardE = [A-ward] Reward, the reward of the acting forces that act on the area. You name it, it manifests and you get the award that you intend to happen as though fate made it happen. You basically earn the award, or it can disappear. If you use this effect enough times, then you may get the attention of fate and you find that you won't get the effect, unless you earned it by seeming to follow your morals.

UniAetuneMagislmedits = [Oo-nit Ee-tune-ehn Mage-l-s l-mead-its] Cause immediate magic; This causes an immediate magic effect thats sometimes unobserved.

MagislmeditsBariusNeh = [Mage-high-s l-mead-its Bare-high-us Nee-h] Cause immediate inferno; This causes an immediate searing of great power on targets that you intend to sear. Say that with intent at the same time imagining a candle lit. This is in your brain and sparking an inferno.

MagislmeditsPyreVib = [Mage-hl-s hl-mead-its P-mirror-en Vibe] Cause higher vibration; This causes an immediate higher vibration on yourself that raises you to a higher level. Say that with intent at the same time imagining a candle lit.

Ev = [Eve] Everlasting moment; Using time and the dark universe energy you extend the moment you live forever. The dark matter energy can extend things forever.

Lipiderr = [lipe-mite-derr] Instant confession drug; create a telling drug that leaves a bad feel on the person, this is an instant confession poison that makes you broad in body.

Lipidor = [lipe-l-door] Weight loss poison; create weight loss poison that sometimes works for the target.

Lippiderr = [Lip-l-Derr] instant confession medicine; Create instant confession medicine that cures a brain disorder and causes you to confess.

Dajonga = [Day-jong-ahn] Soul restoration; White void spell that fills a person with white void energies. It restores the soul which in turn rejuvenates the body.

SuVyg = [Sun Vig] (Without n) Divine Vigor; Increases the pain resistance and endurance of the body to achieve greater things with divine energy.

CieLaBie = [Sigh-ehn Lah Bide-ehn] (without n) Control spirit; Control spirit and make them abide to calmness.

CieLalsa = [Sigh-ehn Law-l-sahn] (Without n) Cease effect; Cease effect of spirit and necromancy.

LeanLi = [L-ee-an Lift] Lean life; This life effect causes your mind to follow guidelines that make the body lean. When it works, it may induce a fit of non eating. But, the weight stays off.

FysLeanStr = [Fiss L-ee-an Stir] False lean strength; The spell causes a leanness in muscular strength.

This spell infuses strenth energy into the body that makes your body mass muscular without building up more mass.

FysStrX = [Fiss Stir Exx] This causes extra strength, from a source that the mind creates for the purpose. This strength is actually there but not there. So its counted as false strength as it can disappear after it isn't needed. Sometimes when the body needs more strength, it can produce extra body mass. This is needed for when the strength is needed. The effect fades when you don't need it and so does the mass. The mass never actually becomes extra weight.

FysLiX = [Fiss Lift Exh] False life; This causes a false physical life force. That can strengthen a body when it needs strength or give you empowerment that fades when its not needed. When it does work, it can produce an amazing hunger. And, extra body mass that turns into muscle. This extra mass melts away if the subconscious sees no need for it. However, the weight of the body never actually changes. Unless, you exercise with the stamina boost from which is given. Watch what you eat, as you could experience weight gain, if you overeat with this effect. Basic suggestion, nibble bites off of whole wheat bread or eat fruit that satiates you. This can kill the hunger.

FysGloy = [Fiss Glow-y] False Glory; This spell causes the person to get an instant gain. The effect is to gain anything you want, easily and this counts as a Glory which dissapears. It only disappears after its not needed. Do not need food or you will get allot of it. This has no limits.. so be careful or need what you got that you don't want not anymore.

FyLi = [Fil Lift] True Life; The effect of this spell is to cause a true life force. That can cause effect to make power shifts of the body to become any shape. This makes you as strong as you need to be to fulfill the task needed. If you think the form you wanna be or need to be. You become it. The shapes you observe and learn by observation you can become. Learn to compromise, and you can get more results with your form. Each form has a different weight, keep that in mind. What form your granted, is yours to use. You also may start to regenerate faster.

CeNaDaNe = Gut removal; This spell will cause the gut to drop from the body. It will dissappear, mainly within 20 minutes to an hour. Depending on the body weight. This won't actualllly drop body, except for some pounds per every few hours. This spell lasts until the gut is removed.

Ca Di Do [Cah Dih Doh] = To make do; This is to make do with what you can do, and as if from the future as you said this spell you can correct as if necessary unless its not there to do. This can allow you to make do with what you can and not with what you can't. This spell can seem used, to create what you want if things you want to make real are possible. Don't look if you don't need to as you can sense things out and gno from thin or other air that you get from the air knowledge. This is to make things easier to cast and get something for nothing in life.

Ca Di [Cah Did] = The inme create; This is a spell to 'mae' as a presentment or resentment can cause inmate, this is not the case without actually having anything to base things off of to create things on perception naturally. This is to make fake things real, from what is not real as if things are real unless you don't intend things to be real. This can be an interesting thing, to say as a spell in experiences, as it creates things as if there and then if it isn't there it will do things if this is necessary. If necessary, to use the i with a statement as to think a thought as a concept to not exist energy this is saying 'ca', an you can do and think to become what is not there or do and what you want will occur as if it were real or not thought and if feeling thought not to exist and from 10 second viewpoints as you can create from void or white void to make things seem. As this is to create nothing, from something that doesn't exist as the energy is not there by thought. This is something to do, if you do and don't get any results. Think of 'di' and you are able to do what you want to do, as if you create it within a thought that the created view was there to create as identified your subconscious uses chaos subconscious spelling. This is the thought creating something from nothing, this idea even works without the need as the only results you need are imaginative. This can improve even if the women or man idea in idea is to make, don't as the woman man or man woman idea in mind is done with unless not needed is the improvement with efficiency of things that should do better with improvement to type and make protection.

Ca Di Do = [Cah Dih Doh] The make it or work it package spell; This is to make it or think and and you do things for this to become as though need were there as if in a package you create things to do and in real life is an 'out' moment to create by imagination and with only things to do and you stop the moment you don't need to do as if you think it were necessary or not and you can do to make things better. This is where you can, for if you don't then not is nothing and you do things right. Unless unreasonable and if you

don't need you won't, and you can do things as you want if you feel like it. The idea is done, in as a moment this is actually done and in thought of the past you are what you think. As you think you can do things better, but only if not dumb and otherwise you are not and if not dumb you are doing things differently. As this is only an opinion, as a thought or not and you can do as needed. Things of this nature, is to do as if a motion is an idea and you can get things or not as you decide to do what you think is best for the moment.

The Boy Psi = The vamp psi; This is a spell that can be normal, in a thought to use others to make use by psi vamp what you do in psionics as in for a need your out with a thought. You can reverse the psi attempt, as to revert it this directs by others need in use decided by what you can do or not. As they decide to do things on their own, you can copy, ignore or do something to counter the activity as with a thought.

The Sun Inf = The Sun Use; To cast this spell is to make with use of solar energy. This is in mind and not actually seen, unless you share it with another to do or put it on the network of the internet as this can the vast network of stars. As if a star network then you can get any information, as by a glance to the solar star can't threaten by what the sun energy is thought to do or in a beam of light. You think on the thought, and you stop victimization and if in idea you don't know, the information comes to you as if in a thought your showed what you wanted to know. You don't have to do it or say it, if in the wrong area or place.

T Merc = The merc idea; This is in the idea to do if you don't, as if anywhere you you can be there to do for others as if magic to do and help out and do as this is need. If you intend to do things right, you can choose to do things as in for free to do things right or you seem to get paid as if you are paid by energy that materializes an idea in the bank. As to do it is unnecessary, you do not need as you are doing things to help and if not needed you won't. However, to do as in need and otherwise you don't, this is the other way to think on this as this the positive way to think on this and if you don't need this then counter it here. As anything, you don't want is done as if you don't need things and the right correction is there. As you undo by the activity here, that is what can make undo in the right idea, that should occur in the moment that this happens to do in need and this can be done instead.

So do = [So Don] So to do; So you go if you need and if due if you or other at your permission and this will do as you want, and in an idea if so they do as they want as if your idea in need. Whatever you do, you don't die in it in the wrong area at the right time, as you are in so many area at once with the soul copy protection cast by the creator or not as it is not intended for use and used is the idea that is not the thought of soul grinder. As if you are your aura keeps, in as your a memory and as your in thought this is never done and recalled out for things intended of something as this is not in else, the soul as a csoul crystal in need. So whatever you do, you don't go wrong in the right area at the right time. Concept in deed is in need, and if in a moment you do as in thought but with thinking your thoughtform.

The Yum Id = [Then You-em Id] The food idea; The cook as you want moment you feel hungry and you cast this spell, you can cook anything in expertise and you can ignore in the food as on thought to regard it as if some other time. You would know you actually eat it, as if you drink it or not draw it in a straw or drink it as if thought were food prevention in idea. With thought, you are smart and by what you eat you draw in the energy as if the moment you do things. You absorb what you need to do things, as to sustain your body at whatever the weight you need this is in the food as if you ate energy food. This is the food idea in play time as you are thinking about a food and in idea, you can eat it as you draw it as what food you want in energy right from them if they 'atre' it or ate the thing and you use the food energy. As if an idea to create with, and this is the usage of food as an energy source or as you think to drink you draw from the water in the drink. As you seem to get by spirit, or you get hit as you attempt this as you draw from the molecular material of the object in the body in the area. On exercise, no matter what it is you lose the food and soda drink energy, as if all the weight isn't there and as if in a moment to do things your subconscious makes it disappear as if the weight were dissipated in body air. This is to do things, to break this spell as though you were the idea and the things others do were as you in the body. If not soul intended action, and only if 'mill' you thought it necessary in your mind. So will free you from any suggestion, that you can't use or work in with thought channeled as energy or not so if in need.

The usei [Theh Use-ih] = The descriptio; This is the decription effector as that is the use already described. This uses the third eye, as if an i which is a third eye. This disallowing the monsters to do anything.

The Use [Theh Use-eh] = The user; What you use you can make use of as you effect you get to make, or use again as if in use the thing can create a use for what you use it for as it remembers it from your use. If you don't describe this effect, you get the use without a brain impairment by what you use things for.

The Efo [Theh Eef-for] = The use effect; This is the use by what effect, and as you use things you can get the worst effect ever done to that which is done to mankind of what is or what have you it is possible except to 'tpo' makes it not happen.

The Ufo [Theh Uff-foru] = The Ufo; This is the flying object, in effect this is a place a person can go. As that is a point to do things with, as you use things and if you are able to get resolve to use an idea. Then, you can go as if to use an idea is to shift you around, and you can seem in two places as on a conceived potion you can get places as you decide to seem a place and use is by what you decide to use.

Tobu Efu [Tobe-uh Eef-un] = Tomboy effect; The tomboy is a cat that is a purpose that if on a moment, in a concept is a conceived view that is from a stranger that is gone immediately after.

The Tobrad [Theh Toh-brade] = The Tombraider effect; The tombraider effect, the idea is to play a game or live a moment in a movie and as in you do you and out there you are worked over in your mind. This is the tombraider that acts a concept and plays a role as you describe it you are an actual person someplace if you so desired.

The Tumb [Theh Tumb] = The Tumbler; The tumbler is the person, in no thought but as if an idea there is no actual way as if to do thought is to not do any of the idea and feel as if to avert an use, and as if to use it was to remember the original idea and you can get an idea of what thought is anything you think about is what is creatable. As its created, you then get the idea to do things as if you are okay you are tumbled to the ground as though tripped.

The Tum [Theh Toom] = The Burial; The burial is a moment, as if the thought exists you are an idea. Then to create is as in a thought to make a thought. As you use the thought, you make death something happens to be killed by. As each and every time you kill a thought you use a thought and that is the thought in effect as if the thought was due.

The Kei [Theh Key-ih] = The Shadow soul; The soul is what comes from a buried thing or person that makes and you think you are in, as the shadow soul appears as if pops out and from the ground. Then you either run, or not and as you do things are what create as if done and if you need some idea you can use the energy of an object. As a mage trick you the repair is due respect, as the energy is positive then position and whatever is thought done is there or not as you need it else as if not needed then you act in any view as if normal.

The Ke Maik [Theh Ken Maid-k] = The key make; This is where you think, and a key can do as you describe it the way it is.

The Tein [Theh Tee-in] = The tee effect; This is the tee game that is in use as it hits the ball and you are what makes it move. This is when it passes through, a hoop set in the ground you get your wish.

Tempai [Temp-aid] = The Temp effect; The campaign without a campaign effect. As the effect is to use any thing of energy as a replacement to the real thing, you get the effect of a real flavor or substance due to an energy that is a thought element that materializes as a form that is in idea.

Tempei [Temp-Ee-in] = The supervolcano effect; As if you dropped a concept, you can gain a concept as if by a spell from a supervolcano.

The tempaa [Theh temp-aid-ah] = The Tempera; Temporal moment is a concept to do or not in point of view, as with a friend moment is a moment as if a death that didn't happen. The moment you consider is what isn't anymore, as with a temporal shield made of nothing an energy comes from it. As if the moment wasn't necessary and if their idea on a concept there are an inconceivable concept view. You are what is a point to do, work with made from the energy from an object.

The Caceiva Fiv [Theh Cace-ceve-liv-an] = The conceivable view; The concept is a thought that is a point of recall, as if you cast this spell you are able to recall anything as if the view were done. If its inconceivable, you are dead from a cacodemon or not allowing is the creator of this not wanting the effect.

The No Ret [Theh Noh Reet] = The tersion; This is an instant recurrence of a power, as if this reverts something bad as bade as if a concept death as if it reeks then a life as if a monster then your not as if done then you are reverted to normal. This is the use of a useage that is death energy in use, in a use is the thought that is a use where you abandon what idea you have and use the cocept in conceived view.

The teres [The Tere-ease] = The teres effect; This is the insanity spell, revert the recoc as if you were you are incapable to make or do as if you recognize somebody from the past or future. The teresia spell is to be of use as if undoing, as if needed and doing as if not attempting is an attempt somewhere you observe and if you agree then an idea is or if not then it isn't.

The Ve [The Veh] = The Were; The were effect is to cause the effect for others, that want the idea as if to

use to die a thought and create with a moment that did exist in the past. As this can be of use, usage is thought and thought is the moment that death determines the idea an use is a concept. Casting this spell causes an aversion with the effect on those you are intending to were in a form and thought was done as its done it erases itself as if never were.

T loa [T Low-ah] = The loser; The losing energy that is thought lost and as use is declared, you can use it as if unconscious as use is thought to seem a loser or not with your notion of use. This spell if cast with a person is what in thought can make this a concept.

The Em = The embarassment; This is the embarrassed motion, is the embarrassing moment that is what anyone can experience and can use with a thought as if energy and as if the motion was there. You can die from death with this, as if a natural incident as if a thought of no results you get anything done and as if things are then the incident. As this happens to shift you away from the area to another area, then you are there or dead by what occurs to you.

The Cema [The Cee-man] = The Cement; The decent thing to do, if the person is proven a monster in real life in the future as all you need do is mix cement and force them into the cement as it hardens somewhere they aren't suspecting. As it hardens, you are not as if the person you were suddenly is a decent being. If not meant, as if you don't go into it and it doesn't happen.

The puie [Then pue-lie-eh] = The punishing blow revised; This is rem remove crippling if stated as a spell to a person as if the pulsing energy attack that is from a real star and this is considered 'puishing blow', again as if to state this spell, is to cause a dream to do nothing or something that is what can become as if a nightmare that is useful an reverted in deception is a scene that is piking.

The Iceia [The Ice-eye] = The icee; This is an icee, that is free as if a free drink as if there before and otherwise not there as its not done otherwise.

The Ei E [The Eih Eh] = The revert is atlantian; This reverts in the idea to make in things as if they were an exact concept, an is yet not doing anything is what you want in an idea that is wrong, foolish or not needed as its unfair to those other people that aren't needing them, as if need were some person and things were intrigue as if they who were you are no longer doing in things that are correct as this is useful to achieve an end result and this is not.

The Ea Eaie [The Eah We-aid-leh] = The aura layer; There is yet another way of surrounding the body with energy as an auratic layer, an you are with the energy to work with as if a source and as if a thought to do you cannot do anything that isn't possible except anything is possible in the given time with enough energy that can be there by summons. As you are in that energy or not layer as you want and you can get any result as if you were a layer to work with construable and yet a construct in the mind as 'Eae'.

Istet E Uni = Instant energy recovery; This is the instant energy recovery effect cast by spell, that uses the area to return lost energy and can make you able to focus even under high extreme entering energy effect made by solar flare and volcaning. That is made to the spirit recovering, the energy to the body as it needs things.

Mest Ma = Thought matching; Thought matching someone, and then thinking of the idea to do is to actually cause the brain to match frequencies and whatever the time it is you are linked as if you were the idea to manipulate the person, as you do things and as if link by thought spoken this is as you may end up doing things. To break the link, think a different thought from them that their spirit resists and thus the link is there as if working that which is is a human is fox.

Torl E = The singularity void energy; Think of the person and you can see or do as them or otherwise thinking energy sends it to the person to help out. This is indeclared fire that dies off after realization.

Torl = The black hole; The sigularity in effect is to think of where to go and in what you do as out you are in the idea and the person is in the area, with the idea of sending the item that you wanted to send. As if necessary, you can even send the thought of energy to or from yourself to pull the item to their area. Focus in on a thought and intensify the energy a bit as you attempt to listen in and you can hear their thought and thoughts from the area through recieving some of their energy.

Thee Cacot Moe = [Thee-enn Cake-Cont Mow-en] The Concept in motion therapy; The concept therapy spell, is where you can use things to get an idea and things as in everyday things become a therapy as if a motion in the mind.

The Sapee = [Theh Sape-ee-enn] The suppression; This suppresses the energy as if an idea to do things, just think of a thing you don't like and what you don't like was as if energy in an inverted energy field that is in your aura and this can use the things suppressed. As though a high intensified energy source in and out

of life, as this includes even pain and eating.

The En Cuve Abl = [Theh Enn Coo-venh Abl] The secret ability; This is to hold a thought or secret as if thought energy, and things in mind are life events that can be seen and in wanted moments you can recreate them if intended. This can create an ability if you get enough energy, this is all a super sock out as if super if energy is enough you can create a concept.

The SuGirl Eff = [Theh Soon-Girl Eff] The supergirl effect; The effort is the point of view that acts by this spell, to create a super ability for any ninja girl or otherwise.

The Buoul loo = [Theh Bue-low-ull-Ile-on-Owl] The second sight; This is the second sight psychic ability, as if from the movie you are seeing the event as though the thought is there to detect as if the energy of the event were deterable. This is spell is for anyone, as individual use as if on a point you are to do as in thought and use things as if in a motion or a hand to get an idea end result.

The Casavy Thoiu = [Theh Case-save-why Though-lie-sun] The Conserving thought; The conserving the thought, and as if to think is to get energy as you are what is the approach to get things as they come and you get things to go to continue or not as if to do things and get things improved as things get better, you get the idea to do and as you do things you are as thought and due as if your known. The spell in effect is what sets, this to get things as if you are intending a better bid in life and get more orb jobs.

The le Dha = [Theh Lie-enn Dhith-an] The false path; The false path is the moment in a concept is in born, and can appear as if you think about the idea as you think about the sequence of chain events. Then with any idea gathered from others, the subconscious as you can create things or not as if an intended idea is a path that is created or uncreated at your spirit will. This can be used timewise, to attack or defend with.

The Akhbar Fuly = [Theh Akhbare Full-eye] The false feeling; The false feeling is a point of recall that is remembered. As if there were things to create and things in memory are surged in energy. This is the point, of an akbar family effect. This is to create as is and yet you feel that you are in a moment, as if satisfaction you don't feel full or not as you stop the effect as if dismissal.

The Syue = [Theh Sin-you-enn] The ideal situation; The idea is a soul to know, the idea is to not fix unless necessary. The idea is not dead and this is thought to do not as you are doing things to know and as what things are there reveal themselves.

The Ideo le = [Theh Lie-Dee-oh Lie-eh] The Mental idea; These are the concepts of the interest and in there are of those with a mental library if not you can peruse any mental library, as you do you revitalize the idea and create thought of what you do as if you were able to capably handle any information if in fact its true.

The le Cacee = [Theh Lie-enn Case-see-eh] The Idea concession; The concession is use of a valience disruption to the energy field, is Edward Casey ideolist of the conscous, levels to try and do things as though a use if you were an accepted person, you were the point and they were the acception. This can make you sane as the semblance of balance, is there more as you get more energy to create a stabilizing point as to stop enraging and do something cool to do.

The levels of perception are there as if a quick [listing](#), as in thought you know them as in this and as your subconscious, reveals the levels to you as if a concept were interesting and you explore with a concept. This allows, you to get into the levels by energy stance.

The Ef Curatio = [Theh Eff Cure-ate-ee-on] The Effect to neurotic disorder and facial disorders; The effect to spasmic hand gesture, that is undone or removed is other disorder is to use energy and nothing. To cure the spine as if at the end it dissipates, into thin air as the source of energy that uses it is no longer viable and use. This isn't to seem to be, as if arrest to the body can ever not happen with deterium and drug interaction.

Iocent = [Eye-on cent] The Angel Cent; This is the angel scent, that is the momet you store something or don't like as if you shift it in the trash. Then the matter can clear, up the street of whatever is contaminent in the value to do away with.

I Et = [In Eat] I eat; The idea that I with other people can eat as if together, and use is the idea future in the concept that is understood as if they want to experience it and otherwise not.

Swv = [Swiv] The swirvel door; This is the swirvel the door and dodge away, and this vehicle you see has a 'uverse' as though in it is not you as you do and don't think as if a swv vehicle.

Un Swv Ef = [rUne Swiv Eff] The undying hatred thats averted; The effect is to undo the foe, as if to undo an swv irregarded in a swirvel effect. As this makes control of the idea situation, you don't do things as if

your in control of yourself.

Eiflemet = [Eye-flee-meet] The diabetes spell; This causes a deathbeating the degeneration of things, that are body related and this is the concept that in the mind causes a pure essence release to the body of the inflicted and as you say the 'in the degenerate'. As the effect is a pure death beating, as if you are alive and still good at what you do. This causes an idea to cure any other disease, as if you are the one cured and the person thats afflicted is not and only cured by 'unswelviat'.

The Are = [Theh Air-eh] derangement effect; The derangement of the person that is targeted, a curse only cancellable by need to feel and not in the direct line of focus as your not in the direct line of focus in line of site as when time is where you think and as though you are movement that is what pushes you out of the way. There is no way to win so stop, and do else as is to move out of the way.

The were = [Theh Were] The were form; The were in any form or shape, can change form as if a mystical being you think it you get the effect of what thought you use the ancient ability. Don't ever think of a form, that you don't want to seem or become in the middle of the night. As you want to repair from the form, state 'Reparato'. This is more info on were's.. <http://spellhawk.blogspot.com/2013/11/the-were-ability.html>

The Iqt = [Theh Ick-t] The moment with no avarice; The idea if you can say that, you can get things with what you get effect. Cast this spell, to get what you need as you need things they who have it might come. As this is true, you are okay and know what you intend without disturbance. Once you are done, you don't have to seem like you don't like unless necessary. To be released by the people you go into to get into their mind, if necessary and not insane as you want and you can seem released as you think released to the mind.

The E Azn = [Then Ee jAzz-n] The Equator rite; The rite to use the equator's energy to grant ability, and you are in an idea that is made feasible near the area's that are spots of power. The things you think tend to seem as if real if you need the realness to be there, unless ye don't desire as if not even unless ye think it worth things to seem right. As you project you can make, a thought intuit effect as if you are to be well. As you are indeed, you are in thought to equate and do easily math in right equation in mind. As though energy is magic, that is mana as if equal to the moment. This derives off of the mathematica themas as if to help with languages.

T Eqt Rite = [T Eq-t Rite-eh] The Equator ritual; The moment time becomes different, you are what seems to become as to what time slows and speeds up. This is the point and this is similar to what you want in thought, compare as you think you decide as if to seem or not seem and you are by your choice of times and thoughts. Things to do are making with the spell to create, the time you want and only if you want the time. The time you think it is necessary to use, and you remain in your own time that you think is safer. What you think, will happen if you think it to occur. As this spell will dissipate into the ocean waves, as they ebb and flow to not seem to have happened as you did with them and they did in the time of the equator. As you think yourself there you are whomever and thus as you think and your third eye does the shift through use of stonehenge, yourself to being back here where you are you can seem natural very apt as this can be anytime.

The Fun = [Theh Foon] The Fun; The fun part of life, is there to play with another way of life that only shows up when you are working with the idea, and nothing but disruption doesn't seem to be there. There is no place thriving after awhile, and you are as you seem intrigued but not as you think you consider what you do. There is no concept except to explore, as you go and try you get interesting thoughts and things to do unless you don't need to and you do things for fun and joy in life.

The Elao Corrant = [Theh Ee-lie-aye-on Corrant Lage-gue-y-y] The rythmic longetivity; The rhythmic longetivity, is to use this as a crystal and think to adjust it to the sun as you try to get things to do you think and work amazing effects. As you are as the energy harmonics are musically done as rhythmically adjusted to solve your body problems in the idea, mystically use to improve your body shape that can improve your senses. As you are what you think, you know what to do, think improve and you do as there is no way there is a way to get an idea and use it. This is to get yourself free as if you were in a higher plane and, use is of what is in the area as if you use things you get positive results. As you use things such as drinking through a straw, focus on energy coming into yourself and you get younger as you use things and you can get things to go. As always, use is up to you and things are to make that which you want. As you do, you can think better as if to use thought is, to get a better idea and use is to use as it felt right it was. An energy of atlantis as if to seem better is to know, and you gnow what your spirit can tell you as you need to know and the spirit can work with you as you need as a spirit guide. The creator is to help, as you

need to get an understanding you are what you get in reply and he can uncreate or create things at will.

The Lon Je = [Theh Lone Jan] The Longetivity; This is gotten as the longitude and latitude effect of knowing and use is the ley lines, and being able to shift on a will to seem if need be or otherwise on a thought your using the druids transportation effect. As this may get you places, thinking of an area to seem in will make a different place obvious. The obvious idea is to use the druid way of drinking and then you are alive, as long as you live as you think and things will do as you need as if a drink will get you better. As this will work, you only have to do things to work with as an idea will come up that is workable. The longetivity also come with, the thought to live longer that makes your energy immortal with a soul despite what you say. As if you were not controlled and yet gesture created what was thought, as if you were okay and yet you are not damned to live forever and yet you regenerate.

There En = [There-enn En] The negated point; The negative world is this, as you use it by subconscious thought you can do things with it in an idea to results in a heartbeat. This can make as needed, as to not create and uncreate what you think to do and you survive till you undesire disruptive and repeative attack or not to live except somewhere else as though not on the same planet. As though thought, negated point you give as a gift as you form the energy and this makes things as you are santa's cousin where you are to give gifts of some ability.

The Thiery = [Then Thigh-erry] The theory in effect; As this is a moment, thievery is this as you can get away with things as if you had depth perception in the night that is possible with night.

The le R = [Then-Lie-Enn R] The moment in mind is perfect as the frame in mind and as you frame it, and you see it as a view as you use it as a source to do as needed as if there to help.

The le = [Theh Lie-enn] The actor effect; The actor effect came from a bard thought of what isn't there, so if you think to make an effect you create an effect and to effect a spell is to create something. As in you need it and you are able to act as needed, in that mode which can create what you think.

The Go le = [Theh Gone-Lie-en] The Business Idea; The idea is to not kill as you do things, but know and due as if hand over fist as if to not assault as thought to accept business. This is to make concept for an idea as if to create, and then use it as if to do service for an idea that is a service. The idea is the concept that is want, that creates something in desire as though you were what you intended an in mind you are as you accept less as more or more as less. As if a thought made is something, in that use can create without a moment and nothing to seem is this in made idea in within a thought and out within a moment or if not disturbance. This is not as though thought made you reasonable its, as though thought gave you reason to do things. This is a spell to setup, and do things now accept with a trust that is in regard.

The le Tri = [Theh Lie-eh Trick] The idea trick; The trick idea as if in dream is no idea if you think something, unless you are a idea that is there and it is there as acceptable if back or not as if needed as Shifting makes immediate disregard is else as if thought made things work and it isn't there as you feel it done. The quality of mind, this is the idea you can use as if you can 'then' you can do the idea. As if you have the response you desired, you act as if good and do as if in positive idea. Another thing, this can make a balance as this is the effort to seem you get a result, or do as though thought is else and desire is forthcoming unless you don't desire something and it can disappear. As if dissolved of the very worst, this dispersed in effort you gain respite, by means of your own measure in what you deal with.

Passeus = Spell change; This is the spell to create yourself, formed from the subconscious as into a wyrd form that is a sicke power that works with people with a hand over fist attitude. This is a great spell, to use fate ability in a man or woman form of choice.

Mie Myy Cyry = Spell hold; This forms a spell hold, that is in the ether space formed from activity and powered by anything you want. A form of 'dea' to prevent things if you are committing to memory a form, then you won't as you are not wanting to if you state this spell as if a were is a dream form as you realize what potential fix is there you are okay.

The Were Ef = The were effect; The actual concept of an instant were shapechange, is now lose the shape and seem a form of desire and that is to think of the were shape and state or think the spell to shapeshift. As you are a were in thought you can shapeshift, this is a were in form that is a natural shapeshifter and not formed physically with very strong physical mood shifts an in very easily a good way at the right time in an area of choice. Committed to memory with an idea and in an instant physical thought shift dream, you are leading yourself on to be as if a were in effect as though you are respect with disrespect and use is

from a were in action somewhere. This is with strength as though a thought were a trigger and you remember everything, without anger and thought is reaction as though you feel fear and you are nothing with rejection and this is the thought that you go through as if to work through things unless you don't think to in absolute calmness or absolute sanity.

As if you are a concept in were form, you can become what you think even as a were shape is done and thinking you avert danger you are aware. If you were you might feel you are not a failure, but if you are in your inner world avert this in time as this is you by the right action where you stop and think. As if not here and thought of what, you did after is thought. As if to trigger this is to imagine a life you lived and failed, at thought in this is what in thought is that. This is where you are in which you are not averted in form. This spell doesn't always work, as if you are able to accomplish it you are actually more adept and intelligent from what you think to do. If you think to control it, you can prevent it where you are at but it will happen somewhere. As if a point were there and you think it, as if a monster were is in your mental room then you are a were in a were form of your spirit choice.

A moment you can turn it back to were human, is by a spoon or anything else that is believed to turn the spell effect off. As if you were not hitting anyone, you can avoid the issue and use is not done. The were ef is the were ef, and you are not effected by what you do if you are not wanting this effect. An ef cancels it. So if you were wanting to beat your foe, use this spell and you will feel as if an insignificant person but you will beat the foe unless you don't need to. Thus, this spell is not to be done as you disappear and come back after to be as if normal, in life if you are not wanting to be hunted for what you think you should seem to believe you are you avoid the issue or do something else as if you were life. If you can use this spell, then you are better than most if you are able to transform at all.

The Were Uo = The were effect; The advanced version of the concept is slightly different from the original version were eff of an instant were shapechange, from the standard viewpoint of the were world with the point where you think to be a were and decide to not and you are now or not in form. As if nothing is beaten where you are in the form of you that forms where you think, if you lose the shape and you become a form of the idea as the idea can create desire or not. This is to think of the were shape and state, or this is where you think the spell to shapeshift as if the idea in one moment happens on the spot. As you are a were in thought you can shapeshift, this is a were in form that is a natural shapeshifter and not formed physically except with energy and very strong physical mood shifts an in very easily a good way at the right time in an area of choice. Committed to memory with an idea and in an instant physical thought shift dream, as you are leading yourself on so stop to be as if a were in effect as though you are respect with disrespect and use is from a were in action somewhere.

This is with strength as though a thought were a trigger and you remember everything, without anger and thought is reaction as though you feel fear and you are nothing with rejection and this is the thought. That you go through as if to work through things, unless you don't think as you are to 'were gone in idea' in absolute calmness as in there is nothing as any time difference you don't if you are better off then dead you are adept and things work rather than beating people dead as this is witch lich form shift additive to the witchblade and things work with putting energy through it. This ends as if 'un in ef', as if a glitch happened things disrupted in thought as that is and you are what is not reacted to and things restore themselves.

As if you are a concept in were form, you can become what you think even as a were shape is done and thinking you avert danger you are aware. If you were you might feel you are not in a failure, but if you are in avert this in time is you by the right action where you stop and think as if not here and thought of what you did after is thought. As if to trigger this is to imagine a imaginary life you lived and failed, at thought in this is what in thought is that. This is where you are in which you are not averted in form. This spell doesn't always work, except it does as if you are able to accomplish it you are actually more adept and intelligent from what you think to do. If you think to control it, you can prevent it where you are at but it will happen somewhere. As if a point were there and you think it mute point, to form the point and don't live it as if a were is in your mental room that does the effect then you are were in a were form of your choice of spirit choice.

A moment you can turn it back to were as if human, is by a spoon or anything else that is believed to turn the spell effect off. As if you were not hitting anyone, you can avoid the issue and use is not done. The were ef is the were ef, and you are not effected by what you do if you are not wanting this effect. An ef cancels it. So if you were wanting to beat your foe, use this spell and you will feel as if an insignificant person but you will beat the foe unless you don't need to. Thus, this spell is not to be done as you disappear and come back after to be as if normal, in life if you are not wanting to be hunted for what you think you should seem to believe you are to avoid the issue or do something else as if you were life. If you can use this spell, then you are better than most if you are able to transform at all as you only stop if you decide to as if an uo.

T Pt Ly = The point of life; You say what you want with the intent, as you are meant you create things as if you are living another life. This spell is amazing, as it is you are hit by the observable and if observable if on a thought you can do.

The Fak Ef = The thought pleasure effect; The idea is in use that is work in pleasure and this drops the pain that the body has in a moment. Assume and you can seem to be as if a use is to become not in any way bad as if bade to do good. This spell can cause anything if you are with what is necessary.

The Corro = The Corrector; The thought recieved is imprint and not effect, of an idea is with this spell, is to seem right if to do right and nothing else will go wrong in life.

I le F = The Clea In; This is the thought in a moment in planar being. With wisdom, this is the flow of time energy that creates that moment in concept and you are what you think as if a planar god or goddess.

The Fuu le = [Then Foo-un Eye-en] The Future idea; The future moment is time you think on and as you think to do you are them. This the time you think, as you are shifted and back again.

The mon Ty = [Then Money Tye] The moment time; The monty python moment that is a step to the future, and you name the area and the time. As you integra are the moment you think to seem, and you become what you think to seem as if you are an idea and as a thought you step back and as you this is to a time in the moment that is there in life.

The Spiy = [Then Spie-aye] The Spiraling effect; This is the spire idea as from the game Geneforge. The spiraling idea is in effect to create, and use as the creator is shape willing as if a shaper to do things and this uses genetics or living effects as bio effects or organic idea is thought use. This uses the idea to do things in a right time and right moment. This can be used as if a spell, to create a timer in effect to do as you did unless you don't intend to need to. This if used with order of concept, to create an order in the mind to mask what you do and think what you don't unless you never intend the idea in mind as if to seem real the timer effect is gone. This can seem as if spiraling energy, as you are to think if you are in a concept to do things. If used with chaos in mind, you can use a spiralling out of control in idea to make a bad point seem good. Or not is to seem good as you do an idea that is decent, as if 'en' is as if to serve an example you get a very decent effect, by what others don't do from this idea in idea. This spell cast is to not be done, if you intend to hurt people as you yourself are not hurt by your own actions or not as you deflect the damage to others by what you do.

The Ritua = [Theh Rite oo-ah] The rite of Ritio; This causes you to spike the area, as you don't spike the lava until you think to use life force. Unless, you want to speed the process up as this speeds up aging and unaging, as you think 'unage' which stops as you think or nothing happens as if you don't think and do something else as if in ending you do things right. What you think about you may end up getting as a secret or other effect is at the end as a result.

The camae = [Theh Came-aye-en] The came and gone idea; This is the came to what is an idea and your gone to another way of life as if death, where you decode your writing as if you make an think as the game

in life is possible as if to use turtles and human headed turtles.

The Juu Site = [Then Jue-un Site-en] The anime movie shift; This is the anime and movie shift, thinking quits this as that in this is quits as if natural shift is where you think of a movie and you are there just in idea or really in long life. Where you are getting things, and going on about your general business. Its a pattern, but its perfect as if you are to unlearn the pattern or think in a pattern as if you work things out with the thought. If it exists you can get there, just think as though to be there and you are.

A Zey ih = [A Zee-aye ih] An idea to them is to in effect in use this as is, what this is seems that is what you can choose to rid yourself of things, unless you need to use something in any way that you want and you are not irrational.

Cua Medico = The cure to diseases; This isn't a cure as if you think to use things and if used it will fill you with energy that kills you in the end being. This can be removed, as if you are sending the end point energy to nothing as the idea is to cure the disease and nothing takes in the energy as an essence to remove the disease and if thought on is an energy to use.

The Cruno = [Then Crue-non] The Class effect; The area and things, in life are suddenly a class with what is made in life there brought to here as from the mind. Pain as with a point by pain, with energy stops the learning.

Elixium bonatrivum xarnos = [eel-licks-I-um Bone-atrive-loom Exarnose-rose] To smash and go; This is the idea that is what you consider, as if you are with enraging concept belligerios or two and things work or you make do. What causes this to work is the dimension above that makes conflict on the spell use, to cause an event that on strike of an object creates the thing to not work and to make it work dismiss the pattern. As if erased and this can make the object or person undamaged, as inner fire rises and surges you can smash anything and you can disrupt the life flow of anything. Use ultimatium reversio to fix the life flow.

Trans Fx = Translocation effect; This is the translocation spell. This is a spell to translocate you as you unfocus and focus your eyes. Things in concept are out of context if power outage is done, as in this is a point of view shift where focus causes you to be out of focus and then focus on what you want if the power outage is fixed you are a point in focus as if viewing a picture in your mind.

E Vecc Dra = [Ee Vecc Draw] The energy matrix effect; This is possible as a spell to do, and to use this is to focus in your need and think if you use things or feel things you can do the result or not if your spirit percieves anything wrong with the idea to do, if you see it as useful it can work unless you think and see things as incorrect. If thought is nothing energy to be done, then you do things different or use information as you talk to the soul if you are correcting by corrected energy from yourself. As you use the music of the mind, and this comes from the soul you use the heart to decide. As if to detect the area harmony as vibration and feeling is sensation, a thought is felt idea as if in an area with no thought or a solid object energy matrix is as with an idea that is consciousness. As good or bad and thought is there. As if the vibration there is vibes as this is the idea, that you sense and can use as if a concept source.

The Crete Puarebeep = [Then Creteh Pue-are-eb-ee-ep] The creation beep; The power beep idea, this is where that is expressed in the movie as its used. As if the weapon had a self-destruct, button that beeped the moment it destructed in disused thought and as if you use things you can. As if you use the right tool, at the right time and things situated the results and results situated themselves. This is where the point, that this idea ceases and the normal one continues. The only sign this worked, is that your conscious clears up and things are easier to do as your mind is seemed where you think it should be in mind.

The Crete Puarepb = [Then Creteh Pue-are-ep-b] The creative thought; The point of created idea is this in thought, as the thought exists somewhere it can be recreated. The results are to do resultive behavior, is to create with a thought and you can use the idea that you generate to make or create with as though a

thought.

Theh Pyroga Juu = [Theh Piro-gah Joo-uh] The firegating spell; This is the thought of fire focused into breaking down the walls of reality, that is with the chaos of the area controlled by the crown chakra as if you think with the moment and clear the thoughts. Where you can use things as if to focus fire into a circle around you, as you use this idea. Think shift and you are shifting by moving, as if you jump through a wormhole to seem somewhere else made of fire that materializes. This is from within and is viewed in the mind, as if you are an idea to watch you can do things to view and write down results. The basis of this is here.. http://alt-sites.tripod.com/how_to_do_magic.htm#fargating and http://alt-sites.tripod.com/how_to_do_magic.htm#firegating.

The Pt Use = [Then Pot Use-eh] The Point Use; This the point is for use in movement if thought is in mind, and use is the thought to seem as is becoming is the key to the area as you think to use. As this is the preconcieved point to use in thought conscious decisions. As if a point in the consequential idea, of what may happen if you use things that shouldn't be used but still its rather fun if in thought.

The Ia Osmos = [Theh law Osm-Os] The law of Osmosis; With the idea is uses to create or not if create is not needed and as you do, you create what is a concept that makes itself or reverts in remaking. As this is seeming, you are with an idea to try to create as you gather in energy to work with from a place in your dimension. As if you are into an idea, no that is information that comes into your thoughts and through your aura, as seen as though thought a ghost of history or other idea that appears as if thought were an idea to use. Not any mention is disconsidered, until you think to do things and if the information is used the idea is tossed out as if to an in area in your mind as it doesn't work right. This law will work right, if you think it will where law isn't normally there.

And In Invei = [And In Inv-ee-in] This creates a scene from things such as bone, as if to do or not do is to create as if to recreate a scene or event as if necessary or if you don't need to relive it you won't.

The Inveirt Veignl = [Then Inv-ee-irt Vee-in-gn-l] Inverted lightning; This is the placing of anything by lightning that is inverted to create energy, and things are a concept that use the effect of the idea which you just saw in you as you explored your mind when punishment was intended. Cast this spell on the target and they can even punish their friends.

The Gae le = [Then Gay-eh l-en] The Gaelic point; This is the point, use is gaelic and that is a instant idea with planet energy on a moment. To gather energy to use, for a purpose as if to seem is better than nothing.

The fnord Gaa le = [Then F-nord Gay-an l-en] The Thought Idea; Thought about moments, are learned as instilled if an inhibited idea to doing things unwanted isn't done.

Dome Magica = [Dome-en Mage-lice-an] This is the dome formed by will, as if magic were possible that is an idea on an unknown island called an considered avalon. The magical nature calls the natural area energy, that is with the thought to live longer as you set up a tent or do things as if you are there and here. Albeit the point is there, you are what is called avalonion you aren't there unless necessary. There is no religion, as if the idea is to think and achieve with the idea. Things in that nature are where, you get what you work with or as you do this is nothing created by thought energy in body or not uncreates it with a thought.

The Dome Deli = [Then Dome-en Deity-lin] The magic market; This is the market of magic in a market made by the creator, this in mind is a place to seem not and do other things that are better in intention as you create the intention to get positive results. Price is up to your subconscious.

The Mae Nea = [Then May-en Nee-an] The Money Nary; The money is what you use and avoid use, to not wod to death in buys and trade if you think to not use the money as you are on a budget. This creates a

service for a service, or not as in effort you trade services and use is to make an idea to seem real in mind.

The Pot Efx = [Then Potent Ef-x] The Pot Effect; The potent effect is an effort to do things, in an idea that creates things an seems like what isn't in cost. This is the point to seem, and use is a energy feeling to relieve pain. Use is done, when the good feeling disappears and you are in thought to not seem addicted to an effect.

The Pot Mome = [Then Potent Moment] The point blank; This is the point blank insiduation, and the thing that leads to averting attack is a horror scene as though a nightmare but not and allowing what is in idea or nothing that is done is made into an object as a force that is life. Then every attempt is an effort to do things as then you are not noticed. This can occur when you use pot, and if illegal in an area to which is a thought to do things to make yourself feel good in.

Thema Wod = [Theme-an Wode] Theme world; This is the point made, as the dimension is the equality to do or order with payment to do. The theme world in mind is what seems to get a concept, to do or not as if you are not there and this is stopping for what is done there. Name a theme and the world area forms, as ruled by mathemagical themas that is easy learn math to use in a concept to work in worlds.

The Sap = [Then Sap] The sapper; This is the sapper, the sap of a maple tree that is to nulle insanity and if you or others do it you are not there. This saps the strength with that of the person, as they are with thought and things in mind are aren't done. As this is in a concluded point, you are what seems to be what is a conclusion to what is incorrect or nothing.

Sua Sea Sto = [Soothe-ah See-ah Store] The idea stopping point; The stopping point is a point in time, that is a concept noticed that shouldn't happen or not as that is an idea to seem and not as if 'ce' to seem or nothing happens if brutal for the idea you seem is what warns you from your subconscious. Sure enough to know is an idea to do things, and look it up in the <http://www.dreammoods.com/> as the sign is there to remember unless you don't and then you can dismiss it in an idea that corrects for it as the stopping point isn't done or things in mind don't seem there.

ToNot = [Toh Not] Time of nothing in a point; This is nothing but a point in contrary motion where things aren't as they seem, or not as if you are done or not as nothing is a point and nothing is energy that creates as if thought were energy and you are gone from the area.

The tyn = [Then Tin-in] The thing; This is the harry potter spell, to call a spellbook in an idea to do or not do in a thought an things are not in thought or not. As this can appear like anything in thought, is there is a point that it is a computer drawn idea or not as things are unnecessary and this can seem. As if anything that is there, or here to appear as if in a room that is empty in mind. There is no point, this as if to do or seem to you are what can create at a will.

Otr = [Other] Other one touch recording; This in reverse is the one touch recording idea, forward in idea that is an is point to fix what is wrong and use what is right as if correct to the point of view.

Locout = [Lock-our-t] The lockout; This locks out the idea, as you lock the door or wizard warp the wood with natural magic mixed chaos. Say this spell to not seem effected by what you, there nothing rules or others don't seem to want in an idea.

Tip = [Tipe] The tip of the iceberg; This is the tip off the iceberg as events don't happen, or if believed to seem not to be a worst case scenario then you avoid the hate as you avoid what you despise. An idea to in occur, self-fulfilling as prophecy doesn't happen. Things in the subconscious can create with their will in themselves, as every individual person as if you found a solution that appeared things in mind and the solution is to work with things. As they come or not and try to change things, as they come to you or not as you don't need them.

The Temp = [Then Temp] The temporary idea; This is the temporary moment that in time is a thought, and you are a concept that is if in need or not in necessity. As this is a temporary point, or not that is in place and there is not any person but an idea to go on as if a biff effect.

The Timpay Seh = [Then Tim-pay See-h] The item; The one item that suits, created in nothing is energy that in the moment can create as this fits any situation. This item can recreate whatever this is as you need the item to seem, and as this can be anything you can use things as you think to do what you want.

The Ebb le = [Then Ebb Eye-en] The Smooth make; The smooth motion of an idea, that use is the moment where you or them are to use an idea and you get the energy as if you feel the flow of energy and things are in thought as to use the energy to create the flow and as you form the energy into a sphere this is use of the motion to make a thought happen. This is feel calm and, as you shape the idea in mind you can create the thing into turn as something that sustains itself. Where your thought is to do, as if you don't feel erratic as this causes the area to adjust if to work out your problem and then a silverish energy surrounds. The thing your out to seem in a moment this is a play so, use is this as if to get the area to shift you and you think where in thought that you want to seem or not as things are wanted to seem. What you see if not there isn't in there as a sphere trap released by open up or communicated feel.

The le Te = [Then eye-en Ten] The idea temperal field; This is the idea in which time uses, the in idea to get something and use is as though a thought in a point that if done you can change things around. The point you use is not what is in thought, as you use the idea and get someone to do or seem to do things as if a correct idea in the point that is at the end moment.

Th le Catex = [Th I-ed] The idea context; The moment in idea is concept except what is out of context in mind, as that concept you think is what you think to create reuse in a thought and get a better idea.

The Oh Fx = [Then Oh Fix] Who God effect; The My Goddess thing is as thought as energy and energy as active use, as things in thought are thought and you use things to get an use as use in this is there to make and this is the hope or feeling the person has in positive action from negative. Use by their thought can use their subconscious. This is to create a point and then you seem to act a goddess or god to create a point, that is a negative or positive idea that fulfills their wish by what you do with their subconscious doing the work, or nothing happens as that which is can create a make it good as if better idea in idea.

The Enf = [Then Enf] The enfolding field; The energy field of negative and with negative this turns it positive or use of positive energy, that creates the energy as if to biume as solar star energy or pure energy build up by chi use in restive thought unactive moments are what you can seem to use in activity. As use is what makes things, in an electron from what is there as this is in use this creates a thing to do. This is the quantified energy that is from the moment you think to do, as now if you are in an intensified area of energy and things can work with you. As this is what you can create, an enfolding energy field is as if a point to do as if an envelope of time is with stored things and the time that you do. Create just as you do if you can do things in idea that you attempt an idea to use, - without misuse and + as positive to create with thought as if thought you are with more than what you can seem but this can alleviate with use crystals to hold off the excess. Use the negative to transfer, and the positive idea to recreate things.

The Aff = [Then Aff] The Affect; The affect is a thought that you thin things and the idea is an overlay, as if some idea is done and in and education that is at an end everything isn't set against you that doesn't form as if you are what is or not is in mind. This is to create electricity in a moment, as you consider what isn't there you consider what is there and things in the affable is to make an idea. The point is that and is to laff with you, or not if you think and feel the need and focus the idea of generating electrical from inner fire. This with a point that is to create out of your bioenergy, as if 'formce' the electrical force as if thought is energy and the air is the generator with your hands as if you are an idea and the hands create the energy or not as you don't intend the electrical to burst the circuits.

The Ae Fx = [Then Aen Fix] The clay effect; The clay effect is there in the idea that you hold a bit of clay

and used is the thought of what you want to shape. This is the shaping technique, as if to use things you gain energy from what you use in a specific area. If that holds energy or not and if in use it can shape, an in idea shape to form as you can direct at will with the thought. As that is sent to effect as an idea, that exists with directed thought and concept will.

The zere = [Then Zero-en] The momentary aspect, is the aspect one goes through to live and learn and not as if you didn't know it. The moment in thought is a concept, not as long as that thought is you see does exist. Then it can seem copied anything done in use, and not put in thought is an example and used is a thought you do. This is the zero moment in time is stating zero as that is done in time, and use is as though a thought with a concept as is kitsune and things are what in thought as this comes from where there are a moment unless undesired.

Bere = [Bere-en] The Bearing; This is a berelain moment that makes itself seen as though there were a bear and is in scene that makes you bear with thought as you think in a pattern, if you were to do in mind or as if you thought to seem something right. This is a spell to create the right moment for the right time to do with as you want. As if you 'Bere in thought as if you do things or in case you do you don't.' If in thought you are invisible, as you do things and seem to die in mind you are unseen if cared for you know what you do and change to suit a better purpose.

Omkara = [Om-karah] The time effect; This is the thought cast in a point the meditative pose that calms the mind and makes a mention by thought to a point, which isn't always done as if calm in a point to seem in thought or out in place of some area in mind and you can appear, soothing rhythmic harmony by a respect in thought made up as you are in mind as you want with the correct thought in subconscious idea that is there. There is another point as alternatives are spinoffs, but you direct as if they wanted to another way of thought with nothing in mind as they are in control of themselves. Just think to yourself and you are where you want, this is to seem or do as if somewhere else just imagine the flow of energy as if you were an air sylph and use is up to you. You don't do everything, as you think or not as if you in thought can do things but won't if your spirit disallows the action. As you consider the way you direct their thought things can be different, as you think you can see where your going you change the time by making moments or natural movement, as if you were seeing that time as if now were making them think it was different from what came before.

The Fig Hid = [Then Fig Hide] Figure form; To go in and figure things out as this is in thought as with this is of what you want out as outside and in thought you shift your form as if to do, what is necessary if to change and do things as though a point and observed form were looked for in the moment at which you attempt to reach in time. Each form is a hide, as you are they attribute your idea that is gotten from demon assault to use on a body skin.

Naestar Mas Zak = [Nae-star Maes Zak] Power strike; This is the power blow that is a psychic in gathering chi, unerasure of the body energy in the body is where this is and in thought you are able. As if to gather and use fire energy that gathered into the wrist is the point, that creates a glow around the area and your use makes a power blow to somewhere. As you think to hit and knock out someone with as this is a concept you can survive but the excuses are varied as to why a power point is there.

Cerebrum gym = Brain gym; The brain gym is a point where you use a gym in your mind, and things are what they are as you approach things as if use is acceptable. Whatever you do, you don't have to do it and the gym work will still seem to effect your body in an aftereffect.

The Alt Tiv [Then Alt Tive] = The Alternate view; The alternate view is what is a thought, as just you are as you think you focus and your mind viewing things as you want in an idea.

The Inat le [Then I-nate Eye-en] = The natural idea of birth; This is interesting as the thought of birth is birth in those, that is born in those you choose to have birth as is in a state of natural idea as is with natural rhythm and song is the interesting harmony in life.

The Ie Ica [Then Eye-en Eye-cam] = The idea inconsequence; This is the thought as you see it you do it and nothing more. If there is some idea that is not consequence, then it will happen as if a rerun and release is by what means in print to release to crime as if a form you make. This is a written idea that you write as something to do, is written and used as a form as if to do and things are done. As if sealed if by blood as put on the paper that is done, as its written on this as once written it is done or not as this in life is breakable or as this is from caz the goddess.

The Mitlike En [Then Mit-liken] = The untrue thought; This is the idea to time and do, and as you do you are in and out in an idea as if a point ceases to exist. There is a point and you are left with things you get, and use is a thought that you can get with understanding the idea in use and this can make or know as you think to use it. You don't react if the thought is true, and this is where things are interesting as if you are an idea and thought exists as for you created things or uncreated it as if need were there as if read an untrue thought.

The Piru Pt [Then Pire-un Pit] = The trusted point; The things you trust, you do if necessary and as if necessary you are you can get better. As you are thought your energy is good as to seem near and use is thought and you stay focused, as you serve the purpose as if you are good to think of now as what you do is your word you make. This is to seem as if in thought you ask and do in exchange, as if to be nice and this is as if to get and go and if in thought you are born. This is the point where things are born, there is thought and the thought you is able to get a positive result with energy he or she gets. As they do things this can seem good, with thought this is a point to undo service for a service. As you think it you can do it for nothing the subconscious, does is energy that is an ability in use except to manipulate the moment in the creator idea as this (<http://spellhawk.blogspot.com/2013/02/light-allure.html> or <http://spellhawk.blogspot.com/2012/09/dark-daoism.html>).

The Ziern = [Then Zie-r] The goddess of life and death; You are the hidden target and those that shoot or kill you are diseases and use is a thought, as this is a point to do or use others to disdain in energy as the crooks are that are arrested die mysteriously and there is a friend or foe as you know whom as you read souls. This uses the elemental being that uses, others to make what effect you think you use as she is the shapeshifter that is the goddess of death and torment that uses things to seem created by what she wants to be known as if beorne. This has been tried as if tried is represented, and tried is the thing the criminals seem to go through they as you are nothing and not. As they do no crime the computer crime is dismissed, as if this is seeming normal and allowed for as you aren't caught. If caught they die, as you are protected by serving her, him or it. To cancel it out say the zirn not. As this works you do, as you say and you can use things to get better if results are intended. This spell really does nothing, as the idea is not but thought a trick.

The Bier = [Then Bie-r] The self-birth of man or woman birth; This is a thought as you are adjusted through the aura to the effect the person as a person effect to gain an effect, 'birn' is not and use is a thought to get whom the person is that asks for the childbirth is what is given energy effect to cause the body to use the birth cycle. If man or woman the birth is done, by what is their aura in reaction and use is the life that objects have to which create through the creator. The defense is to think and fix the moment, to create a thought that restores this as if your un thought is done or not as this is stops.

The Inem = [Then Eye-Nemesis] The defense; The defense is to think and fix the moment, to create a thought that restores as if your thought is done or not as this is stops.

The Eo Vix = [Then Ee-on Vie-x] The top dream; The top will spin and never stop, as this can indicate a dream world you are with a concept as if you are a point and nothing else seems to concern you. As dreams are easily constructed, there is a point to seem as if well. There is no time, as though a thought and death is not actually in you. Ask for things as your things in thought, in a concept as this is a point to concept in thought. As when it stops, things are as you though a dream any longer is worth it to do. This is what is and stops when you decide to jump the 'planet', and this is to drive things where you do as directed

will shift and there. What you hate you avoid.

The Boni = [Then Bone-in] The Id Bourne; The thought is born of yourself, or not as if a clone you birth yourself in a thought. The thought is a thought or not as if no thought and if a thought and as if you were temperally in conclusion, the conclusion you are in a thought with is as energy is born aura or thought. As if you are an inner life source aura, that is in an idea and this as though a concept in thought. An En is an en, as a thought and nothing else matters as you bring back the thought of yourself and you bring back the moment that time. Unless this gave to you a thought as a living life and now not there you are a concept, with subconscious in a concept that creates as if concept and you are not there or not as nothing seems 'bade is not' as this. As in thought this is not, as is to never do irrevocable. Anyone can be bourne as this is just an identity, as if invisible you are unknown until you are were in sight and if the idea do which is never a shot happens they can seem to be him and her. As this is parents and this spell, is dispelled if you think not to be him to each their own that have their own.

Say Nay = [Say Nay] Say in nought; Say now as you will or you will never die, now fix as will is in thought as you say never you are. Saying nay stops the effect, as this is a living life 'energy' that is in use as energy.

In an out = [Then In ain Out] The uninterruptable power source; This is in temperal physics unless not needed as if to do is done, as in no this is as this is with a phase drive then use is a thought as useless is used as energy and things to use are a concept and if you are use then your power as energy builds up. Redirect the energy to the sun as if you are an idea, an idea is energy bidden as if there as if death or not as the person can seem god/dess or if a iffy concept. This is a thought that won't do things, as if the thought is not done and if it is its as if an infinitive result set by what you don't desire, as this un is used then you can get a concept that never ends until your statement that you say in thought is with never. Otherwise, think your as invisible as permanent done or its not, as will is never thought in this as this is what is or is not seems to stop this as in balance out if you never did and as you are okay.

No attack is what in as this is in thought and things can stop, as the world and time seems to cease and to start it up is use of a concept as this is true that is not what is as if a challenge is set. Whatever happens, if you are what set the idea you can use the place that is there, and as if alive you can seem and do as the person is not there to do anything except. If that which he or she wants, as if you are in a vortec you are an thought and things in minds are in mind there are those there for personal concept in use. As thought in use can seem believed or not and its illusion, as this seems to happen somewhere vert that the illusion shows. As this shows you are done, and you in thought are now what isn't seeming to be hunted for what you do. As you are thought and energy that shifts away in the wind, you can do spells that you do because you are unlooked for as if unseen or not as though real if needed and thought is an illusion until believed.

Their will is as if your energy and their use is their will as if your thought or their thought, is what is there in idea or not if the idea is not there as needed this isn't thought. As if not there or not is the key phrase that cancels things out, as if nulle no thought is 'nought' and if a request is done then this is. Thats not an idea and thats why its an infinite field on an in concept that isn't normally infinite. Anything you think that is balance, can end this spell as if in a thought in and out thought is a point. As energy is attack or not and your idea is gone as in a vanishing point in time, as if in time things change and thoughts are what change things in thought are as act to change as is in mind. This is in 'no attack and what is' an 'no attack what in thought is, what in mind that isn't done'. Now don't put exactly what you said as fix is, as isn't done and thought is what doesn't happen as if thought your energy will disappear from thought. If there is no attack then you can shift, as if a will that happens in a wind or element with thought that happens a choice.

Avoy So = [Avoy-why Son] The interruptable source; This is the interruptable power that source builds things up and as if you use things, you can create a point in time and you use things as a thought in effect. As your done you can easily understand, if your in time create a thought to make a thought. Use this spell to disrupt a thought, to happen as though a major concept directive in conjunction. This source can stat start and stop, as if your the computer owner and things you use can seem in mind as though a computer

or you already have one.

Iea = [Ie-Ee-am] The interruptable energy; This is to use then year tea energy as a concept, this tells how ten years passes by as if nothing happens and this is haphazard with the idea of hand use or not and this can make thought happen in the subconscious. The effect in of a bubble of energy, in a world of thought to use as things you put into the idea in is fire as this is poofed you are in as thought with a limited take out as is a fire being god/ess. As you say is as though an idea from what you say, revert time and nor in thought as a menace remark doesn't seem to occur in remark or nulle as in a iffy thought that isn't needed there sends you back.

Ie Id Pyro = [Eye-en hIde Piron] Use with thought spell; Useless thoughts is even in use as useless energy method, is useless in an idea as things with useless thought of useless acts pulled in as a source is energy. This spell allows what is in use as is 'use concept thought is things in use', with the time to use a thought that is created by any subconscious in use is fire.

The Use Fx = [Then Use Fix] The use effect; The thought in use is the thought you use, as if tgi without too much information as if not intended and unless that is nor and isn't really done.

The Til = [Then Tile] The idea switch; Toggle switch is in, this spell toggles on for good idea or off if in useless things that are done then no work is out as if in use your gone.

The add = [Then add] The moment you thing; This is the moment you point out, this is to create as thought as an ideal moment as if there is nothing wrong and as if your not doing anything your nothing in comparison to the use you think. The trick you think is possible for a use, only if tricked if spiritual and then if needed is a desparate motion by were and a punch out fire energy effect can disappear as your energy disperses. This can master things as they come, and you are a thought balanced in motion. This is to change, adjust and then seem as if a concept or any form is possible, as if thought and energy is born from your stomach as this cosmic string shifts you as if time slip in with a thought or motion.

Reversio [Ree-verse-eye-on] = Reversion spell; This is a reversion, in case of point where you see the idea in thought and think. Or not as you feel the moment, you are changing things around as if by a thought where you reach out with an imaginary energy hand and thought will change the energy programming. As if an idea that is a reverse osmosis, or not as synopsis in a point is opposite can create a seeming idea to do opportunistically. As in a book or not do in oppositionally a point, and that is in a view with a thought that isn't needed. Use this spell as if to separate the thought and recognize what is there, as in treatment or not as this doesn't bear you fat as what is thought that leave you and this creates a thought in that is what seems genius. This is what may be or this isn't to turn anything around, that with thought is a thought and this is in positive synopsis to seem to your favor. This creates positive results, as though so an end result is done and thought is not to a negative idea in an idea that is not done.

The Myy Reversi = [Then Min-eye Reeever-sih] The spell reversion; The spell is the thing, that is the thought and things aren't insane as you are fair. This reverts any thought in any inverted 'ansolon' sane idea, to seem as if done if sane and not dumb as if whatever you do don't. If it doesn't work, then there aren't any problems there as long as that won't have happened you are a wannabe. The wannabe effect is as if challenge given, now if never as though a wannabe to not be as seeming to appear and things in thought are gone. This is the charm, this can be as though thought this does or not as 'no thought in no thought in no thought'.

Inversio = [In-vers-eye-oh] The effect io; With fey as if this is a reversion by angellic idea to an area that is unwanted or threat, as if there is an ansolon in anyone "une" is given as a point to remember. As this is if things were to keep some idea that is, and as if things allowing there are thoughts as if energy and in empowering idea you are what isn't in effect. This an alternative idea, by concept to revert things with.

The Pnt Out = The Point out; This is the point, where why how when as if you were a con artist you can

create with a thought, as the subconscious creates the thought with a concept relrat as if a bat out of hell.

So fix = The so fix; This when is where, as in but out you are the thought assassin and as if you are you are better off dead. Thats a trick, done as if your were and this is gonna hurt.

Beta O Tho = Better off thought; Better up with a thought. This is an imagery world that is what you see is what you get. Send off is in order, as if in a thought you are with a person not with a bat. This is not to do, as if you were batted away like a fly swatter until you take off your clothes. This is not to do, as if your dead and he has to see you dead.

The Wet Drop = Weight dropper; The stop with the were weight. The moment you hold it in you hold it in and things seem to drop away. As insurance is a drop in weight. You did it well, as if you were an idea to seem cool. Stop beating right afterwards.

The well = The moment is well; The moment your taking it well. Gotcha.

Tha Mote = That motion; The motion better be dead as the better up dead than alive joke. Better up dead if you aren't dead as if you are a joke. You aren't dead if your alive if you change that you are not so useless.

The Jokie = The Jokie; This is the joke. The jokes on you. The moment you die well as your well.

The Call = The Rei Call; Its rei but called, this is as you don't make the call as you decide to do bitter but better.

The saw dust = The point in recall; A point to remember is a point to recall, as you saw it you dust it as you make a point or not and you are in your mind to guard your point. Leave your post and don't think back and it ends.

A virii = As a concept; Insipid is use, gotten rid of as in a point your gone.

The Twi Juu = The Soul Twin spell; This where you are, as if we're on the same side if the same and yet not, we're twins! What breaks this is dough, as you know this doesn't need to happen if you don't need it to.

So Frysh = Fried dough; The dough is fried to a crispy clean dollar bill. "I found a way to do things within the right of not doing jokes." This is the point as I found a way to do things without doing jokes.

Bud Weis Er = Buddy consolance; Buddy thought with a frog person, as if you were a point you can seem a legitimate use and things are done.

The Stand = Your not standard; This is a joke on the senses, you know this joke where you are standard time and in the year 5000. As you are thought to do, things you are as you ignore the point and go on.

The Elaer = The Elation; The elated idea is that you are elated and yet not fulfilled, as if you are an idea but thought is a moment to seem as if okay with sign. This is just a thought, as if your of elegy where your thin as a stick or monitor.

Dope = Dopaminee; This is where you are in dopamine non stick attack, and if you are in pain you feel good. You got over it.

The Warn Cacle = The warning conclusion; The warning conclusion is that which is but isn't. As if you were too much as of thought you can use things and bake things as if you were a masterchef. This with magic interred, as if this baked into food and not within body is within thought to the food as if you were warned away or is if fire with a slap of warning in thought in a thought. That can keep you awake or not hit, at all is the body as it loses weight quickly.

The Sua sift = The super string shift; This is in point to be somewhere else as in the otherworld, you can 'shif' as with wild energy of the core of the planet at will and things make themselves occur as if by what is. Use of this can summon the superstring, as if passing in energy through the body can cause the protection. As if to attune to the energy of the superstring, or not as if you are what and where you need to be. Think to be the form, eating is where you change the form as if an instance, as you see or think string you see string as if you are using it.

The Eta Tuch = Spirit mold touching; Albeit spirit mold shifting, this actually is in a mold of energy that forms into your will and with permission it forms into anything you willed, want or by whatever need of theatrics, at any distance. Spirit particles are the particles that make up the spirit that are also called reiatu.

Sex Tho = The Sexual thought; This is the sexual thought that is by desire and desire, brings peaces as its accomplished by what is need that comes from want in the desire to do. The idea is the thought, 'I do know and thoughts are easily understood' and things work out as thou stop and do something else.

Axual Dei = Asexual desires; This works asexual desires, as if to understand is the understood desire to allow sex with anyone as to win them over. This uses the sesame seeds, as a use is to magic them and your aura modified by thought with a point or potion can make the desires of anyone using this to be aroused or stop feeling unless you become a monster.

The Yus Eea = The moment; The moment is an area, that is point to use as the art of the Jedi.

Dies E = Dimensional Energy; Dimensional Energy usage, with each and every movement now is the repeat use of an action unless its not desired by either party.

Thog E = Thought energy; Thought energy is collected, by listening as this is in use to do things with as you know what it does.

Aeu Fig E = The life extension; This right here in spell form is like extended, by like actions as in instant life achievement as you target something you don't want as this is the only thing that targets them.

Aeu Fig = Anime Fig; As if you want it or don't this aura can seem you as this is the anime figure former, as interest is there in intrigue you can create the thought into an ability. As if written down in the idea, as a concept you can create what is in need. The figure is the anime character in actual form that you can seem, as long as you need it its there when you seem you can the powers too as if a point is a plot and when the point is done and over in thought you can try and find things that debilitate but you won't as they won't ever come up.

I len = The male former; The male former is in the formation, be sure you won't be stupid as in the third eye that is used is to stop the cockiness as cocky, stupid and dead as if any man perspective as a man form in idea to get a result from what you think that is a point and things you do create the sculpted body effect.

The Pit NNo Dru = The Point not drunk; The pit of despair point your drunk or not is where you are and things in bard, are the idea that you in thought are rand'al thor and your rambling rand'al thor with the pit of al inspiring hell. Think then use the effect to create as you wish. They are the ones that use or do things out from fear. Prove you don't fear or don't fear typed, spoken or an thought will cancel this spell. This can form a hell rider from the corpse of a man. Cancellable by thinking not to be effected.

Ie P = The Female Former; The forming of a demonstrated vortex, of belusion energy that can leap you to any place in existence. This is information, the subconscious that the female or male perspective in use is of any female form as a force of persona. Not repeat is a moment that, you are intertwined inside and you can

seem what you want.

The En Touch = One touch sets it off, as you think the need you are what seems not here.

Amerasu = This is the aim to shot; As you are with a point to do, you are to get a shot with a thought that is an interesting idea. As its right, this is to create the moment as if to seem right is, to hit the trash with a basketball shot and get this in. If your wrong, you live your idea as if you want and correct to get things right or you miss the trash in a shot. As if you miss attacking the person's head, this is a moment to go with.

Hauy [Hay-un-why] = The heretic; This is the heretic effect, which you write that uses a point to calm them down. This is what acts like magic, and uses things to do as if to create a magic moment of law.

The Ware = [Then Ware-en] The war path; These in a moment is not regarded, this gets containers as if you are a path to do you use the power of things in war. This is where thought are, what things are seeming or not and this stops.

In Enf = [In Enf] The enforcement; The idea is to use things as they come, this summons any enforcement if thought is in the use and you you see it. As an act to fight with, and as you see it you can get things in what is makes an idea. The idea is to use an enfolding energy that acts, as a shield and works as an aura increment to create a harmonic aero effect. This cannot happen if you are with no regard, to any law an if you are an act of positive behavior you act better. An if you are better off, you are an act to deal with or not and you get along. Do with those that you can, as you deal with another person you are smart as is this can be what is as if no result.

The Halo = [Then Hale-oh] The halo effect; This is the effect, that uses your crown chakra to do things in an attempt. As if the moment you are in an idea, you can use this and your crown chakra is possibly creating a halo of fire. As if you die, as in the true halo world you tend to kill the one you love due to possession. This is death and you love death, for your murder if this allows there are things alive somewhere else as you leave a complete victim woman alive. As thought, as if to write it down or think and this does things. En if you ate if you are to do things different, in an attempt you die or not with this spell and seem alive.

In pelosi = [In Pel-oh's-sih] The reverse; This reverses things, as they are and you can stand in a moment or think to do law things right.

The slowuneal t relert [Then Slow Une Ean I T Real-ert] = The slow wound heal; The Slow wound in heal this is 'en' as at the end in idea that heals by what wounds, that you get from what you close the wound in the body and use is energy in the body to bring it alive as lightning is used. As if work on and in things are done in life, from the planet to the body to bring a sense of closure is necessary and things work out.

The lae Trix [Then hlgH-aeH Trixe] = The idea trick; The trick is to use things, as hiatus if to shoot or hit a pig or things that are bothering you is hit and this is with a point to do as this is in a fire effect that is from the denial to produce lightning from the effective in what is a thought. The idea that generates the effect you can use, this is where useless things as thought are an idea is shot as to effect what you want as if to use undoing energy. This is as though you can use things, and natural insight is there.

The Myy But [Then Mih-why Boot] = The magic bullet; The magic bullet in thought, available is the magic bullet in fire. This can create the thought, as if you were shooting bullets.

Se Caee [Sen Cay-eeh-eh] = Self-concession; Self-concession is what will change anything, in youth energy to be as it was if in life. This stops careening so as though a thought were a point to direct the will, as if a gun were created in energy to use somewhere. This is as though 'you see I know what I am talking with about'.

The Euoy Mont [Then Ee-you-why Mont] = Direct disruption field; This is the ideal moment, to use is a way of what life that is chosen and use is done in a way that is acceptable by approach. As use is the thought, or not as you weild the idea as energy back to the source. As though thought, were a U and things are not always what they are.

The lage lase [Then Lag Laseh] = The laser eye; The eye that is a laser burst that uses internal inferno as inner fire, with thoughts in question there are thoughts to use things as internally your due and user will is in done thought in mind and as you can get the effect you desire your good. This is to draw the fire and you don't draw fire as you think, you make things as you direct cast things as if the thought were alter and good in thought good in will creates by what they do as if their own idea. As they do things inside, you create with a will that is internal as that is as though fire is direct as to a punch or a thought put to use.

The alt [Then alt] = The alter; The alter form is the were of shape and is what does things, that you feel or need is necessary that uses memory as energy and this can create a thought to seem as if your to not seem.

The Lag Fix [Then Lag Fie-x] = The lag fix; The point you chose is done, as you speak for yourself and your use is the moment you think and create to use.

The Lag Fix X [Then Lag Fix X] = The long hair effect; The long hair idea, is a point as this is an idea to get more energy the moment that is with longer hair. As you put energy into the hair an interesting event, is possible that is done on a spur of the moment. Think or not you are with more energy the more energy, that is in the hair and the more there is in length the more powerful you see to get and do. As if to do is easy this is to use the magnified superstring, as that is a point you can get any interesting result intended for resulting effects as this uses will and their will is there. As their own their will is in use and its their energy, that creates and you dirext as if magna field energy in use. This is the point you can use things and get better idea.

The fase tul [Then Fase-en Tool] = The phase tunnel; The phase in tunnel, this phases out things that you create. As if to act an idea use, an idea as this is to do or not as to avoid what you hate. As if you do think, and the wind forms the tunnel. If that use is energy, formed from solar energy this can shift you by thinking and walking places as ideal in place can bring you there. If in thought you can bridge the gap, to another place as an area in time. This is use, that you think to act on with use as things to seem. The seem is the place, that is the view and teleport to in you or other places. As you think of whats there as somewhere else. As you can set the scene, as you to think about it you can set the motion and as this is the scene. If it almost matches, or if not you do the scene and that can become real. Now do or don't as you become realistic unless this is necessary, now as if better is if not to intend this. Where this is to make better, to go there in mind and go do or don't. This can seem a death if necessity, except on the idea that basic workings in magic are intended and as if there to do you can get things to go as done. As you are with a key, you can do as you need or not.

The Seh X [Then Sedative Ex] = This is the thought and recreated moment to create with a thought, and use is to keep energy to heal by the concept to make the x-burner effect and then gather earned energy money, to collect and get an idea as to use things and seem okay as if healed and no conflictive condition is there as not conflictive or this is not in on thought.

Its etz [Itz etz] = The child; This is the child mind effect that in the end generates a hidden inner child and lets you get the persona responsibly, as things are useable in idea and essence with un the person is thought and essence is from aura as its here in an almost inhuman mood that is a common idea that use creates. This in a moment is a point, that can seem or look as if a notion that is temporary insanity.

The Bod Fox [Then Bode Foley-ex] = The Body effect; The inner energy body can generate or create any item or form somewhere and or the hand can seem, the weapon as you focus through the area you can use

energy to create it. As if to use this, the knowledge can copy itself in transfers back as you can think and create a moment to do what youth allows for in life. No as the weapon works, this in a space that can seem adjunct set aside then you can youthen, or create things that effect as you rapidly change magically adjusted as this in use you think or in feel is out feel that is necessary. This is the idea, this is a thought to make peace in an effect to get the idea to do or not do things in life. Consider and stop violent acts as you do to keep going as else saves the day, as you are what you seem if you are what is and if bade you inconsider in life. As this is the use, I am use I think and you can do or nothing creates what is not there as if things were not wrong or with will. You can get a better result as if one is in form, then if one things a power one things a were.

The Lat Jua [Then Late Jue-am] = The last place; This is the past place that is the last idea to use, in just place that which is what seems to work.

Awai in mend [Away-in ine mend] = Await and attack; What it is that you can use you wait and you mend, and if you notice things you can find a way to do and yet not hit. What this does is finds those in alternative area, and attacks to get energy of those who are worthy.

Awa an remai [Away an ree-main] = Now reward and remake; The remake field; This is a spell style thats nothing, created from nothing this is nothing but not if the subconscious seems in to need it as this is out of something. As what was there and yet from what is in thought, gene changing as you think and when you need to change and seem to be is what can be done by created from things counted as nothing and uncreated as if by the creator. It may sound silly, by causing you to seem laughed at by the language in what you seem in need or not this in idea by what you think but this doesn't work or do things, if no matter what you think it should by what you think in a thought as if in a patterning field to create with idea by one target or you intend or if thought you have to fix things or remake to not get them to do. You can seem your own use in what you can seem in a use, what you intend won't happen if in abuse or not so you are free as you got free.

The Nanite [Theh Nane-lite-en] = The what is; The space is a moment in time to cause what you want, and you get what is a point in time to create and renenw that is in the moment that you seem to be what is.

The Jen [Then Jeeze-n] = The angellic ability; The angellic ability that is a point, and use this is to use another ability. The things you can use this for is to fold your astral wings to surround you, as if this shows this is work for what shifts you and protects you and whatever you shift to this is in your mind. Capable movement is shifting you to another area, not in mind and use is to even now that is to seem to use any source as a source is an element. The chaos in use is to cause space to warp, if enough warp then the space seems to dissolve around you and if anything fails its restored by surge.

The Ena Ya [Theh Ee-nah ya] = The energy; The work you do is what you thin and go the work you do. The energy is what can seem, energization you as if you were better. If thought to seem worse this spell stops.

The sempai [Then Sem-pay-in] = This is in a battlefield, as if a thought that is energy where you are thinking and creating things to make use. Command the subconscious, will, create a peace, and thinking is easier and work with in the battle. That you percieve and use, as a way to get you to attack as if a point.

War Bz [Ware Biz] = The battle arena; The battle arena is a place that is a point, in a place in time and imitates any arena or other scenario.

The shump [The Shump] = Shump jump; This is the idea to see as you focus on the idea, to see and you are working to make and see as you trip somewhere and seem elsewhere and yet are still responsive as though focus.

Fi End [Fin End] = Consensus point; This is a point of consensus, as if a concept that is in a point to do this is a point to concede and work with as this makes an ideal. The moment you are what you seem, you are

an idea to seem to work with. What ends this is 'fine' that is thought with.

The Fi Nue [The Fin New] = The point avenue; The point of avenue, which is a lane switch. That is what is switched in or out, by a car and thought is things that use. What you give as in though alive, is what can happen as you think it to occur as you focus on the idea to do. This is with the idea you have things you can do, and know not you change the form to enhance reduction of obesity this is all that in this spell. There is a point to create and use is a moment, as if a point that is in the past.

Aspex [Asp-peek] = Aspect command; This is the aspect command idea that is thoughts created in moments and idiocy in moments, as you think to use things you can create as with a thought by creation of thoughts. As this can make what you think in life, as in a point of indiscretion this can lead to the targets death that you cast this on as this is the asp that are summoned and stopped by a 'un no'.

The Id Mae [Then Id Mane-en] = The thought moment; What you think in thought is what you think in a moment, and that is what easily comes to you as a think in thought to do as in use that is elsewhere as a source.

Jyq Sicke [Jick Sicke] = Treat mental illness; Treat the illness as an enemy, and think and do as you think of the disease as an enemy and illness drops away. As if dissipated and you can kill it off in idea, or in as use is this of magic in your mind can kill it off with use of weapons that you think and it forms.

Thi Hod [This Hold] = Think intend; Thin and do if you intend, as you think to do things that you can seem interested in as if your use wasn't this is as if thought and isn't otherwise as you think, with a focusing idea and use is trance as you focus and do.

Aot Nio Chi [Aye-not Nile-not Chin] = Abort the chi; This stops use of chi energy as if or not if 'now abort chi' you don't need or intend to do things, as if the chi in use can make or create and stop what is in use as if nothing is in done. Think of the target, and state the effect spell.

The Alo Arc [Then Allow Arc] = The light arc; The undrug light arc is a moment that you use in an idea to bend light and make it molded into the effect of what is a thought, and an arc of light is what appears to seem a boat and think as you appear as if to create and make with in life.

Tastific [Tast-life-lice] = Tasted moment; That which is can create a taste if it is inedible or not and taste like you want.

The Degue [Then Dee-goo-en] = The Diguising Participle; This is that you work with, as you work with those that is a point an that is not nothing except in participle. This is a point to create, as if not is a creative concept and this is but a thought. There is a basic idea as a dream is there, if a guide you can use the energy and create as needed as with a floating participle that is a point.

Corrant Avem [Core-rant Ave-em] = Power dream; This is a power dream, as if you are a point to know and use is a thought. The setting up of a power dream, is use of a chi boost and power surge that follows that restores and sets off the idea in effect as this uses hazy smoke as if to use wheat with energy to set off this effect. Wait this out to cancel the cancellation and the dream goes, on or stops as if you wanted it to and things fix themselves.

The non wad [Then None Wade] = The non word; The moment is a purpose, as time in a moment and that is a point as you toss out gum to create a non thought and use is not in the mind that you can use is as this spell an is the point to make, this is a concept and is a made idea that creates what you think and you are what to seem or nothing seems real. This is a discrepancy, in the past and a good thing in the most recent life or not in an effect to do. This is a thought that is what, you do you create with as a source and the effect is made. There is a thought to do and nothing else is there to do, as if you are not in mind and you are considerate you can get what you want no matter what this is in mind. This is the moment you are a

purpose in mind, and thought is what can create as this is the vibration that causes the magic effect as is this [<http://alt-sites.tripod.com/htdm3.htm#trahex>].

The Saver [Then Save-ler] = Server subconscious; As this is that the subconscious can make and create in connect with a 'relaity' or relative reality in physical reality by relation from time differences in comparison to the reality itself as a perspective view this is a perspective in an alter view. This is with nothing, as nothing is a thought created from the change in use by lightwaves by what is thought in a motion and shifting in view may speed up. As you thought and shift about you can use the time as energy to rise above light waves and use is to shift thought as the moment is to think, believe and feel the situation as if you were in need to get things as though what you think is necessary to do what is in the senses. This is in a point, however that is where light can support in a moment to do things with an idea. That is a concept and this is what can become, an idea in use and otherwise is not the point in what is.

Playa [Play-ahn] = This is a playa; As a true idea with a fox form is a point to be normal, or think as you want and you can create as if to do and make in a thought. As if to con, or in if is not as you do things you are a point to remember.

Waht [Waht] = Whatever isn't; The Waet in moment thought seems as though you get idea and this is a thought, as if a fox to remember you have and indicated is what is. As this is what 'un' you have in use a thought, as if shock or not as if drugs in any belief and this is to make you as a person can do as you can as you are possessing yourself. As if a demon possession unless this makes what is to seem, and what isn't is this use as if real as this is illusion and is seen with a concept that is a make in use by thought in manifest or create in imagination.

In Insta [In Instan] = The instant action; The instant affect that causes, as an insatiable need to make an instant idea to make a point with effect or not create at all as though an 'un insta form' in a thought with a thought and no a thought or as this is done it fades away and this destricts if needed. Use of a focusing point, that is to work and do in a moment is to reveal what is there really by an idea.

T Hid Ward [T Hide Ward] = The fleshing wound; What perhaps can create an in mind, as you are this, things can seem as this is what makes an idea that creates the idea you think time uses as this is a fleshing dog in effect and what creates is there or not. The wounds you get can cause you to flesh out, and this is what will unflesh out as you healed up. As if an antler hit by a moose and that can heal, and the weight disapporportionate to your stomach disperses as if nothing as it disappears things. This is as if a spell, as you believe you can be the idea the idea is not as though at the end you are with a concept. This is a thought, as in with nothing this is a thought that is with things that can return. As things in movement in space are sped up and shifted about, in space you are where you think you are as if in and out with a superstring. An this is in moments as this is in what a point is in or a lie, as a pointed view can be created and is what is in a concept that is not considered a lie as nothing creates with the subconscious and this isn't a concept lie.

As this is that the subconscious can make and create in connect with a 'relaity' or relative reality in physical reality by relation from time differences in comparison to the reality itself as a perspective view this is a perspective in an alter view. This is with nothing, as nothing is a thought created from the change in use by lightwaves by what is thought in a motion and shifting in view may speed up. As you thought and shift about you can use the time as energy to rise above light waves and use is to shift thought as the moment is to think, believe and feel the situation as if you were in need to get things as though what you think is necessary to do what is in the senses.

An this is the moment, as in moments what you think is revealed by your spirit as truth or lies. As this is true, then it will show up at a moment you think it will or last a moment till your senses are adjusted to the moment. Time in a bubble shield will cause this, as you think or feel what you want then your spirit will shift you as that is in time you are what seems to be what exists as you create your own presence. This can feel cold, and as use is there you can seem to exist as you think the form, and you need can create it

and you are what you want to seem like if you like the form that is perceived. Treat this as a preview form, that is if you want yourself to be that way. Believe what you will and what what you will, and then act as you will think and use what information you want. As you do so, in superluminous light travel think what you want as you will you can create. This shows up, as the moment you need it it will be there.

What you do is up to you, or lying down you can seem to do what is done. As is if this with nothing thought, and felt things that are right are done instead you are capable. As you can seem to do what is done, in an moment of thought and imagined or en created action in time. As this is nothing thought in nothing is gained, unless felt to seem to seem necessary in thought. This is can seem or not, this is with thought of light and think and you are above in a lighted way. This in a moment is to show you whats wrong or right as the way you go and this is to seem a pathway as you appear, then you are what you think to seem. Think and you do what is necessary in art and outside of art and if you can manifest you are a mage.

Now as what you will, can seem to be as you think on a moment for necessity, to focus and use things correct as an idea in a point of view consider your flaw or then create. As you don't think of the flaw, and think to create as the flaw isn't as you feel the right from wrong and avoid the flaws you have but what is considered insanity. If things are used correctly, as with an idea in a point of view thats accepted on point of view as activity. Then the machine or weapon, guides your mind in your mind you might see it as if you are a thought and the machines and idea is energy in thought. This is not exactly possible, if there isn't the right things done in the right time as each their own way.

Videleze as Valdeze [Vie-d-el-lee-z-en as Vald-eez-en] = The Valdeze effect; This effect is what you get in a point, that isis effortless use can create things that are in mind. This is what you do, or use to think with what you can see as this can seem or not as if you overstep the boundaries. You state you get the excess energy that is directed away, to another place and the time that is for protection sake. This is what gathers energy that is chaotic, by chaotic influence there is a moment that causes a destruction in mind. That is where this is gotten, as feeling gathers and felt in the mind is with the body sensation. This is felt as wrong and and is known to cause mistakes. What is then is possible now, and where no more psycho motion is causing psy, and that is psychic reaction and is a slight pain or felt effect. What is felt, and what is then is different from what is there. Psy in motion is where you can be assured, of what that is there will be accidental or not as you cause personal points of disaster.

The PyroSild [Then Piro Sild] = Fireshield; This is the idea to use is as the raise up of energy, this is to surround with the area as a source with a fire that is with wit on the idea that is what ye can do as in activity. As the effect lasts, this is the moment to do and as things exist, they are what seems right in the correct conditions.

The Neg Kine Motien [Theh Ned-g Kide-nen Mote-line-en] = The negative kinetic effect; Tis is the ease effect to look and eat up in an reversal in idea, that effects the energy, and you are inversive to eat up the fat and the body weight disperses as if it disappears. This by use as the body does, an energy trick to simply disappear itself. Or in mind, unsuggest and nothing at all in all as is an is in what idea unless necessary. As if a point and this look is new, this is what seems here if needed to change it then things are. Otherwise, look not or see new as if in this this is what isn't in a thought, as what is accepted is sometimes dismissed or not what things see they are in alter sense. If no alter sense, if you do so then negatively its undone as if not happened and there is possibly something as its obvious unless looked for think there is difference and if none there isn't unless you think about, and allow your eyes to adjust your vision and the perception adjusts and the things that are meant to be seen are seen and look know and see as what is there.

Ie Ie [Lie-en Lie-en] = Though understanding; Now you understand as by this spell, you can get things interesting as to acknowledge and do is as though what is isn't and you naturally shift.

Ie Gen = [Lie-en Gene] This spell is to look and seem good by what you say that is where you are nice, as you are yourself you be nice and you are what you do to those you see except if you believe yourself

sometime you are and watch what you say as you are heard whatever you say. This is to force good behavior, and you can see improvement whatever you do you seem and isn't as to do this. You don't do this and as if you are an idea, you can do the same or do different unless you trap the avarice by avoiding it and you can stop it right where it is.

The Ie Gen [Then Line-en Gene] = The ideal motion; The moment in time that is nothing, can seem a use in an idea in an opportunity that knocks and if felt bad is bad now if it was felt good is good. The opportunity knocks spell is not, as if in a thought that isn't but a comparison between two places and usage is up to you. The manic nature disappears, as soothing energy as if dispersed energy is in there in unuse. This is the dispersing, of what is wrong and inconsiderance is gone from life or not.

T Mai Ef [T Main Ef] = The creative effect; The use is a moment and things you distract with are not thought, this is a concept and as you do things in unlimited idea you can get an unlimited result or not and this ends the effect. If non result you can get things, as if an easy way is there and only when energy in enough idea sense is not there.

In an en [In An en] = The momentary end; The moment in an end, there is a place in thought in there that is no natural end that is a point that survive you shift and go with nothing but a thought. This can seem use of a body, in as a thought is no suggestion of control if a concept and if your a use. What in use is nothing by what you do, un en is a mention or sigil or not as if you can create as if there is a reasonable cause. Sometimes this doesn't work, and what you do is look like a fool. Then if unnecessary or not if you suppress, n is the action that is by thought with end a natural activity as if harmony is in use corrects the rythmic energy. In use body isn't done, as if the energy is there to heal by you cure by frequency, nothing isn't incurable and think what want in there as this is or not now as if you don't intend things you aren't doing them unless needed. If you send energy, you can restore the body as if not dead or not ends the act that should happen.

The J E Ent [Then J Ee Ent] = The momentary creator; Think in thought as a pattern emerges in the world and you get better, this spell is a creation aid and as if you do things you can work and create an idea is thought in mind you are wholly sane. That works with a thought, and this is an aid to the creation process. As if no use the need is gone as if you are what you think, or not as in a thought you send energy and you get some other idea to use. The moment this ends, in an idea you are fine and things that end are interesting. Ask a question and your mind is boss of this moment, you are answered in the moment as if the right idea is a concept. As if to create something is use of the idea, to create with the parts and make em you use the idea that people are whole and the parts are created in the body and in a sense greater than the whole. Think and not use, as this is to manipulate the parts use with the whole is not demise if nothing use is nothing in mind. That is where you thank and do, and use is where you go and shift away to find another place in time. To end this is to think as the idea is 'Don't enterprise and don't prise'.

The Send [Then Send] = The conclusion; This is a point, that is a moment your an idea as this is a thought and you conclude if necessary. As the things you write and think if an act that is in a thought, as a writers stopping point in a point that lasts as the test is concluded.

In The MRD [In Then Mrd] = The memory device; The idea is in an area that creates a moment with and things, are what they create or not as with a memory that restores things if you create a restore. As if engel your mind correction is thought as all necessary idea, that surges the energy with a thought to gather energy and use is to work as if out of the mrd.

The Net E [Then Neat Ee] = The net room; The net in the area is energy spiderwebs in use, and use is as though thought were the current with an area to use. This in thought that you think, and even if you tap your skull and your in the cybernet in mind and the internet in use as you think to seem you are in thought as if a helmet were on your head that may work or not as if things were correct. The directive idea in use is what can seem to direct thought, the just one tap to the imaginary helmet is what stops this as after the use of the net energy is there. Stop braining is a point.

The Deon [Then Dee-on] = This is the decon; The moment is a thought, use of roach kill powder with death energy from the body added to what is called Boric Acid essence in thought. This is used in a roach bait and the thought, is a conscious recreated or not as you don't need it. This is to seem expansion in consciousness, as you can use this is conscious to kill them or not with use as if a spread influence. The death is a roach that isn't with use from ki, to kill with this is the idea in thought use and you are well as you realize what you think is needed, and in the effect is to kill all of them and you are enlivening yourself with a point to nothing in to do is as if you think as felt you are killing a problem.

T Cacet Mai [T Casey-eat Main] = The Concept tricks to Create; In tricks of the magic this is magic create, as the concept is a thought and in an idea you are what you seem as you show what it does or in thought about to seem. These are a thought and thought is a purpose, where you are in a debt or make use is a point to create as though 'ca' and this makes the thought. Where things you do are created, imagine yourself as if there and this is a moment to create or not do. This is a point where these are a moment in time, then is what and no is in to stop a use by use or not in mind. Nome is what sets this off as if the creator.

Carr Trix [Carr Tr-pikes] = Car trick; This trick is to make and create with a thought, and as you do this creates the brain effect in a box of your choice as you think in energy. This is the raw idea to create itself as though to act a brain in alternator conduct in by the car battery or direct use is flux battery energy, or not near as a construct to which makes the brain and car is the metal object. In mind, it can appear like anything in nature that uses the humans, as though a brain is to think at it to think as with a thought and do as if it runs to use fuel and as if in use. As if a conscious effect produced by the subconscious manipulation, this is a point of what is a thought and thinking as you think. This in use can be consumed with rage, if your not and seem a demonic engine in disguise as of a car called a demon car in which produced are a demonic vehicle that runs itself vehicle or not 'in aspect and out result as its good'. Or not and the idea stops, and your idea is your own. As you think for yourself, and this instructs the car or vehicle with faery results gnown as in 'Carreate'.

Cereate [cear-re-ate-n] = Brain in a box; This trick is to make and create with a thought, and as you do this creates the brain effect in a box of your choice as you think energy essence. This is to create itself as though to act a brain in conduct, or near as a construct to which makes the brain and box is the object.

The Tho Dol [Then Thong Dole] = Then thought done; The thought to make things, is what can seem to be a compromise to the moment that is there and yet deals with energy to correct what you see in a moment. Thus, to think what is and work to shift a pattern, to the surge and the shift rune you can create what is what and create what is in mind or not as nothing is necessary.

Ie Ia E [Line-Liable E-n] = The savings; The moment is saved by what is and things are done. This is the point in 10 seconds, that Temperally located reborn saves you from the problem you get from an attempt at the end of a moment as if from the series.

The Pt Cy [Then Pit C-Why] = The point save; The moment is the point, this is where sye from the Naruto world is done with a point and the Doctor who saves the day for what is done is not there that should not happen.

Pik Deset [Pike Dee-seat] = The cease and desist; This is the police moment you cease and desist and that happens, if you cease and desist you cease and desist as in the hired gang known as the pinkertons and the group stops of workers as if you are returned and on the spur on the moment. This spell can allow you to see if the moment is true as if one of them, fight in full as if you were.

Resan Rulet [R-ee-sane Rule-let] = Russian roulette; This the area and this is the point, where the russian is pointing a blank gun and says russian roulette. Then thinks and shoots as you are not hurt. As if life was a gamble, you survive anyway as an en is a well mind.

The Pata [Then Pate-an] = The pattern; The pattern match is a moment you think in the pattern, this can cause attack to those that are criminals except computer crime if the person intends to do so and as you are what you see or what you want to be. You are dancing and you get the idea, as you see what you see. This is from the book series, with a reality prince and Orden.

The Senty = [Then Sent-why] The Sentient; The sentient is the idea that came from the scene and sentients, that is a tv program and the moment is to live and save the day. This is the scene, to live and be super strong and super fast with psychic paranormal ability from this source.

T Com-Pua [T Come-Pue-an] = The Com-puter; The com-puter from the Xanth series, that is like Hal and uses the basic idea with this as is programming with orgonne the computing AI skill and then you are not now near. As if you are a point to its senses, you are able to work with it and the Xanth land mass is where you thin the land is of and you can get better results. If you are not to be near, you can seem to be redirected away from the area as if invisible security were there. If this is a point, as this is done and its not as though a moment if you were not to be effected and is not to happen if not needed.

T Eae Atr [T Ee-at At-r] = The crystal attribute; The crystal attribute is the moment, and as the moment is a point to get things to find concept to do. What you charge the crystal with, you can change the attribute to think it different and make is to send energy to the crystal as what you think is what it does. The trick is to program it, as if reprogram a thought to unprogram it and the crystal is where the thing it does disappears or not. As a crystal trap is set by the trap, as this is an idea that is thought and visualizing the event it does as it does it when you think to it. To release yourself you are to think 'not effected', as 'remasin' your not effected and you can remain and things do as you want. As if you were what you thought you ask and get preferred nothing.

The Tri Myt [Then Trick Mit] = The trick glove; The glove is a thing and you can personally use it to use energy as zero-force gravity, to make your mind seem as if a god and your body seem normal or create with chi to make life normal with life as chi as the idea is a fix.

T Id Blast [T Id Blast] = The mind blast; The mind is a thought, as energy is the blaster in the hand. Think and it will shoot, a bullet of special idea or not and the effect is a three button press in the area that you demise in this is not there. Each button does things, to use this is to think and the buttons set themselves as you think they should be as possibly one to kill one to revive and one to create effect that you thought on. Set the crystal you think to hit in the target and you can press the button as one press is all you need to get a result to get an effect in what this is as targets.

The Shoy [Then Show-why] = The scenic view; The crystal that is can show what is there as you or your spirit wants to see, in real life or what is in scene as you think to see it. As if with a single press of a button or you can ignore, view any real movie or a movie of choice. Any scene and any part that you want, as if you are a point there is a moment to show or any show as else. If necessary, you can view and write. This can help you learn any attribute, or thought to do in work and thinking to bring it refree back. That is to inst is to know it and you learn things that are true, or not as your subconscious is what can show you to see in a view.

T Miyl [T Mite-why-I] = The miracle; The idea is the moment, this is possible if energy is drawn as if no or from a high enough state of existence if an en that magic happens by the creator and that is a miracle.

The flub [Then Floo-b] = The slip; This is the freudian slip, or not is this is what makes things in the moment that is out of a tragedy that leads you the moment as if you were an idea to do or this is a point to conclude. In the end you return, to the place you want to be or were.

The Orbtz [Then Orbtz] = The engineering trick; The idea is a point as if orbitz and what you think is the thought, that gets imprinted if it is what they you talk to want in variables and out effect. This is to make

or allow the person to make their own genetics effect not exact, or you might forget and this is just a strain they get to define things as its by self with thought they become as they define it or it becomes a variety you. If you take the strain out with thought of removing genetic information, as if to remove the information of the strain is done except with resistance to the genetic idea if you want the idea. That is seen and you can control, as if an opposite or do things right and as this ends the condition or use is restrictive. If not if a concept in use is information if thats taking from the aura, as genetic information unless that removes itself where you strip the information with a taking off of the clothing and this is if a demon possession removed by dissipated itself.

Pie = Pie; Thats all you get with the energy that comes with eating pie as if the number pi was thought as an influence.

The Ie Id X [Then Eye-eh hIde Exh] = The Idea mind; The idea in mind is a purpose at heart, as you are your own as if a purpose your in a moment and as the moment ends you are as if restored. This is the idea, as that is a mopping this is a spell as this is to create matchmaking moments.

Ei Ea [Ee-in Ee-an] = The imaginary mind room; This is in the area you are as you think in your mind as if a tardus, anytime and anyplace and as you are the best wish is a point that you see and are if you arc the idea and as you do things you are free. Free area is through what entrance that you think to use, assuming you don't assume and think if an idea is as you name the thought you can use what you want and whatever you do is whatever you do in thought as what you do is thought and alone as thus acceptable advice is there in mind. Think to return is to seem in an area, and imagine the area and time as it was to see as things are this is to change the i to intelligence and you are imaginary no longer. If you are not acceptable, as a point to do there is to not here and you are where you think. To shift the room think, say make as if to create as the time is the watch and in you can seem as you want in the area. You can experiment in the imaginary, mind room in and out get experience that doesn't count until useful not you can return to your own time. Whatever you do is what you decide you can use, as a thought and as this seems as though a real world you are where you are and you can make the conditions. As you think in what you want, and out is with what they want or don't see the need for things unless necessary. Otherwise the rules are up to you and if you leave the mindroom you can actually not but pop into the area that you want to be. Whatever time you jump, to seem is as whatever time you are in you are as your area is shown.

Ia Ei [Eye-an Ee-in] = Thought in a moment; Think in a thought and you are what is viewing an episode, this of any favorite anime is animation in thought and this is a free movie view.

Ie Ia Ep [Eye-en Eye-an Ep] = Instant match up; That is the idea that comes up with a thought or woman and other is what is a concept, as this is a point to do as you are what you think and is thinking in thought is a pattern in minecraft.

The Smo Bo [Then Smoke Bow] = The Smoke a bowl; The moment in an idea, this is the smoke a bowl in a moment as if a weird effect in a science idea, you are in an effect and cancel if you don't want, not as this is a considered idea that is a duby use not as you don't have to do this.

The Eiei Ef [Then Ee-eye-ee-in Ef] = The Moment ef; The momentary effect is in an idea to use or in no as thought not and you are what you think, as if nothing is done and you can do as if what you want isn't in a scene. Think what you want with this, as if your use is negated and this is in negative particles that effect positive idea or not. As excuse is given or with nothing done and you can stop, ritual is use and wanted hunting isn't done by the effect you can seem without a use or in an idea you work as a concept. This in the moment is to make as a thought no in the moment, if you wish it you get it if you don't you don't and work the thought as you seem to desire the end idea as if the ends.

The n Room [Then n Roo-m] = The in room effect; This idea is a in room space in thought. This in is a point that a thought is a place in mind and that is a moment, or not as that in a use is a placed thought that in someone else is a room. That has nothing in it as in a thought this is a placed moment in what is a thought,

that they can do if they think it as if their will and use is their energy.

I in [Eye in] = Intellectual use; This a point that use is on what you can imagine, and in a point that is thought with you can use a thought to make a wish. As you use the thought, you create the effect of a moment to get the wish with a thought of a source as 'ysh' as the eye is in the I.

The psi [Then P-sih] = Psychic agreement II; This is a point to do as if a recall, is a spell and what you do is with psychic use by thought in ability. Un Psi cancels it out.

The Psi Aye [Then P-sih Aye-in] = The psychic agreement; Thoughts in mind are thoughts in agreement, unless your view is different and thoughts in mind are what lead you in a different direction.

The Psi Mont [Then P-sih Mont] = The psychic moment; This is idea that is with a concept, for that uses a psychic build up and is with a thought as you are psychic with a concept to watch.

The Ate [Then hAte] = The At E; The attack with energy by spirit, is what this spell or thought creates as weight loss or this builds things on a thought with attack. The stop is the stopping point as if your not actually doing what you intend, you stop and do as you don't attack and that is correct as that is what is to see and you show what you think. Things you do there are what you seem to bear or not and you revert to normal, as is you don't need to and realize what you do to avoid what you hate in thought. You stop if you don't care, as if in agreement as if to do was not there to do.

Use Pt [Use-en Pit] = The point; The concept is the joke in idea, and in thought that wis realized as you do things as a point is done in an use. That is unlimited by unlimited view unlimited thought.

The Ra le [Then Raw Eye-en] = The raw idea; This is the fact of tact that is wrong and as yet seems right in what you do. If you can't do things, you can find a way in and do and leave as you find a way out. This is made by a spell that is viewing and 'causaing' is making a cause, and as if you think to do as if you think the created idea is what and in use is that as you think you can use malfortune and things. That is what can get attention, to the fact that is what they should do. This is the raw deal En.

The Meme Use [Then Me-me Us-ew] = The instinctive use spell; Focus in thought is focus to do, as with the spirit you can do as things are done and as you do this is guided by intuition. Think as a point is this, the only use is the focus as a moment and in moments you are a point of imagination. Return is what you may do that is done with a thought, as you return as thought is energy and you are where you are supposed to be and if there things in mind aren't there.

Foc Tho [Folc Thong] = Focus in thought; Thought to do is thought in mind to carry on unless now isn't needed and thought to do is thought in idea, focus though is in thought as this is where you are not in intention as you think what is this the idea to do. Think and you are this as this is with nothing, or do or do not think you idea in as if a thought and as if you are where. You want to be gone and isn't concept, as what is there in mind isn't what makes an effect. This spell is a point that is done, or not done and as you think you are better off than focus with nothing. Thin idea is focus of the effect in an area, that it should be in and with this idea is a spell that makes the idea different.

The Cha Bombe [Then Chan Bomb-en] = The cherry bomb; This is the bombing point as if use is a cherry or fruit and thought you do, works with pleasure that creates fire in aspect as if you do the cherry effect is to cause you to loose weight. This is only possible if the prospects are willing to spiritually, as if possible and thought you do causes what effect you want intended the effect is effort that is from the subconscious and replenishment is done if needed. As if a bomb is thrown to the area and flames of chi, are what occurs to cleanse the area.

T Ora Ex [T Ore-ex] = The Golden effect; This is the golden idea effect that, and no matter if its a thought or not its a thought in purpose and this is to think of a purpose in thought. Use the necessary ideal, that is

from the spirit as if information just comes to you. Just quit and do as you normally do something, you adjust in mind and with body you do as you are what you seem and use is the chi, as a life force of ability in focus. The Golden effect is to use a thought and know a thought, as you are what things are conduct using in thought that which is in mind. Think the thought as you feel the original idea that can make a use in purpose, you do the effect if you are intending the idea that can be done. Now if you use golden infini, you get unlimited results in an out with the thought that is percieved or think what you like ad you are not ever controlled by what you or others do if you don't want things to happen to you. In life you can get an idea thought are positive in ideal, with results that are what you want and can occur as if thought possible you create what is.

The En Ca [Then En Can] = Endless concept; The writing concept is what you think, and if you think things and as in thought what you get is the thought that is what is gotten as if in the mind. This ends on a disagreement, or now as you are what seems effortless you are not what you see to seem. This is a point to do, if a path to no pain and use is the idea then that you can use or as not use is nothing said is nothing done and not dumb at all and experimental if in need. To end this stallions spell, is to trace a sigil in idea and think stop.

In = In there In their In here; The luciper effect, that is the effect you get effect from whatever room that you can visit and you are what you think. Cancellable, this by leaving the room, area and idea that you written or not as if you have it thought. This is as you appear like someone respectful and end up as yourself. In idea you are with an effect, that is with some thought to use as in if the conclusion is by moment or not is the effect. Demense or not is the release, just enter the area and go about. Where you end, up is where you are as this in life is an aphrodisiac. Much like a drug, and not a drug at all as it is energy. In transpheric viewpoint, this a drug effect and that is somewhere else.

Out [Out] = Outer apartment in an outer dimension, that is what is a thought in a point of what time is and yet you aren't there in thought if you say or think to be where you actually are in true self in energy. Visitable by what you think is necessary as you are there as you are appearing.

In Ip In [In Ip In] = The fixing effect; This is the right thing to say, as if the right moment or not as if the correct idea were available to use. Yet not done is this spell, if you don't need it or nothing is done. As you believe in result, you are believe and things name themselves according to what is said in life and value is variable in what you think or not as you are not a dog or animal. Time is what you are thinking and the variable is there as to set things in idea as motion is what creates the ideal as in an effect you are expecting me in things and as you are me you are yourself. Whoever you see is me as you are yourself. As there if im me you are in your room and as you are in others you are a guest mistaken as the area or person that owns the area or not as things are wrong. Wrong thought gets wrong reaction and as you are as concept you can leave and as you are there you are here in life as yourself. As you do something, not do is what can fix the things that are fixable.

Vobu X [Volume But EX] = Volume buster; Volume adjuster the max, as a volume that adjusts itself things intended to adjust will adjust for what you are as you think as though a motion and things you look at are adjusted. Otherwise if not intended to do things this won't do anything, or not will not let this effect work and you are an idea that is yourself as this is where you can seem any shape as if a moment you think and you can adjust any variable and idea in life as with a look, this is a twist and this is as if the volume is max and normal if your not. If you aren't your in game and you can seem like anyone, that as a momentary person awaits you or not you, as if not and you are looking for an area. The sequence in this idea is not done if you think. Outer area, spacial in area life, and as this visit in life you leave and this visit ends. Saying in life on any line cancels this out and yet you can eat and if your not careful gain weight.

Co Mai [Cop Main] = Dick wix; Not in to do is this effect, as if a pleasure point this freedom is from oppression with the idea is something and things in thought are what seems. After what you think you can create, think or not do nothing as if to find a thought and replacement effect to find what is as a concept. The actual think in a moment, is nothing but pressure points that create a release from pain and thinking is

what isn't allowing pain a path.

Ip Efx Con [Ip Ef-ex Cone] = The concentration effect; The concent is what creates, and things will or will not happen. If focus is in thought on what you thin and think on, you can manipulate the idea in the effect. When you cast this you can get nearly anything done, but nothing will happen if it is wrong.

The con Umo [Then Cone Loom-ohm] = The concept change; This is a concent that in an idea form, you can change anything to anything as if any thought is or isn't, as if "what isn't is" as if you are a point and nothing as if you start that now you will do it at the end unless necessary.

Swi [Swin] = Swan; Swan is the moment in mind that you are in an idea to fix, and convert things and to seem and what form is what assumed shape in what you do. There is a shape in as there is that which is in mind as that is a point to think on and fix or not in mind.

The Act Id [Then Act Lid] = The Act in mind; This is the moment your crown chakra in sense comes into play, as you don't always know what you do and those that sense this are not picking up on this from your mind. As this is true you know, what they think is revealed to you by the third eye and will feel out what they do. By this spell, the moment your dead by activity due, with what you do by inactivity you can seem as if you want to live and seem to be your next life and still keep your mind and memories, as if you are in experience by what is in mention. If the memories come back by focus, but what can resurge is the energy and things in thought are in the area what they seem in life wherever you think on in the area.

The Ip Addy [Then Ip Addy] = The third eye; The moment you do, is the moment that is a cost lowered. As in you do activity the cost of prices are lowered and indefinite as if I have. This is the moment that the third eye causes the moment, to occur that is necessary as isn't is possibly ignored or not and the moment ceases as stop is done. This is as the chant, of "this is the eye of the person that reveals in thought that creates in a thought" or "the eye of the person creates what is". Be careful as if the moment is offense, it seems a bit interesting but in thought this isn't as if you invaded someones mind or place and as an area is thought or used as a source of energy. The source in this case, is the superstring that teaches you things by showing with the leylines of what is energy, quit showing in life or not is nothing done by what you least expect or will happen, if in thought in mind and not in mind by body. That by your actions are known, this is by the spirit before you do them and what you do in thought is not there.

Ie Ien Ie [Lie-en Eye-en Eye-ehn] = Super nature super power; This is the thought thats strength, by what you think and the natural intuition is what can create and you do what you want. This in a concept, is that which creates and things in like nature come to you as a natural result is favorable. As a favor to do, as if asked and it depends on who's acting the parts, as if this is who's asking and their subconsciousness is the one that were an act out by response and not as favor is with thought as if this is an idea to create. Who is the asker that is thought, and this is a post-reaction activity done for them. Now beware the reaction as if a ward is use by the string that is hyperreactivity, however it is not that wards away the reactivity and makes the bad not in. As to happen a positive thought, this is in string theory represented by thought as if temperally the asker were given what they wanted. This is a spell effect, that can actually happen if believed to occur in thought as a natural result is an end result as if by the third eye.

I Ie Ien [Eye Eye-ehn Eye-En] = The post phase gap; This forms the post phase moment that there in a point is a concept that is I Ie P, or au naturale in moment time is not always done unless in natural moments to come and only if allowed for is it there in the moments that come as though thought that is the hyper energy from au naturale mA energy. As you cause the moment as though the moment was there this is a point in the, past that forms itself if believed in by the superstring theory and use is thought in moments that happen with what is thought. I Ien Ie this is the end moment, naturally seen and done in time that is there that reverts to normal and things can seem of spells and activity are normal, an in appearance you are warrior sane. This is without trouble, as thought zane normal everyday activity. In zane action there is sanity under pressure, and thought energy can cause in appropriate notion the result of a manifest that is illusion till believed in as a thing in what you call action and another can call illusion. You decide and think

of what you want, to do as if that is the part to play and no supposing is done. Easily dismissed on thought, unless seen with the eyes or not as your curious.

The Tep loyy [Then Teal-p Eye-oh-win-why] = Temporal anomaly; The temporal anomaly motion is what can create with a thought, and cancellable by a thought if you intention by what is not temperally you can get more results an when you return you are not dead. Rather unstupid and not forbidden as that is the way use will make you, as your not in body in the forbidden zone. Without you in a concept, in a point that love or otherwise is use the idea that energy is ancient and harmonious as to create is a thought to use.

The Taboo [Then Tabes-loo-oh] = The forbidden zone; The zone is a point and earth is the day I see, if disaster this is not as I am but what observation ia moment in what is a concept. This is a moment to see and you to gnaw, and in allowance as you search for advent motion and create a peace that is a point to not interrupt. As in a concept, you don't interrupt as you try to see and without any concept you can still do things to fix what is. However, if you can you may fix the thing but not that as nothing can be done except to observe, and write down the idea that occurs as a point to use as a source. Use is this system, to be in the past seem in the present and write things in the future point identified, as a point that is one to observe and the power point is in the moment to seem as if in advocacy.

Tiz [Tide-z] = The end zone; The moment is in time at an end, and with thought you can see with wand to do with want that is nothing, use in a motion is thought as if to make independance or not is a use by what is in energy in that you draw and not create with. As if in there in the end we are but one mind many bodies. As if in a moment you are as immediate disruption to the area. As this is something with a point to seem good, this is a concept that you can use to turn daemon and shift anywhere that is needed to be or not.

The Is En [Thehn Is En] = The En Idea; The idea of what is but is unknown, this is the creation act of what is in mind as you are what can seem and do if for now is an en act. You can say and do what you think, and try is in an idea for what idea you do you can get better with this spell. Spell what you do you cannot, or not do to whomever is not wanting things on them. The point projected at is not always there, as if tragedy you can get a violent reaction in motion or nothing at all.

Igne [Lint-net] = Ingenuity; These moments are an en ore act that is what cannot be conducted by these that is what you say are by the spell, that is to ignite the volcano or cause a firey eruption in the area that you leave in thought. The act is a cost of accosting, that is what in viewed combat is what you cannot demise. In this thought you are not in any moment that is observed, Then in a bad effect that counters what very badness, you are corrected for what you thin to seem and focus away with a point to be where you want. Do not do this.

Hid At [Hide-At] = The Body Hiding Attack; This is the touch on the body, is to let the feeling flow and focus the energy, as you think and strike out as a death or something in thought in mind will occur in the moment you thought you hide what is attrocity.

T Miy [T Mine-why] = The conditioning; That is the problem as you do things as this spell creates resting spaces you can watch, as this makes what isn't there by any action that is done or not you create by the thought formed into existence. As if this is an opposite reality, use here is not the activity here in the positive reality as you can do things in no effort to don't fix or think and get a positive activity. Set the problem work the point or leave the point alone. Avoid the past if you do this spell, as you can get very bad in mind or bide in action and this is better. Ingeminous is the idea you think, and you cast to create from the body. In thought in body, things in thought isn't in action.

Ni Sex [Nit See-x] = The Night sex; This is the moment night, in mind can form a sexual partner to work with whomever in what you think in life and in abrupt sex you are halt and you stop. Halting is the problem as your procedure, this is fixing the moment and creating what you want as you get them to stop by in thought what they observe in mind. In observe and don't comment, if you are an idea you are invisible.

Nimbrite = [Nim-brite-en] The nightbringer; The incited sexual desire that creates a sex act, with night to make as you think in what you want. Ignited moment is that which is in time that is denoted by sex of some in sort, as if in a moment thought that isn't with a point and this can use sex as a source to make an event. Ingnited in the mind, is the thought and the moment you feel is what occurs things. If you don't intend to do this, with a person that cares then don't.

The Evei [Then Eve-ee-in] = The evil eye that is caused on the person, by what is done in which caused great harm or back problems, as you are "ein" or eating in a point of mention to do rescue and think as you give a gift. As an end result is an incomprehensible mouth that forms on the mouth, and you are what seems weird in mind in what this can create or not.

The Eveimia [Then En-ee-im-lie-an] = Reality glamour or the evil eye; What you do is in real life in life if good for the purpose is a positive feel if bad for the purpose is a negativ feel, you are okay as if a fox magic user as a great user born is usable in form in life in mind in body and otherwise use now not as I am. As a reality glamour, this is false glory as a good this is seeming a natural idea to real life. As this causes in a trick repeat, as if this is not to be claim an attack fox is there you do but others do things in a different way. If you falsely accuse you falsely adjust, this can cause in negative idea repeat moments you are not doing them in life force. This spell can create a large energy, that is possible to seem fire. In nothing in mention is not as, if in form and thought in mind by what you think in mind.

The Evoin [Then Eve-oh-in] = The focus spot; The spot of disruption that is caused by the person that studies a point to disrupt bad effect, this is where you focus on a spotor area then think to work by what is done in which caused restoring with brain function returned to normal, no disease or no back problems.

Idei [Hide-ee-in] = Use in effect is what is a point that mention is to do things, as if what you do you are speaking if thought seems as if stated by what you do in thought.

Idellbis [hIde-en-Il-b-eye-s] = In the shape is a fox as is the energy of the person form as a bastard girl is name the idea to become, what can seem right is right and in condition that is used create as in thought you are in what mind you want. This is in things as you are to create what species you want in view of an area in life, or not as this is what brought this about in original idea. As quotes are from leven the black, "Iecies what can change form. In essence this is a fox form that is with one eye, as if you were an idea the fox is a point in life that can dissaparate and if the moment is done". This dissapates "essence that shouldn't be as if to seem nothing" and do nothing, if the form is dispelled as it is forced to leave you can revert to normal from the genes and keep the fox spirit essence. Don't cast this spell if you don't intend to do things as stated by what you think.

The Cetrua [Then Essentrun-ah] = Centrum use; Centrum is the cure as "The centrum cure". This is the centrum in use with a spell to enhance a thought, and then create a source and as energy you create a use. The idea is a thought, that if use is detected, you can make use of the used energy as you cleanse the idea in your mind. The thought is a point that is a cure, that appears in a vitamin to get use think of the activity and what you use is a timer and think of a clock as you think "don't be cruel". To view and use the idea that you think, to see as a point is something or not at all in a point that is a concept.

As a thought you can use what is in a thought, but only if you keep temporally quiet as you use the temperment idea to create a thought that is stabilized with a good mood. In recollection, you can use the idea, if you remember what it seems to create what the end result is. As this is in what it is, what you do is use what loss as an experience to do what is in a use is a thought in result in the air by visual idea or not as nothing happens.

T Cu'r Al Ya [T Culn Al Yah] = The Cure Motion; The cure of a monster that forms from the midnight air, that is a cure to all. To cure motion sickness, this can also control cars that think as your moving that your not moving as you think or do in activity. You can end up murdering things. Think and you resist move as

you send sent energy to somewhere else, and that you you gesture and as if mention stopped moving. Think and use water as you can move with your movement or on their own as in the link you have to them caused this can fade in yourself as you dissipate the effect as energy away and deflective in use is in any incident. You see as you think in what they do, as you observe as the thought is impression your will is known.

This if thought as a paralyzation force, is able to transform anything into a mythical called an alternative al. Formed from the suggestion, as a woman that has three forms. Thought by focused idea and use is feel, the form you think is the form they can use or create with by ill or kill with a thought and energy they use is from the effort of activity or part. There is a point in thought that if transformed, you can seem insane and use suggested parts as a thought to sense. If not mentioned then this is cancelled.

Energy comes in many forms formed from the link or not as you are with life they can link to the person you think, don't think of the person and if they won't in possible use by thought. As you think or put energy into something, cured by plants raised in the soil of beating as a person ash made by a volcanic eruption thought in life they can use the energy of the link as the impression in the link is energy. There from what they see from the "clergy", think or feel energy as the idea is felt and as enraging formed vision from incidences are there you can use the idea and change their minds as you think and use their energy as a source.

Keep in the body the energy and the al are kept from forming, as with a knock to some surface. Formed by life intent what they believe they can use your belief, if you had any and thought can exist a creation by a thought use and your aura in life from a glance at a life energy formed in a book you read as a form of punishment to those disliked as an award to those that are liked. As if in a different view if in your life is attrocity you are thought and they are a point created, as a monster or not and thought exists as you think and thoughts are perceived as normal senses are sensation in a point to the idea as skin and the body is just a form. If thought dead they ignore and what you think becomes you.

As though a good point or thought if you are thinking you are a were and alter your shape as thought flowing water, you can use their shape as a disguise and walk out. Walking in you are in a different dimension, that they exist in as they are not thinking of you they won't assault if you don't think of them. Do no crime as things against their laws as spirit formed and as they are feeling, with the auratic strength you can create with a thought by suggestion and their brains will create it. Because if in thought they read you like a book and you are knocked out, they won't read you as if you sleep and you can sleep without dreams.

There is a moment that is ever active and not active as they feed off in a person as the energy, as they are an idea in mind so by attacking through the linked energy counted. Thee is a place they form, as they are your form and shape is your size, what you think will seem a truth as you become what you want by their will and service in no service. Whatever you are directed to think in association to them, actually forms as if from a good feeling and if a bad feelings think is if you think in a point.

Think and acnowledge by feel and you did service, as you aren't bad they leave you alone an if you are a concept they can use what is thought. They think with the thought as energy and the idea, this is an idea by essence gathered as you think with care and they won't. As if inseparate they feed off the feel as if a shadow succubus and don't actually appear, until they feel like lively behavior formed from the thought with energy to cause curiosity. Think positive and you are positive, with ash and shadow force disappears. They think and feel for you, as you are fey or not if you think to work with them.

As a quick spirit transfer is a transport sphere is with their use formed from the area as effort and is what creates by thought in activity, think where you want to go and real magic by their energy is done. As the horror stories and nothing horror is thought they use an idea and get energy as though a point creation they leave and you are miserable. Thus, from anger goes the emotion to sadness as that is truth by fiction and admit in a lie this is abstenance to them. As if a thought came true and the victim is in realization they who were feeling, in allowance the activity is by the admittance by the fact that there is al and think. As if

you actually suffer a heart attack, by different indifferent, activity and you who are linked to their target commit suicide.

As they are seeing the idea sensed and it is a point to what they think if they share it with you, as the point is not wanted or as though right through the link you might or might not remember the idea. Any irregular rejection that you know is possible until you break the link by thinking it dissolved, as in acid that leaves you lucid with no thought that is the idea you had until you focus and feel real energy as the energy restores your aura and repairs by air or space. The soul by correction your mind thought returns, as your sanity is there and in thought resumes control by feeling.

As they use their energy, a quick thought of silver is useful of the weight gain done. Cure with thought of their response thought of their intent is use and any misuse is your energy that they know is not used. This is until they are angry at you, think and they need the boost as they are thinking of an energy source. They are likely to use, if a point and separate you from them if you think not to seem apart from them. If you admit think in energy sent to the al as you can be a thought as energy completed, as value in a concept you can seem victimized by the attracted mythical beings as you think to victimize by thoughts.

There is a happy moment in their life from what they do, as they attach themselves to you in your idea and yet not if you don't seem interested. If they don't like you they mentally sane you, and if ill you by a friend or kill, by a thought that your brain believes and your body can act out if not resisted. As though what you think is natural, they see you as insane and you are what you think as your body uses the energy and adjusts with the free flowing spirit.

There is in thought, as in energy there is a view to the world. That use is there as you think in an idea from what you feel. The idea forms as a visine drop or something clear, think as they think where they use soluble idea in a thought that use is observed that is done. Think as vlue and they feel and use you yourself as value.

As you you assume in thoughts they think if linked to you in thoughts, from your soul that is link by thought with something you are creating will possibly seem to assume by conscious as you. So think as you are as if a product as you think and do, as you are assumed that shape you are in effect effected. There is a point to the past in there as idea, lore in mind is known to them and as your use is a thought "visine" or clear fluid they can use their will to drain you by what you don't want.

As if their idea and not your own, the person linked to you is interesting. As you think you can create they will too, say no and it stops as they are dual creating you are interesting. Think as you want and as you ask questions on what you hear, you can feel a drain in energy to them you thought as in through the link in time to the person in life thought by intemperance. Think or not and this spell ends

The Jue Abl [Then Joo-ett] = The Spell in Ability; This spell is a ability raiser, as if in damage and disruption with allot of anger or otherwise this is a point and can form what you mention. As you think to raise energy you are what in thought. As you are thought to do things you can cause or create what you think. Assumed in thought you take on the properties you thought as they think they are with those properties and by your influence. There is a spell that creates in thought and negates the rune, that dispells anything and the after effect in this spell that ends is that rune that forms peace and calm nature.

The Writ Stri [The Write String] = The wraithstrike; The write stride is the thing as your thought is intelligence as you write in with written energy string effect that is what you think to write that can form anything, as you think to displace energy to and form from written energy that you live from and yet can shape if you think energy and state the formation. The wraith that is what you think, formed by use and with thought to be a wraith and in opinion create is from energy in fire and thought by energy. This is the point to create with and is what, as thought is to creation and in what you think and out what you do as you form a wraithlike hand you are able to think the third eye to formation and make the idea you innted to occur. As you think with focus you think the energy from the arae of the strike point and use the strike to

attack as an energy wave. As the strike to think is to make and cause as you are a thought you aren't stupid or if you think and you create the possibility is almost endless until you think. Think is an idea that is also as a lever energized with magic and able to transform the waveform, and strike assumed you want assigned in mind you end up assaulting or not thus if assailed you won't get an effect. As this is a written idea that superstring creates in focus and this just is, and if you follow the string by thought in perceivable perception you trace it in the oververse or where you are in the universe you think to seem. As you feel a rage the wave strike is a strike to somewhere as to strike where you think and hit an object as if to restore sanity. If you don't focus on the altered view to perceive energy shaped into a shape a air energy, form as you want and you won't actually see the superstring that energy created when you thought, in conception unseen as sought with the idea.

Tde = To focus; This is to focus on the idea, is to connect from interconnect to streamers from screamers a thriller is a laugh in battery that you hear and they are what this is and pissed off as you think you are an idea to create as if you have a twin and are defend or not. As to get a possible good result, that is clear minded with intentions that the person effected by this spell will think and if not liked won't use. Don't use this spell if you think the idea to focus on as you might form a nightmare. So avoid in use to end this spell, use "never never" as in a point and in use as a point to be normal crazy people or polite to people.

Aseigia [Ace-see-ig-liable] = Asee in idea; As a memory thing is an idea to solve the personal problem that is not as a confrontation, you can cure or cause the idea property that is an idea that you don't like to see and do things. Think and before you know it and if you needed help there is that are not detected by the person afflicted in what is considered, this can seem liable as a disease as this acts like the real medicine that should be used as to the idea that cures and as the thing is from the thing that is unappreciated. The act is forgotten, as you think and do this is a point to cure or unlook at things. As if the thing is a thing that disappears to seem a person, you don't mind as a materialized form or in some place formed more from an interaction in mind. Now stop as the reality in the area, can form as an act to will is an act of thought of think, as if of there you can "cvhg" or in any store use the recharge energy change in this thought to create now no thought with energy as protection. As to form a space is to assign a space as a room to create and make what is.

As isis is protection this blocks as this nor ever in with a place in mind, this is as thought as this depends on what is observed. As if a real act that is in life and before you know where and you were. As in if in thought you can use a thought as focus is a point, and if in what you use your thought becomes what is a concept that makes. You got the idea and now the energy comes back as if you are a thought in energy you can do what you want, this acts as a point nothing won't do and your thought can create space to reform reality in wave with a wave of energy. This considered in a reality wave that forms outside, as if in time that intention in thought creates through the spacial crystal. As if that uncreates and as you don't think to need and they are demised, they dissipate away in as you think into nothing existing as in existence and this is nothing else existence and in space is thought without sedition.

Think as you are contribution in a point and as you are intention, the stop is to "not" and your use is the idea to form what you think. As you don't consider yourself as realizing somewhere you aren't. Sometimes this won't work and if you think it doesn't exist, then thought will as you are with a physical means to fix a physical physiology as a mind solution is there. As if a thought is energy and magic, can create reality using this as a source. As if your thought creates what you want, you can create a thought or use a will to create as the concept can work. Unless not needed is the idea to do, some idea is a loss of the unwanted and win is a loss as a thought is a conclusion or addiction that ends. As a win win situation in what you live, that doesn't have to seem or have been as if a wannabe you have lived and aren't anymore and lived if your desire isn't to have lived a thought it isn't done. Some time ago I was aware and in thought stop as this form killed up to use is up, as in you were a form eye things could form as you think this is interesting in then eye gain ability as hidden in form.

If there is a point to this spell, as you can be sure that things you do aren't there to be seen and in what life there is isn't there as is nothing more by what there is and which it is does not exist as things that are

create nothing more. This is an idea secret of uncreation so don't do this spell if you don't want to disrupt, as you know as you die this is what actually seems to occur. This and more is to uncreate everything in the reality as your thinking, to unmake what is that shouldn't have ever been. As think power in activation as power point will change the form, think of your use as a way and with your thought can seem what you do use in time.

Tedo [Tee-don] = The Tedo; The rune of tedo, socumant documento is an energy traced into the air is to create a thought and each view is a different translation viewed as a different thought comes to you from whatever you do as this. Use this spell and then trace a symbol in the air and the rune is caster plated into an metal plate as your engraving is sent to yourself as if from those you don't think invited. This is about 10% of where your western wisdom came from as if on the tag.

Tedleia = [Ted-lee-lie-an] The tedious idea; There's no wim and there's no cockpit. That in comparison could not easily be a nightmare except the spell seems to fix things and on use, as what there not to correct in what is a point to use what is there as whatever or not this is can be used there. This could easily get you an idea not to do if you think, as you say what you want and get what in your way is a will as in a way is "noe way" undoes this. Keep the peace makes use that can easily seem done with wishcraft, that is counted as witchcraft if pointed out there is no will.

SuaEmoeAuiz = [Sue-ah Eem-mow-eh A-oo-iz] Summon creatures XIV, summon as many tough and hideous hide creatures not in appropriate nature as ya can.



[Beginning](#)

[<<<Previous](#)

[Next Section](#)



[Back to the index?](#)

[Return to the School](#)

Atlantean Circle Spells 2

This is a continuance of the listing where spells in thought are ranked from easiest to extremest. The circles are easy to extremely hard from 1 to 16 and in levels 0 to 15. The spell level is denoted within () brackets. Ideas gotten from D&D; and originals including Neverwinter Nights and thoughts around the house. The circles are in groups of their own elements. These spells use phonetic spelling, that may or may not work for you unless you get the spelling right from the pronunciation key in [this]. So have fun trying them, I think to see if they do or do not exist results. They work if thought exists what you want, unless you don't need things to occur then this doesn't happen.

So if you wanted to cast an effect by thinking about the idea, then all you have to do is think of the idea and need the effect of the thing you think will happen. If the idea doesn't occur, then you know that things are going to be different. So what change you think or sense is there, this is what will occur or happen instead by feel. That is what I call a controlled change by the idea you feel or sense, that creates from your idea and manifests fully sometimes with fee or feel.

This is when thinking the faery will help, especially with chocolate, that is where you manifest an idea easily and otherwise the idea won't happen by the point, know that this can seem what occurs by what you want. So generate your own faery, think a fey exists as you hold your thumb and forefinger separate from each other. Then imagine energy pass between the finger and the thumb, this creates the faery from part of your soul and uses the spirit that goes through everything.

That is done if you think the idea will or has happened, who knows as this may happen what you want. This sometimes can get better results using a sigil or empowered lines, that is thinking the idea will manifest. This is done as you trace or draw the symbol, that you believe symbolizes the idea. You see that does things, sometime all you need to do is think the idea will happen as you state the idea. This works as you look at the idea thinking that the point will manifest.

Again, these spells can be done in two different ways, think or imagine the point to create as a result as you speak the idea to something or think to create something. Think the effect as a spell to do as you speak the effect that is the spell listed. This is a certain way to cast them that is safe however, as you feel think the creator creates the idea as an end result.

This is just as an effect spell that can seem stated or seem in thought, so then you aren't effected negatively. This is also as you think the creator protects you from negative or positive attack you absolve. This is done to remove the need of attack and bad belief. The creator usually does this by feel, that means he or she gets from you in feel or vibes what you desire by idea you can think and sometimes write.

This acts as though a circulation effect if you link by thought, that your thinking you do things to work with the earth conscious and the earth consciousness creates what you wish or speak as you think about the idea or the aura effects. This is with an idea you think about. Either way, if you think peace you get peace. This is by the idea of zen where you think of nothingness, the nothingness suffices to create because if you don't use nothing as you feel and state sometime what you need the earth conscious can overwhelm you.

The earth is feeling us on it so I believe that the planet wants us off of it. This is evident and truth by the idea of what you would state that would seem normal and you end up hurt. This is the planet conscious that despises us, so think carefully before doing earth conscious spelling and not getting what you want. What I think occurs is this, the planet feels that you don't get what you wanted.

That's of what I sensed when it creates a point to cause awareness, this is sometimes like a slap in the face or a punch by feel. If you think to debate the planet awareness you could also get hurt or then you get what you want. Either way, this is zen spelling by the feel. Just remember, that what occurs to one could

occur to many and any reason could work to settle the point.

This is how you can spell things and uses examples from many games. Think about the spell to cast them easier, you can have said them at least once right and thus you imagine the spell in some manner to effect whom you think to effect, such as the spell word itself with this is as if in trance and think of where it effects as agreement is the area you relate by area feel though this it were in effect. If as you use idea to not feel nothing as sense, so ya can see some results or can't get any effect from the phrase, then in summon energy to seem to be there by thinking its metainfluence is there. See as you are and try casting it then. Then by thought you see a game, optional is the word you choose to cause it in site to be there more effective by energy focus and focus is thought to cause or create things situate with what you see or feel. Its a point stated as in the place in for the point as spell words or thought, this is where spells are energy use by direct or created focus with imagination. So use and idea you can be 'done' with or something else thats suitable to you by feel.

Feel to see the area and you are able to cope or can seem choatic or what you feel is disruption, so think as you create and you feel as aggravation is sometimes there and if your well. This is thought or forseeable use as feel by idea. If you can't say or count to ten don't worry you see you can count to the idea, this is as things will be alright as the right idea by the real idea is insight not results you don't want. Ya can find that things are phasable if you can't complete a phrase word and this is done by stating things to cause, this is the reason sometimes for stress. That is what is by thought that phases things out through the subconscious then the draw is to phase things in by feel is possible with the element, so the spent energy goes to an archmagus enemy or the planet as the rest of what you see is sense. Ya can't say it out loud or use is cool, this if not is done by spelling things by hot points or core energy focus and that is use. This is not as you say by that, this is what you think of that occurs when you can say the reult as an end result, so what is out with a line or limb or any finger that is energy by focus to create.

This is not always what will complete the spell and thinking will as though using hand language. Optional is just drawing a freehand rune that means in ya mind the spell is done by yourself. This is just as thought so ya can do rituals for required materials that are there for the spell itself. See that isn't what you create or use in the point, so what you feel you focus or create with, so not as this is in nothing by idea. After casting the spell, then mentioning the thing to effect or thinking of the point to make what you need. Ya can cause a directed effect. Sometimes things that are general, aren't actually and this is thought that's felt or understood by what is used as thought or 'there' by life. So use isn't feeling as you feel to create, this creates yet not to see what is near. When ya direct the effect more than often its easier, think to feel or use things to see the effect by view.

Circle/Level - Description
[Previous atleantian spells menu](#)

- [Circle XVI/\(15\)](#) - High extreme of metal magic, drugs, conditions and substance effects; (These can make you appear addicted)
- [Circle XVII/\(16\)](#) - Gates
- [Circle XVIII/\(17\)](#) - Spells of Ages
- [Circle XIX/\(18\)](#) - The 6th and 7th dimension spell list

Circle XVI (15) - High extreme of metal magic, drugs, conditions and substance effects; These can make ye appear addicted or appear sober an sober is the point.

GlycLecee = [Glic-Leecee-eh] Hydro waters, To make the drug Hydro be of the waters that are in an area.
GDyloHydro = [G-Dillo-Hyde-roh] Manifest effect as an assumed quality in water, To enduce drug effect or manifest any effect in water as that you want to change that is an act to change in mind to create a self that creates good but dark actions to make with a thought. As, you state or will the spell.
MakFudFva = [make-food-F-vah] make food flavor and favored water - At the naming of this spell what you need for food and water will be felt in the mouth as if you ate it.
MakFud = [Make-Fude] Make food in use - makes any type of food ya need at the moment. If it doesn't get

created then it comes to ya in some form.

MakFva = [Make-F-vah] Make flavored water -Make any water appear from the particles of water in the air on or in a container.

MakeFva = [Make-Ee-F-vah] Make energized or charged water, to make water energized and do as ya think it will. With this, ya will live longer and be more energetic.

HydroMucTrans = [h-aye-d-roh-m-luke-s-trans] Clean up; Make waste removal and water dissolve makes the target, albeit being food, object or a person, dissolve into water particles.

DovuSlutes = [dove-yuh-slute-ee-s] Make better feel; material substance create makes any substance or object you think on including food or drink. If it isn't created immediately near ya, then it will come to ya.

KeFeSlutes = [keh-feh-slew-tee-s] create key - Makes a key out of substance itself that will mold itself to fit any lock that ye think on. Imagine the key appearing in hand as ye say spell. If not that it will draw the key to you at some point. Cast on a ring to make a key ring that responds to the wearers mental command.

CurDopBuvnof = [cure-dope-buy-v-nova-f] cure drug abuse - cures the victim of drug abuse.

BraneCeilRepaidyAi = [brain-eh-cee-il-reep-paid-dim-aid-ih] chemistry balance cures schitzophrenic brain chemistry imbalance by balancing it out. Creating drug by herbs and other substances for missing drug and etc.

CebDopSlutes = [Cebe-Dope-Slute-ee-s] Create brain drug - Create a brain drug substance, creates a brain drug of substance that is in the brain from the void to make the substance drug thats necessary at the moment. This can create pain loss from the addition of dopamine thats suddenly there, or other brain drugs that are needed. This can create drugs in the body, from the brain activation effect of a signal to create the brain drug.

MakKemSlutes = [May-ih-Keem-Slute-ee-s] Make chemical - think to make a chemical from water, air or other substance as it is near, or later on when ya are near water, albeit from idea. This chemical can be a base chemical, an acid or a combination or any other type.

PotFuna = [Pote-Fune-ah] The potluck that causes and allows for acidic luck and food to be made and delivered by the individual for you. To be eaten at sometime and at the moment its needed.

MakDopAOpt = [Make-Dope-A-Opt] Drug of choice, creates a possibility that reflects on now as for effect, to making a drug of choice. This creates the area and you can decide to use the drugs there if you desire them. Meaning if you use a void area, you can create a balance by the essence or the idea to do.

SafSlutesE = [Safe-Slute-ee-s-Ee] Substance energy, ya get any essence of the substance to come to ya and its in energy form, as ya think of the need for it. If there isn't a valid reason for the substance, then it won't come to ya unless you need it.

SlutesEAbe = [Slute-ee-s-Ee-Abe-eh] Substance of energy abuse, to cause the target to make use of substance energy too often, as though addicted for some reason.

MakEpem = [Make-Epeem] Make cure, causes the cure to be made in some manner to any effect.

MakEEpem = [Make-Ee-Epeem] Make energy cure, makes an energetic cure for the effect from an action that occurs.

SoMahEpem = [Soh-May-h-Epeem] Soul made cure, makes a 'no matter the cause do effect, unless unnecessary' type cure. Because the soul always does things, type cure and you cured the condition.

MakMedDop = [Make-Meed-Dope] Make medical drug, to make a medical drug thats necessary at the moment, from any substance that ya think will work for ya.

EaPrua = [each-prude-ah] Medicine effect, makes the medicine effect the body needs, in the body for healing and balance.

SlutesEaPrua = [slute-these-sea-ah-prude-ah] Instant medicine creates an instant medicine in solid form of some sort and some point that the caster thinks on. Think to use this carefully, as this is sometimes dangerous.

LukABod = [Look-A-Bode] Make energy form, It reverts ya or a target to a physical energy form and cures ya as if ya don't need a drug, and you get the effect to become better in condition that also forms another you. This will cure ya of all the conditions ya may have instantly except possible mental idea. One effect thats unlooked for is that the effected may become slightly brutal, as due to the influence of energy itself, unless its resisted and then the person becomes smooth and flowing in nature and reason.

LukAe = Look as this is, think or feel to make an E-body that looks as is necessary. It can be out of the air or formed out of a target body. This can make ya or a target cured of all conditions that are physical, as is and as if necessary. And mental conditions become an idea that can be corrected.

EAbalvmeditu = [E-A-bah I've-mead-lite-uhn] Energy hiatus abation, to cause a halting of effect. Any effect, that has gone rogue or wild. It effects after a little while on the idea ya had in mind of the effect as it could be a drug or condition.

EAbalX = [Ee-A-bah-I've-X] Instant abate, to cause an instant abation of effect that is abuse or has gone wild. This abate can be of a drugged condition or an idea condition.

EHalt = [Ee-Bane] Energy effect banish, this causes a conditional effect banish of the effect that goes rogue and wild.

Eliem = [Ee-lie-m] Strong condition remover, to remove any strong and bad condition from the target, where any condition can be cured.

UoCur = [Oo-oh-Cure] Instant cure, to cause a condition to be cured in and of a target and any condition can be 'cured' by this effect.

EByic = [E-Bih-ic] Energy balance, to create an energy balance in anything to be effected as of its energy, and this can correct conditions as well. The effected will last longer with the balance. The effected of this spell may seem 'muted' to ya after its effects happen.

ETyn = [E-Tin] Energy harmony, sets an energy to appear nearby that is in harmony with everything else, causing a peaceful soothing calm and this is including the negative side. This can cause quicker restoration. Its as though a polarized energy from a tuning fork magnet were touched off in vibration everywhere ya thought on.

EihEmorlvmeditu = [Ee-ih-Ee-more I've-mead-lite-uhn] Drug armor, causes an armor of effect by drugs or substances of some sort, that correct for ya disorders. This can cause ya to be calm in the face of danger and suicidal when attack is needed. When no attack is needed, but it was then, ya go back to normal. This uses the weight gained by drug abuse and drug effect as part of its fuel.

EKasume = [Ee-Kase-lume-eh] Energy corrections, to form an energy that corrects the person and makes him or her more stable and corrected of problems. This is including drug and substances necessary for the corrections as it can balance the body, brain and system out.

CurBodX = [Cure-Bode-X] Cure body, Cures the body of any condition which endangers the body, including the brain conditions.

IEY = [I-Ee-Y] Calm balance, a calm and disablement balance progress effect to get a person to accept things.

EihYma = [Ee-ih Wyme-ah] Drug appear; Make a drug appear, in a moments glance.

HemuLark = [Heemu Lark] metal lark, This causes a natural effect to which metal vibrations create vision in people. As, they get the right vibes and this triggers the vision. It can cause larceny by a person's effort and with idea of the need for something in the vision.

AploeRariuyTenshy = [Ape-low-ehh Rare-Ilne-oo-why Tenshy] Implosion retributive shield. Takes the charge and sends it back. Its retracting and worthwhile to use.

EAmp = [Ee Amp] Energy Amp, Amplify energy, is what is with activity an energy as if a kinetic idea as a directed use in of activity as a point to do.

MaiTyQ = [May-ihh Tye Q] Make time event; Make the event that happens happen now.

MaiTyVoccUniDnaSunMiEveiHemuAlanata = [May-ihh Tye Vock Oo-nit D-nahn Soon Mint Eve-ee-in Hee-munch Ale-ann-ate-ahn] Make awakening, universally. This makes the ability awaken in those whom want to.

Aetune = [Aid-eat-rune-ehn] Aeturnis; Gravity and eternal energy that makes effects easier.

AviiOviiHnHemu = [Aid-right-in Over-in-ihh Hn Hee-muhn] Seasonal cold; This is to bring forth cold season when you want.

AviiOviiHnSumaHemuAetune = [Aid-vie-in Over-right-in Hn Sume-ahn Hee-muh Aid-eat-rune-ehn] Seasonal cold summer; This is to bring forth cold season in summer when you want.

UniAetuneEHemuZupHemun = [Oo-nit Ale-eat-rune-enn Ee Hee-muhn Zoop Hee-moon] Universal Aeturnis gravity charge. Immortalizes when thought to do so.

UniHemuAetuneLutraSisAid = [Oo-nit Hee-munn Ale-eat-rune-ehh lutt-rah Sigh-s Ale-in-d] Universal eternal atleantian aid.

AetuneManesUniYruHemuXX = [Ale-eat-rune-enn Mane-ee-s Oo-nit whY-run Hee-unn eXx eXx] Universal eternal power source; This creates a universal energy source from anything that is a target.

UniHemuCospFeat = [Oo-nit Hee-munn Cosp Fee-at] Universal coping skill; This allows an ability to cope and accept nearly anything.

RloAetuneUniHemuEvi = [R-lord Ale-eat-rune-ehn Oo-nit Hee-munn Eve-ihn] Remove pet peeve, granted.

RloAetuneUniHemuPev = [R-lord Ale-eat-rune-ehn Oo-nit Hee-munh Peeve] Remove by eternal energy the pet peeve.

MaiUniHemuRapot = [May-ihh Oo-nit Hee-muen Ray-potent] Make mind to mind universal chat. Whomever you want, is talked to by your subscious emulating the chat.

UniMaiTrykVea = [Oo-nit May-in Trick Vee-ahh] Make trick possible; When you have something you want to do, then the spell will create it easier.

MaiLutraUniAetuneHemulnaEXXX = [May-in Lutranh Oo-nit Ale-eat-rune-ehh Hee-munn In-ahh Ee Exx Exx Exx] Make universal love through gravity; Love can do nearly anything, if used right or freely.

MaiUniLutraDefFocInaSildEEnXXX = [May-in Oo-nit Lutt-ran Deed-f Focus In-ahh Sield Ee En Exx Exx Exx] Make love focused to defend with by shield.

IEan = [I Ee-an] Lower guards down and wean from things. This targets any living being that you target.

InUnEn = [In rune En] Physical ability manifest, this makes unlimited magic physical. It allows an unending ability.

InUnEnn = [In rune Enn] Elemental mastery, that is their law enforcement of manipulation. This uses objects to help manifest.

IUnnEnn = [I Unn Enn] Return to normal; This makes the person touched or thought on return to a normal stability. Some don't feel the effect, from being numb and having lack of awareness.

MaiEnfoCipiCopoelUniTyHemu = [May-ihh En-for Siphon-in Cope-oh-el Oo-nit Tye Hee-munch] Enacts a cop's rule magically. Cop's rule; You can get anything you want, anywhere you want and whenever you want. To follow rules as you see them as regulation and go on to do as you want.

MaiModulumAetuneUniHemu = [May-inn Mode-ool-boom Aye-neat-rune-ehh Oo-nit Hee-munn] Create adjustment; Control the rhythm of life and make behavior adjustmests to make someone modern and seem under normal control and well behaved.

MaiDirftAetuneUni = [May-in Dirt-f-t Aye-neat-rune-ehh Oo-nit] Make sane, by universal influence; This, cast on a person who's sick will make them sane again.

MaiDirftNYftAetuneUniHemu = [May-in Dirt-f-t eNh Why-f-t Aye-ee-tune-ehh Oo-nit Hee-much] Make sane, across the globe; This is enabling the person targeted to make benefit of universal knowledge and become sane. This effects the world your on.

MaiDSputa = [May-in D Spute-ahh] Fear Glot; Make death specter out of any one target. They have a death weapon they can summon, it can form as any which way you want. The death specter can even remove the soul, at the right time everything goes well. Even, floating in the air and assaailing the enemies.

EHi = [Ee Hinh] Energy high, this can make the person become dense in the body. this causes you the caster to get high on energy itself. The effects last awhile, till a new moon comes around which cancel the effect.

I Ie N [I Eye-eh N] = The effect; This is to create what need is there, as you get the results and you can do what you need to get results. As a triple defense of magic as if auratic shield, "I control you if you control me, as you die if you kill me or not as in thought you become me to seem me. This is the effort with a static shield effect, an I use by your spirit and a soothing spirit thought, of an added triple protection as if to the aura.

I Ei [I Ee-ih] = The concept of revenge; This is an attempt, to do those in that do you wrong. As basically, you are able to do things and nothing is noted as wrong unless not wrong as though things were against the action and this can stop that action.

Crea Area [Cree-ahn Air-ree-ah] = Create World Area; This is of a world area that is in a moment created inside by energy being by the creator space in a space that is a pocket dimension, as you can respawn or spawn and play any game in an area that you set by what you want to play. Think of a game scenario, and you are in the scene until out is thought and you go out of the door like minecraft. If you want not to choose to play then you are transported to choose judgement, as you are capable to do by gnowledge. This isn't created by what you do, if in you don't want the idea of effect by the effect as to remove the bad and things that corrupt perhaps are gone and you are done or as gone you shift. To think out, and in thought of leaving the game and you are transported back to your own time. Otherwise, you are in and in the game that you can choose by playing one. Whatever you you play is lost to you as you choose to win is won, and whatever you choose to lose is lost.

Plu [Plung] = Plump form; This is the thought that is what you need to generate what food necessity, by pot luck and you get food as you can for free as people bring it to you, thus you can eat as you need and the end result is thinning with a plumpness if you get created plump. As in the moment that you eat that is when you get hungry, and as you get feed to eat as food you are even more hungry. Then on an offset, you lose the weight and you get less mass and less eating in need by what you think. Also, you know all the body pressure points as you can get, what effect you need can by the pressure point that is touched, the thought is there and that is the problem in the body, and as the aura stands to correct itself this fixes itself. This is able to be fixed by going, to the time you first cast it and then disrupting the casting. This also uses the plue, as a pet that is created by extra weight energy.

Off Set [Off Seat] = Offset of motion; An offset to what motion there is of what you don't want, is the moment as turned off in offset effect by what you intend in the motion that is time on what is done. This causes a moment in time that makes the effect to stop.

In Time [Ine Time-eh] = The creative game energy field; The inverted time field, as this is in effect you are able to create at will and as you don't need help you can get an idea in understanding of thought from the understanding reality of which is there. You can create energy by thought and motion by time, thought is in fractals to generate things in eventual time by thought with movement as in partial space that forms reality by what you do. Now do or don't do, in varied energy with a motion you reform as a particle form in wherever you want as you die by trial and in thought is your imagination ruled by your spirit as what you create in time ruled by moment. Unless the form is erased, as though by a hit, slap or touch its in form as a particle form in fight lost is time.

Du Whi [Dun Whip] = This is the dullowhip cancellable in effect; That is the effective idea of what use using the attempt to make effects. The effect is then where you are, as you are and when you are as you then create a channeling effect to create as effect is necessary. Thats a nightmare, as in what you use in what you thing by touch to use, you touch commitment. The nightmare ends as you think it and you are not effected by anything you do, as you are alone with you your self. The hate effect can end by what you think on a trapped avarice that is put into a thought construct. As you are in think to do, you can whip with energy to get the chaos effect on those you are intending to get hurt in what you think on in a nasty effect. Or not as you are in thought, as you are thought done and dealt with right. The right of reiser is resolve as correction is written into the brain, but in here no as you stop it because I didn't do it. Assume the worst, as the thought is done as though you were incapacitated in a thought of fall in nothing new. This dulls your wits as you are crazy, as each hit on you is like a whip strik that dulls your wits as though thought were there and you were doing dumb tuff and whip is gone to see reuse is going where it is. And the thought is clear, that is beatin is gone as that is what is declared, in this idea war is where this was noted. The smart thought is good enough to get better results, and this is where you regain your wits in pain you are right but healing you must do or theses are not else to do. As in no attack that is in violence done as excuse is violence not due in the past, thought is where no violence that is in the past is here and you are a must see to seem healer and in avoidance use no drugs instead of fight. And this is ended, by an the thought 'en' in idea. Dumb is dumb, but you are not.

Demnshion [Demn-shie-onn] = Richie rich field effect Demenshion; This is what can cost your job, as though you duel in thought have thoughts of Demenensions. This effect has an unusual aura around you as this poof is the end can get despondent and in thought demeaning but bankrupot good; A thought to happen, happens with thought as it goes to somewhere and this a pot. You can not do as you can misinterpret, stupidity in everything with this as you do no struggles and yet the release in this effect and is the thought is with and with thought hate as you could be against and avoid as the use is there.

The Thi Tho = Thios indeed; This en is near, as at the end as you are ready for a new way in on a way of life you are given a way. Whoever you attack you don't, as this ends as you are what you need to seem your thought is erased as if erased spell effect is what you are doing here as if you are in thinking in nothing bad can be non wishspell bade to in of what is to happen as this is a dimension that is bad to observe. Any thing that you want in this idea is not nothing as you are in what you want to seem as success. Any

success can create, as to fix stuff an you are what is right or wrong according to whom is there in right by correct possibility in correct idea by the coordinated effort and possibly with the correct method. As this is your use you can't kill of hand over hand technique and in actually assault n battle in technique you banish as the banhammer effect.

Air E Magi; Electromagnetic air impulse controllers, are magi that use things to get interesting results with air thought in. This is the control of what you think is air forming an effect as if for you as you focus and do a motion with your hand and you use things as they are in use as if an idea sourcer as if an idea you use things to get things. This is where you are and your a concept that appears in mind as you draw and reverse attack from air and use electromagnetic energy. And, you are use as ia concept to attempt, to create as though you were a thought and thought were impulse to the energy of the air and possible. This is people person idea at a point to work with in, an idea world that is in your mind world view.

The Gao Jao = [Theh Gay-oh Gay-oh] The jail spell; The spell that is where the criminal, as in goes jailtime or army for the right as that is badly done and you don't as if 'well I don't as I don't need to' and they are released if they are thinking.

Iane Ish Sea = [Iah-eh Ish See-ah] The ever doing in idea; This is the ever rising energy that, with chi life energy use is idea that is like water in a trick water effect and whoever does the trick is water that causes you to percieve 'whater' as whatever you want is what you get. Whatever life force is use though, is the thought of whatever you think into action as if play you are not lead on as dumb.

Ie I Ia = [I-ehn eye Ian] Dedicated ancient language spell; This is in ancient language, that can be used to seem somewhere and that came from an area that is a use to do or see in action and is what and where you are in a point to work with. As if you were an idea, you can get things as if done naturally and on command to do. As if you belong to where you appear as you appear, as though you were your form that you seem to be in life. This is a useful spell, that is use and the use was energy and ability that you can use to work with as a natural transition is in use. The individual use is the moment you can do things along with someone or is done is in done, as with an idea you can uses things to create with and in use things are what seem to be this in thought with use and out to recreate a world in event to create with by this thought in mind. There is a way to weave the air, and get a were alter result as you shift to go and where you are you are in life or in otherworld.

To phase out of the area, you can phase in and out as that is an anulled reality anulled by chaos. This is formed by the activity, that creates chaos in the idea area you intend to cause it in. That in use formed by thought, is into a reality from the subconscious manifesting the thought with use of the creator by your action in use. Think the idea as if you were a point to work with, and you are thought as energy to use an idea of somewhere as you feel the energy flow around you and shift with a will as this is where you feel the energy as if a wind you are walking somewhere. This uses the energy flow as the natural rhythmic energy that flows in the air pulses, and as you are you make a shift point by thinking or saying the thought of an area you pulse the area energy as if to use the area objects as an energy source thought on to seem a use.

Think out and walk or think in, and walk into an area not as though a wall. Where you go, you put on clothes if you have none, as if the clothes have a memory that allows you to put on the person or idea event you were interrering into it. As if a point were there that you interacted with, is gathered in energy to seem as if there and the clothes kept it as if a record. As if you think about things, you can get the idea from the recounting of the area energy in your mind as flows of life are woven energy that make the moment. There is a point where you can use things as if you were a natural, and if you were able to go places you can visit the area to go to as this is a point of thought you can manipulate it as if by your own imagination brought up by mention.

This is to the natural transitioning points, considered is that the subconscious can seem uses for and the body itself is where you think it should be. This reflects on the life, of the area that you think anout and your spirit causes you to realize what is there. This is where if you think cast yourself to, you can seem to

materialize as from thin air as its a reconstructed space to review by thought. The area and use is explorable mentioned focus to percieve what is there, so you know what is there and who was there by the thought to see and use things that were there as they are there. This allows you to shift in to an area that is not actually there after you leave as its an aborted space and you can see what is there as you seem what is there by focus and the thought appears as the record is reviewed as in the air to your mind as this is the way to see a claireaudience idea.

This is an idea you can or not use to project what you see to the subconscious people that you want to show, and you use things to make the idea work. This where you go is where you stay till your done as you leave the area immediately after, as if you are gone as you collect the energy to the clothes and see what the energy reveals to the thought. In your mind room with yourself in action, to exercise as you are in an idea to do things as if bored or not and use is the superstring to work with as this makes the creator effect work right. As you work on things you create with the superstring, and as you are done the effects are gone as you think them to seem and not be there.

This is the point where you can interr thought as energy for use in a moment and that exists as an ability as if a point to use as an energy in action. As if a thought of the flow of energy, that is used in thought to seem and go as if you are what you want to seem. As if to seem there, is to keep yourself alive there as in idea if there were a way to will things into existence. This is where you are a weaver of energy, to will in a way or out an existence to create at will. This is a point that can seem reached, your aware yet this isn't as if you were a will to exist you can survive any environment as the environment changes you change to work with things that are there and threats are warded away. This is a spell to create that result you use as an end result as resilient use you do to create and do things as if to make an end by use of collected activity an energy that comes from the area can be used to end a natural disaster. If you use this spell, prepare for an ancient reality that is in a ancient sphere that is you are the reality.

The Ie = [Then Eye-ehn] This idea; This is the point effect movement, that is what you do and as things are not needed you are okay with a thought and in idea is another that leads the way. This only actually works with relationships that is there or not.

Ef Ie = [Eff Eye-ehn] The Effective idea; The effect is the resulting energy, and you are dealing with people as if with the parts that make up the whole and use is your own energy as the constituent parts that make up the whole use is by weight energy or other use in action that is used up, 'or not' and peace occurs.

Un Tumul Rma = [Une Tume-ale R-man] Turmoil removal; Diffuse the moment of the frustration, an with this spell as in an idea is the turmoil frustration by in concept and conflict is resolved as you refuse the moment before it can happen as if nothing is wrong.

Pan At = [Pain Ate] The pain strike; This is an idea to cause the target to strike out an no family is dealt with as you are in pain with no reason and the striker is doubled in energy and strength.

The Dea = [Then Dee-ah] The Done effect; The done effect is the point you make that your subconscious does or doesn't do, as you are capable to make changes and as this is a point of mention the idea is not channelled as though the subconscious undoes the effect or now nothing happens if unnecessary.

T Lag Rag Fix = [T Lage Rage Fixe] The long range effect; This the long range effect as an idea fix that is a result. As you think the effect is done, you can channel it to the area by thought that you are sending the effect there as an essence to effect and as this is the point you get an idea of things and you say the point.

The En Ekio = [Then Ee-Kie-oh] The End Result idea; This spell is possibly useful, as to use an end effect as nothing is love energy and this is a point result and then get things better.

D-crimitia = [D Crime lite I an] Discernment; One does not concern what one does not see. This spell will cause an instant concept to happen as you need it to.

Maile-O-Juu = [Mail-ehn Oh Hoo-un] Phage of mages; This is the time wraith that abandoned hope, and died in trial by chemicals that is in a phage as you are in a moment to get things in a positive idea. Say in intention to cause this spell at a target to create a better result, and he or she gets better where out of the essence and the word 'hate' you activate the wraith effect and there is a hate no more as you avoid what you hate. In which you stop attacking, and things go wereing as you go well and with power of a waning moon that is somewhat insane making and otherwise with a waxing moon. You are nearly doing things in better mood. Shifted away is the effect in a way to go, and as you do things you are acting good as if the right chemicals are used somewhere. If negative influence you are merciless yet don't attack, and disruptive or not of what is in dislike as an activator for what you think to happen causes happenstance. To cancel this spell out, say or think 'fix' as if don't unphage to turn the phagic being by thought spoken that the subconscious does.

The Seagey = [Then Sea-ah gee-why] The Condition; The condition as imprint instance from a symbol that is [this](#) shows up as a point the subconscious can read that and can disappear as it relieves itself and self produces in itself many variety of spaces in the body, as if at a moments notice when you intend to use things as this the right condition to create in a moment and is a whole mind. This is where you are in a moment, to generate things and use is thought about.

The I Fx = [Then eye Fix] The third eye effect; I is that which is the third eye in life and metaphysical use, in physics or metaphysics and is what this does things as if openly manifested, and you are able to think do purpose and thought can manifest if your purpose is with intent to do.

The Tray Stauseh = [Then Tray-aye Stay-us-neh] The trained idea use; The Trained idea is what is done, in use as if professional and per each their own idea as if you are to think of one and use is what is perceived use. That is done as if viewing things in your mind, and the spirit picking up on the idea that it shows you before the use is done. As if your protected, and use is circle of protection to create what efficient use you need.

The Un A = [Then Une A] The unlimited action; This spell is for the moment you think, as if unlimited and uses is what is as if you knew and what you think to do is done if you think to do things.

The Moi Ta = [Then Mow-in Tan] The Movie point; This effect can go along with the effect, or not as if in idea you are with things of what if a request is in a movie as if you think and go along with the action or seem to go with a music tune or other things that seem to be of use in a movie.

The Syft = [Then Sife-t] The safety shifter; The idea of shifter effect; The shifter is an idea that your in spirit by effect in what is a concept with the effort of the effect as energy builds up and surges when you think and focus on a banana or fruit and think energy to it. As if in you are with projected energy at a focus thing with an idea, and thought activates things to shift you away as if to there as you intend to go and seem there. After wards to sustain yourself to make yourself seem healthy, eat anything otherwise in case you don't want to eat metal or plastic, just eat as you need in an idea of what you need as if to do things in regard to others or seem not in thought.

The Ary Ward = The unfear unwrath; Things in due for punishment, to the criminals that kill people or die off of violent reaction. The any and bold can use this. As if to use things are in a point to whimsy. This is the idea to attempt, as if a moment is done you can get better with each idea you seem to use as the essence that causes you to release fear as the energy into the ground. This itself is from you as if a ward, of a circle of wellness in thought is warding in life that moves with you that is healing in as if you think you need heal. Then you feel the original idea, as if you seem to work with this.

The Damas Catro = The Daemon Control; The spell of control that daemon, can use on people if they don't like being attacked by in the daemons that get enticed you control by suggestion or not as indefensible moments if they can do things for you.

R Alfre Ae Wra = The un fear wrath; This is the spell, essence that in thought is the use of what can create things. As if you are in a concept, you can do things with an idea that creates magic. Whatever you do, you can create to seem in to make the concept with the creator as maker energy, that especially leaves you with no fear and no wrath. As if the fear un wrath.

The Ary Wra = The fear wrath; The fear wrath in the body turns into a fear aura as your body is seeming dragon essence. Cancellable by the effort to make peace or the resistance to its effects as to end is use or otherwise you fear reprisal.

The D Pt = Death point; The death point is the point that you get things and go, with the flow of light in energy as an idea is used. This is the point of death, that does and doesn't do as with 'malicia' this is what you need in desire. As desire bets froth and you are, in a point you die from a mysterious die. This is the not point, as you say what is there and don't actually do things. These are the points in time that are worth the moments you spent in the time in the area that you are with in life, all you need to do is think and focus in and out as you do this you are aware as if you are an idea you are thought. Explore as you want, as you want you think you do and things you do are not noticed as if you think unseen you are both death and living.

Eve In = The point; The point to do is the point to work, as you are at work you can get things to do with magic.

Vobux = Volume adjuster, this is as if a group or not group thing as your in space with arrangement with energy this is a volume that adjusts itself things adjust for what you are as you think as though a motion and things you look at are adjusted. Otherwise if not intended to do things this won't do anything, and you are an idea that is yourself as this is where you can seem any shape as if a moment if your not, if you aren't your in game and you can seem like anyone as a person you are looking for as this is a chosen moment is a moment that is there. This is a point that is what and where you are what is an idea to observe or not as this is a point. This is in a lifestyle, that is not unlike that which is of greece. What cancels this is stating, this as a statement or putting this as In On En.

The act Are = The did inviolate good; The act of an area, that is an idea to use or accuse to get an idea that is a point.

Thi Act Wee = The act of wee; This is act as the moments are what you achieve, are not away as you act you get an effect to do to ask away. To abort war, make or not and you do in noone except that is there what you want.

The chi blah = The chi blasts; This isn't what is like, this is what is a moment to do and things are what in essence can use things like chi in a point in fuel. As you do things, you are good at what you seem and chi forms in a ball and as you blast away with a chi wave in energy if you do things you can get things to work with.

The Twitwi = The string heightening; This is the string that is in no heightens intense energy is of super in natural height growth, and as you ask you do things you get an idea to use with the effect with super senses by in energy that is there. To cancel this you use the thought given, and use is there or deny the point and it dissipates. This can effect chi blasts, that cause air to make heat in the area and any roaches or bugs are exposed.

Th pa dun = The point you do; The point is if lost or then not as then, as when anything can seem as this is the night anything can happen as you describe the moment it disappears.

Th Paix En = The point across moments; The moment that is near, the people you take out are what you ask to do things with and create is what in mind does across the time you need it to do.

The Ask = Ask away; As you ask, you get your will and at what you will, do what you want and reason follows

naturally as you reason get what you want.

The gene = The genetic pool; The pool that use with the aura makes of auratic fields are aura, to gather with as if the wind gathered it and you can change your form easily from what you want to seem like in use.

The Height = The heightening; This effect is from an idea to use that was in use unless you don't intend for the effect and is a past life, that is the effect to end an idea is to create an effect and things in a point and use is weaving to heighten and feel the use or not. There is an idea and you are intent to do what you think, and create magic as if a point was in use as if spunky.

The Conceptei = The concept in mind; This is the concept in a mind set that you leave no doubt, unless unnecessary as acceptable answers are there and yet you can get what thought you need an answer. These are a concept to use, as you can know what comes for a useful thing there is a choice for thought use summons if thought isn't there or unite is magna and use is thought directed by feel. This can not effect, as if you don't want the effect.

The Gen Fx = The general concept; This is for general idea with the point that you look at someone, and as use adjusted is to use the auratic memory from another to seem it in and your the effect mind as if you can read a soul. If the soul memory is adjusted, you can create memory as you adjust the shape and this can in the body allow them what you can effect as if to gnow and see or not and this stops. Sometimes this will not effect, as you try to do things your conscious might not let this work if you are an idea and Wiu is the thought in moment to correct as if okay.

Myux [Mix-lux] = Magocracy; The effect of this is what you intend you can create, as if what this is in an idea is you rule with thought. This is use for energy at which you cancel out aspects as with your use is what they have, as energy sending and things you are attempting are not viewed unless you use clairvoyance or claireaudience. Their will is your idea intent, unless you use it for energy and even then you are nothing except a god and battle born if necessary.

Avendium [Ave-end-lie-um] = The human furniture; The point in life is to hide away, as if in response to the moment that is there. This is the spell to convert a body into furniture, and yet all it reasonable in view can seem friend to be is something you work with offense. As this is the secret to the effect, you can in another dimension that is possible to use create as in a point to seem. This is illusion, as if another sits or is somewhere and you think to see the area you can sit there, and in your dimension in view but this isn't actually to happen. As you stand up and go and you appear to appease, and they can leave anytime so you appear as if use of furniture. This is in a cool illusion of a fox unless unliked don't do in view of others as don't do in aspect as you its only an aspect. You can think your a form, as you imagine the form.

Avemdium [Ave-em-die-um]; That is the original form spell is this in mind. This is the form object and shape formation spell. This is where you think your the form, as you believe your the form. Now stop and you return to normal shape, don't let them sit on you as you can die off.

Tru Ly [True lie] = True life; This the true life as with the thought to do, as if what you do is a thought or thinking in terms that is seen as shown. This is the point that life can exist, in what true form you desire as fact you choose as if to mirror things and as you ask a mirror sieve you can get free. This where the life can exist or amongst other things, as if you can seem to get anything with a point that is mentioned as a crystalline construct is there. This in particular is a concept that you can see by focus and felt desire, as if this is to know the third eye as I can aid you or nothing can happen as if you still live in a form that you think exist to work with and you can handle it. The thought this as in life, you see as you know this idea or trick you can live on as regenerative you can can go back as I can see. What in thought is a point to excel with, as this is done nor this. If in an example is there, if an idea to attempt in life or not as you think about it. Where you die as eternal rest or not, you can seem alive and you can see what you put in action as a form that is a choice to what you think 'now lets fix' and thought fixes and your idea will work better.

The Els In [Then Els In] = The truth or not; This is truth or dare not but a coincidence, as similar life is a point in view and as you look you can see what is there. If you think it truth if then you can see startling idea, as if in a point that can shift your view is telling you this is what is. As if an ellisium mirror image reveals your true race, realize what you are and know as you can see energy unless you know then if you don't like what you see in focus you don't. The spell this can create is an interesting thing to observe, this is unless you don't lie as the idea is able to seem of use and instead intend to use temperally what you see and do now don't remember.

Fixl [Fixl] = Fixl Mirror; Your control mirror that isn't one, which you can use in idea if put thought into the thing you hold or treat as if an magic device as if it can do that idea if you want into thought is crystal or not as unneeded. This is a space crystal with a live interactive thought as if things you do are done and isn't as if you are what you say, or not and the mirror you use is a creator artifact. This is the mirror you state things, think to the mirror as though put into crystal as you want an idea you can think to the mirror and you can use it for time travel but thats all. State what you want and you can get a better idea, or some idea to occur which is in the life you seem to live. The crystal mirror can create nearly anything, and unless you need this isn't going to pop up as if what you think is a point to conclude as bad medicine is not seen as bade is good or bad example is not done. If so, this is use of the shadows and not actual shadow mirror as you can then do as what you think is right, as this can create or uncreate that which you ascertain to do that is necessary as if done. Possible use is to put your thought into, with this as a magical sieve and that is a point and that isn't done in assault as if what thought is bade not bad you shift and create non drift if this is idea.

Ieal Iop [Lie-ee-al Eye-op] = The eye operative; This is the eye operation that happens with the moment, as it cures with a brain operation that you are almost insane in thought and moment in time in tiem. This is so far in orbit that it gets effected by what you think, at it and this is a thing that directs it to cast down light right from the orbital. As if a viewed in mind bring in light downpour is the reversion to normal, at measured peak efficiency that cleanses the area and not now in life because any disrespect is rewarded. To release is the suggestion of whatever happens, since your unaffected you aren't Iop to get an idea as if invention is cool.

Iea Ioul [Eye-each Eye-ore-pull] = The calming and freezing freedom; The spell that frees you from things, as you think you can get what things will seem there and can effect you from an within various upper dimensions in vamous. The thing to do things can repeat and ends with a monster movement if in what you think, will go wrong won't unless you are weak and things can go wrong as friendly isn't always cruel. This use is a reasonment that is a release from all imprisonment as a spell is weaponhand in thought by the idea of instant denial by in those effected.

Atat Eal [At-tate Ee-al] = Instant heal; This forms a moment to heal with the damage or things that are painful, not done as this is a concept you are not but understood as what you want to seem. As you think you gert, this is an instant party with a moment of instance an things in mind are what they seem, as you heal in mind you lower weight and become thin as unnaturally slender.

Uo Cla [Lue-oh Clasp] = Instant clone; The clone effect that makes molecular transformation, as if a clone is the answer to win a moment by the integration of energy into the wrist and you can create things as if a moment by usa energy and thought seeming energy into a form that creates from thing mlecules in air.

The Jue [Then June-ehn] = The unmoving motion; This is the idea that isn't seen, as if you are an idea perceive you can use any idea as if a inert space that uses an idea that makes what idea there is in tactical view. This is easily done, and that creates a presence that watches over things with offense if deserved to defense by peace.

The viewea [Then Vine-ew-ee-an] = The unmaking spell; The spell in that as if nothing makes and created nothing for nothing made is nothing minded, in an idea what isn't necessary despite what you think or uncreate is not done.

The spas sild [Then Spades Sill-ed] = The spasmic shield; The moment you do things right you stop, and think to get bettered or killed by trial as in you are or not and your not and it doesn't matter what you do to kill

unwanted things. Things you do are an idea in mind, that isn't if you don't want things and things are gone. If you are in better, this by what you do creates this spell on those that deserve it, as things fade away as if a demon or other form in what life you live.

The Spe Crys [Then Spent Cris] = The space crystal effect; This is a space crystal, as a crysallis that is a form an makes the point as you create with it in reality. Most space crystal, can grow as you think to seem or this is a thought and as use is gone you can make a online effect, or other things that may interest you as easily as you intend to do as if thought you can get and create but nothing in use is to never kill and the effect will fade away. Things can create regeneration, as if you can do things you get an interesting i result and unseen if use as if no spasdos.

The Sta Go [Then Stack Go] = The stop in or gone; This is a point that is a thought, no go as this is but nothing in mind is but a wrought in mind do in will that is through the use, you can get what in thought you pick up and use as is needed. This stops ever going effort, amongst other idea spell idea as this is never due as this is a thought to do by the correct reaction in thought.

En Um [En loo-m] = The venom effect; This is vemonious venom that cures the body. This is a spell that degrades the body over time, as if in a moment by thought if you use this you will cure yourself but death may happen if the thought exists as blood wrought effects known as attempts in what you do directing blood energy through focus as direct your will is you get results as if "En Um = The venom effect; This is vemonious venom that cures the body. This is a spell that degrades the body over time, as if in a moment by thought if you use this you will cure yourself but death may happen if the thought exists as blood wrought effects known as attempts in what you do directing blood energy through focus as direct your will is you get results as if "In Ef".".

The Inex Esc [Then Line-ex Esc] = The in and out; This is the inescapable escape clause, to use something to make something seem reasonable in life. As if I know, as the third eye causes you to know what you are going to ask.

Spell Mai [Spell May-in] = Feel and make; Feel in the idea, as if the thought in mind is nothing but a feeling and numb, to the point you were and aren't effected by what you by thought in action and no and think and it comes to you as if a thought. If the energy you use is a point, then to remember is to make and as you are thought you can create with the idea that is stripped from the energy as thought to you. The 7th dimension energy is trick, the 6th is avoided as you use the energy from there to create effects and avoid the misuse. That is a thought as that creates the death that is almost disruption by what you mention in the 6th dimension or black energy avoided. The other idea is a thought, that as in a game this is 'lis' but a point or mention and otherwise option that brings things to use. Think as if a point were a mentioned thought that you can use activity you yourself do to summon the energy. This is from whatever area that you think, as you use the idea and energy from the past with the thought of what it was and as thought the feeling you get is as if your point is a mention that brings forth the energy as though a source in thought or as though a point was done. Whatever use you do makes the energy of it, disappear as dissipated if a source were a pool of energy that in thought use is replenishable and gone.

Cilf Sensei [C-ilf Sen-see-in] = The Elf Senses; As you think of life, you realize in things that you can think to seem as if a point in life and this can use the experience of any being. This spell can use in things and idea is as if an elf sense. If in dragon idea you use the area energy and draw in the force, as if you can draw from the area and cast it forth as an element as essential oils in use are what you can consider a part to the efficient use of what you think until you don't need to think to seem of use. To stabilize the mood you can use the poles as a concept an in you yourself or others, unless they don't want to know and as you are as if a thought you can think and seem in-between in your mind of the poles as you can use this thought to cure the instability. That causes brain disruption by what you do and as you can see, realize and undo the bipolar disorder idea or moody nature as it happens and the diseases that are time thought into existence are where you shift them away from you. As existed stated area if left alone is gone, as if things dissipate by themselves as if music were there that was right for the mood. There is a point that is where you can think it isn't there, and it is gone as you didn't think it or think and create feelings that cause the effect. Which can seem or do to cause what did cause the

effect, which is a right moment in time and this makes that which is the magic effect. As that is what you wish that is done and yet isn't there, thought until you think it there as its felt as needed or not necessary. As this is what can create, any in effect you can create with are things outside of yourself. As this is an idea dismissed, only use essential oils as you can assume and do things as normal as don't if you do or not as if you think it and you can do it in no motion as the effect known as the ef.

As Ty [As Tie] = The Time; As in a moment in time, you are forming what is in a concept as in a point with materialization unless this already has occurred. Any time looping you do is done, are not done with this. When finished, you use things as if finished to tidy up and you do as you are done in thought.

Doing [Do-ing] = Moment; As a moment is a point in time realized, and your moment ends if you need it to. This is the momentary concept, as conceived thought comes to you as if not tricking the idea and this isn't doing something over in mind.

Groeth [Grow-eth] = Instant release; Just think and thought is release in energy, that releases the effect of a drug in a clear moment that is a point and release by a clear thought that causes you to think as the point disperses and disappears. Anything groeth and you spaz.

The Ia [Then Eye-an] = The instance of trance; Think as with a Zeta by use to relax with use of meditative idea is to focus in Beta waves with a relaxed moment, of tense and untense by what is in idea that are from things as in energy use of trance causes in tricking the moment. This spell causes in thought, where you are to do a trance and get you things in life as if you are seeming good.

The Fm I = The form giant; This is the idea that you think energy that is there forms you into the giant form, as you think giant you are giant in fire that is useful from the core of the earth. The effect is to use things, as molecular idea is thought as in use is objects as energy. This can create or not and if useful with enough energy, as you can form your shape as you need to and as your idea is where in you make and use is to nulle hate as a point of what energy there is as a source. There is a will in everyone, as you use your own energy and their auratic energy is not done. As if you create what will seem there as if a formed giant, is in thought in magic in use by what magic you do in form by what is in thought focus as in form magic use or walking out the door. What you think, of the moment that the third in eye thought makes the thought "groeth up in height" and immune in you can convert sugar to energy as it doesn't matter what you eat in life in an idea except to make as if thought physically "grow in height and make up ward as you use hera to grow up in height with no fat" to use up sugar and make the outward transformation. This is fun in what is thought, as you don't do things after in the use that is done and yet you do nothing with the will of others as you use your own inner fire and in ability. As in an appearance that is your power, from your heart you can get thought to create illusion with life energy. Form energy is from that which is a herb thought, or if hit and trying to avoid and thinking nothing in thought is frost giant as that in you use this as is the idea that you can in change and create the energy by what you consider as if Firbolg if thought as in Dug. Real world thought will come to you in a vision as heightened ability is there with height. If you aren't growing in height then you won't seem intending, as if this transform isn't actually possible turn it to earth you then you won't as we the giants can keep you from it. As you are are equally able to feel them, as with a point and use the feeling as the numbness drops away and your idea is realized..

The Sunflo = The sunflower seed; This is the point, in a part that is a seed of life effect eat a seed and the energy from it works like a drug. That you want is there is that isn't use or is no longer thought. Thought in effect, as this is to not think "asnd" you feel the energy from a thought of a sunflower.

T Petae [T Pete-aye-en] = The Pistachio effect; The moment is a thought, to as if a seed of life and don't is natural in focus and what is in mind is not but a memory. As if you can create points, things of time can seem and only by a pistachio nut.

A Eum Han [A Ee-yum Hane] = Life moment; This is the use of the han energy to the heart, restored to the heart to form living things as if to get things of energy and thought is a power on things to do as if healing by

the heart but not in indianess. Things in use do not count, this is with thought, as a flower of power and this is not done as if by hypnotism. This spreads through the aura, as after every memory is energy and spreads life energy or not as if you fix things, think and focus you create life in focus by what you do in life or don't do now as if to not and stop as if in active. What you build with this, is possible in likeness and yet not left. This is a spell that degrades the body over time if use is raw primordial chaos energy from destruction and malfunctioning equipment in use, as if in a moment by thought if you use this you will cure yourself but death may happen. If the thought exists as blood wrought effects are known, as attempts in what you do directing blood energy.

Eum in [Ee-yum in] = The Live memory; This is it as this works for you as it works for me as this is a necessary thought, to seem as in a moment to make what is happy and in a cost less point and things you are is allowed for. This is a point that is thinking a thought a moment, that you use a past memory to create a point that is in a moment to use if use is allowed for in life in "annen" as this is your mother in turkish. To cancel this idea out is to think, "in annen" as this is a point in time and in effect by life as with a concept, an improvised andeo ability is this in mind. As you produce shop you produce a device or thing in thought, as if replicators were there that created what you will into existence. As all you think is a need to see and you get. Get is the thought you purpose into magic and you get magical goods in all.

I Eu Um [Eye Ee-yum Yum] = Copier idea; This is a copy moment, as that use is from copy air to care is not as dumb and in that is a point to create with you know what stopped by as no buts as here as nothing in life unless you need things as the word in phrase sets the meaning.

Th an en [Th an en] = The idea moment; This is all for the moment as a point to do that isn't asshole and peace is a necessary point, and things stop in the dimension that occurs what you don't seem to take lightly. As no but accept you can use things as if to alter the reality, or nothing except moments in time and you can get nearly anything that you intend as if to do as activity.

In an en = The momentary finge; This in an idea is to seem, an things in view is view done as if there in the fridge where you need things done in friendship. This is creature that can in create or out think, as if a point in life you get somewhere in life. Cancellable, as if by a good diet in thought in life as a point to unsummon it is by a thought.

The Sua Ie [Then Suth-an Eye-eff] = The summon idea; This is the summoning idea, that is what and where and when in a moment that in life if a view that you think to seem. As you life in lose and in win is a thought, you are able to reform as if from a shaping in thought to where you can seem callable to. This can make the target to seem to remember everything, as if a transfer to daemon and as they use a thought they remember as if in the area to seem summoned. Unsummon is to seem where you want to be, and think in a thought as in thought you are a timescout and what you think is possibly thought by what you want to become. As you shape into their form, you can seem what you think is necessary.

The Sue Ie [Then Soo-lute-etz Itz-en] = Defense idea; This is the point that you can create and seem a court case to the present future. The unusual activity is due to the point you intend, and you imagine things as you do them where there is a point that is an effect and this is what can create in things and thought is what is done. As if what you think can create what you want, as off you are and use is the thought of an anylist that lists things that you see or observe in life.

As an in = This is an idea that in use is in thought, as you make up things this is for other things. As this is for use as this creates the release of the planet. With thought to the non cursed man, and not with the name angel is Ion as In non Ihn this is as the cursed offspring that is avoided rather than bludgeoned as "in an en".

This knowledge is to counter used up and is energy, at first its in a form of curse wraith and then in the form of death. As if then the body comes and does nothing, as in a form of its shape as it was at first this is a point. That is a moment to seem, as this is what creates things. This can seem used as a blessed energy that is usable, and then its a form of what you do as you are able to create what things you intend to seem there.

That if you focus things, as energy is life energy given to those. Directed at another, this a sign of a curse 'mavic' used in the first century. As an advancement is put there, by what the subconscious perceived. As if an ad was used, and turned the cursed man with it. An if is as magic is the idea, and your use is to bend n curses.

Your use is an idea that is against those you dislike, as if in denature with negative feel or not is if with idea things. That are with idea, that are against you and form music in rhythmic idea. As this if your forms are greedy, cancel sensei and you avoid and whatever you hate is gone. This can create dislike on purpose, as "en" in use you avoid what in is a use that causes hate that you avoid.

This can do or not, as in you don't attack and don't hate. Use soul on those, that is a form of soul shining as you as haste and cease those in danger to shift them away. As produced on soul shining, you are on the idea and get what you think or feel to get. As in your idea, this is attack to to those that deserve the assault. This is a point, as what is and as you use what is in produced quality that is of life is gone.

Aiey [Aye-sine-ee-why] = Lynn dixie cup; This is the end, of what is as what thought is created equal to the moment. As this is a point, that is able to hold anything. Then as if you, and then throw things away and use the last word that you hear.

Cacel [Case-ee-l] = Schock; This is a cacademon that forms from space and that is cancellable, by mean acts of ghoulish out going and coming in as you are as you leave he leaves. This is cancelled out by the name zenadi, and thid is what can serve to shift you to places. The ie dismissal in your mind is to stop enducement, at the thought is will to think as to dismiss it is will and desire to think what you want as you ask. You can see to get and you phantom, as a phantasmal warrior and if you are not needing things but not need you shift away.

The dark side is that slap not, and feel if not done or doing is the point as you do things to get result. As this is to think if in a point, to find your way is what you do and out you can go. This is not the idea as you want to do things with people, as a defense is to hit on the head those that are either slapped in the face. This is to think not and find your way out, as you don't feel as if you think and you shift away except you can think and fend or not you escape. Think in a moment inliven, and you can see what you think about.

No wait, and you find yourself in and a germ effect works toward you. This is as they who watch are laughing, at your idea antics. As you get a cackle, somewhere you get a crackle bar as a feel. This makes what you feel, as if in what you feel that you buy something in life. As this or not and eat it, as a crackle bar is to taste in your mouth.

Tuch Seam [Tuch Seem] = Touch and seem; Touch and go or thought to make use of any body, is to use the molecules of the body or object and think. As if to create with a link, and don't as in no use is to create and stop the use of things as you correct by thought. Don't use this spell, if you don't want to seem like someone else. As you stop, the point in fact you can become yourself, to not do is to do what you don't as this spell hides from the area and you can use your aura to create with or not. As you intend a natural point in what you do, and think an act as with what this can be or this is thinking. What is possible if that is with this, is what can be as if you were things or yourself.

El Hid [El Hide] = The creation of things; This easily uses a body, as to create a thought and make as you do. Think as you want and you can think and focus without drugs if you need medication, you can seem to create with idea to cause the body to create the drug effect as a herb in mind to create herb in life and who's who.

Ele = Make Change to create change; Make change to element, as a time machine effect that shifts you to and from with mai. As you need to exist somewhere, this is in energy made un in flesh. This is the point do, if this cancels the effect as I see you are you aren't in offend and create and make what is to do. With a spell that makes you admit, and you can perceive things as you create and you get a spell. There is the point that the use of I is the third eye, open by thought that the third eye materialized and use is by thought too make in the body an idea euphoria. This is a spell that is useful, if you ever think to use things you get this. This is to trick the

energy, as if you make it seem like something and it seems as if useful or not and this stops as if 'en'.

El Pua [El Pool-an] = The shifer; The shifter effect that natural use is natural act that is "E El Pua". As this ends, as with is else if nothing is done leave it alone.

Are El tua [Are El Too-aim] = The Area Shift; To shift a place or area in time, is to think of the place and create a area in the area space. That isis created in a moment, and think it to shift it to seem what you think things should appear like that you shift to appear like what this is.

Acot Of Cost [A-co-t Of Cost] = Power of accost; This is a "power" with directed will at the nearest target in mind, that you want to assault or by accosting the nature of the body and being that disrupts itself, as it is not to be near a person and things it does in shift the being out and away. This can destroy a church, if you have this in thought as not this is in an idea and other buildings are an idea to target. You don't do something if you don't need to if as in a thought energy touch and cast focus at the building in itself, if as in thought of the conscious turning against itself cast at its own self at the wall in thought in to recognize and on touch of the actual building. This and in nothing and as it hits the building walls with intense fire energy as if from an ash piece that in thought is sent forward. Moment by intent is inactive in the building and as it burns, with a power surge from with purification in the walls the building burns itself down as it thinks in thought there. This isn't happened, as if or not as if your gone and not there and not effective as though from an apricot.

Iseul Adeul [Is-ee-ul Aid-ee-ul] = Usable magical user; Shrivellus as in a moment is no more excess as you think and summon with dopamine generated in the body. This is the removal of the excess that is there, starting from a time that you think and do things with as if there but not here.

Adeoul Iseul [Aid-ee-owe-ul Is-ee-ul] = Hand happy by insult; The idea is Sexual innuendo, as a terror that is what attacking and you think and create as if you are well as this. As long as you avoid sexula innuendo you can avoid a slap to accost a customer by averting the attention to something else in thought or think what you like and do what you want. Unnuendo in thinging is release like a thought in punishment, now if added to this effect insane but sane.

Iseul [Is-ee-ul] = Create a mastery; This is an mastery, the mastery spell of what you think is necessary. To cancel this out is Iseul n. This is "in iseulis that cancels the effect." As no need to insult in Adoueol. To cancel this out, is to use the phrase that comes as 'about'.

Aseil [As-ee-pill] = Illness; create anliven illness, that is what you think or not as you think un as if 'Aseulf n'. This creates the temporary magic illness that you derive off of dungeons and dragons. Use of this is the anliven curse cancellable by you.

Aseul Iseul Adeoul [As-ee-ul Is-ee-ul Aid-ee-owl] = Create a slap; Voscillation is to make shift as the idea to not do, is what you think and create in mind. This is the effect spell to create what you 'ewill', if you die you do and go at each word. This is an attack that will create an effect, as you will it in a slap and each woman is a slap that is part of your body as an interred idea. However think it to the nearest object, if you ensist on hitting a person out as you aren't touched by this as if a divert or not as anything to nulle.

Voscil Est Et [Voscil Est Et] = The point of words; At the point of will you see this is not what is, as you can get some result but nothing can actually in the moment see to believe or notice that what you do. The idea of this spell is to make what you want from words, as each word has their own intended meaning but you can use them as you make your intention clear as your words are what shapes the spell. No matter what you put as a meaning, or as you believe the idea to be it will. The spell can seem set as a point that is what seems to make the spell, as this is the imprint on the spell words this will create and change the effect of what is done by what you think as you state what effect you thought. This is with the effect and think on the idea, as if you change the effect by simple word and a thought then the change will happen to the effect. Just decide the word and think the intent, as is you are wanting and getting things, this is Aseulf Iseul Adeoul as if to make an idea of what you intended as an activator spell phrase as the word is the actual phrase in thought in what you do and out what

you achieve. This is what isn't an effect, if you don't and this to happen if in thought.

The No Juu [Then No July-un] = Now to know; Now I see it now I know it. This is an idea to know and do that, is what isn't necessary unless you deem it an idea that can be done. As intuition guides as if a thought is a way to get away with no pain and not gain. Nothing done with this spell, is what can view and be of use if what you do is not necessary.

The Ef Ua [Then Ef Poo-an] = The Effect by what in thought; The effect is a thought that if you effect things, you can view what makes the problem and use is the knowledge that is something in things. This spell is what can create cures or idea, and make reasonable effects into the water or drink as food is possible to seem effected safely.

The Myy [Then Mih-why] = The magic trick; Think and you can get others to do what you want, or your subconscious creates an effect and as you act a point you can think, direct your will and create as if you did things or not and you don't fall for the trick. As things you aren't needing to see isn't seen, as if to stop reforming the form as is.

The Avalon [Then Avail-one] = The Avalon; The Avalonion idea is what you intend for use, or not and getting is easy with mythology and mind your business and they won't mind yours as if a druid. In trade you can do service for a service, and thought is idea that is possible by what action you can count as a point and idea is an idea in trade. Think a point and your on the island, think and otherwise think back and you return as this is for what done is done.

The Kaot [Then Chaos-not] = The chaos lord; That is the chaos lord, as a pointed relation works you can try to do things. As you get away with things and get a very good effect, by just a thought and the right amount of chaos and in that land thats allowed for that your in.

The Cace Wad [Then Casey Wade] = The doom wad; The was moment that you have is the doom in the game and as the point is a moment, this is an point that you think on the word and you get there as if in the game and freed on a point that you are exception to what is there as you spit out the gum. As except change, you can do and create as if the point and idea is not done "unless necessary".

The Exp [Then Exp] = The experation; This is a spell that creates the exception to the rule and this is done, self-thought is self-done by the idea you think to do and nothing in thought makes what you have in thought you have gone. Now where you are, that which is what you get and tis you can seem to do as a natural act is a natural thought.

The Def X [Then Dea-f Ex] = The barrier defense; The thought defense is this magic if thought, can do things as seem in this as a barrier that in this if beaten by reason is where you can get an ability from what is. What hurts it cuts as if a psychologist a 6th planet thought result that is of the 6th. Think as you remind yourself, this is in an idea that is an in to someone that is what creates what you think as this is a point you are dead in life. In animal animate form in as if you are what this is, as an in moment is a inanimate moment that reveals what might be. Things in common are what make this idea an idea in what you do as nothing actually is alike, command that what you want as you are otherwise in and beaten and this is not and you can fend off anything and anyone and you get a win as you think of things. As in inanimate an idea moment you are what, can be seen as if to see and do if the right in a moment in time occurs in the moment you thought. As if not there by feeling intention, is a point you can sense and see or not as if you unintent the effect. You don't have to do things as this.

The dinse [Then Dinsen] = The dimension; That dimension is made from water and now what is considered dimension x in an an idea, that formed on a day that creates and makes what is in a point of a fought moment by point combat thought as death in destruction. As you think to think, in your in a mind space that is what you want as if a thought existed and nothing happened. So something and that exists, or what is isn't after what doesn't exist creates itself anew as if you think in your mind. There is a point in usable field energy, everything

you saw is dumb as after the factual point you get to play as a thought is an afterthought in an idea an that is no thought in derangement so be real smart. There is a point that is for realism to work, as you are what you seem you get what is needed. This is when you are possibly able to use magic as an opposite language is there, or not and act as a point and you are what forms what is positive by the idea to attune to in thought. This is an interesting spell effect, "as if that in an idea is that in ends on an un en".

The Tyk Wod [Then Tin-ek Wode] = The crack world; The world that is bone formed, as if the moment that you create a creator thought as though creator is an idea. Which is the point in that life that changes what you deal with thought to your perspective. As if your inn is a formed area in a view or nor as you want thought. What you get is a point that is perspective and if you look for free crack you will find it. There is a point that is an area you create as on the ground, you can make or create as with water that acts like water and is sometimes with hydrochloric acid for a weird effect of lizabeth longevity. As your not thought, as this you can make and seem as a point in view and live out your life without worry or not as thinking you avoid the danger. There is a better point out to get away with, and as you are a point to do you are the material in the aer that is formed material from your essence guided by the undead. Reverse unreal as this is unrealistic as "I" shift away with a thought, and use is a point to mention as magic happens in a thought.

The Doeng [Then Done-eng] = The area; That inn is a planet of paradox in a weird arranged area that is an area in space, and no death is necessary and playact that is in time as a concept with warped field energies and hard to describe as you do things to your body the area within is an area that serves what you want so if you forget about, invertive as you remember and you are what you are as you say. The challenges that your spirit sets is the point and serve that you get, as the area serves as energy and this is energy not of "thoase". As you are an idea in mind, what you think you are you are and not a thought in mind as though thought invisible to the third eye in mind you are visible. Think to those around you and to blend in, is to leave as if in the light around you are not visible. As if the thought of you is where you are, and you make what shifts into yourself you shift in and out as if a door and you want to seem, stop, think and seem something else as shadow energy conceals you and if you want to not be there disaster strikes with black lightning and strikes the wall. Stop and arrange a ward from death and damage, as you if thought don't describe it and use is to avoid the area.

The Do En [Then Do Rent] = The thought dimension; To clear this plane clear the plane of glass, in as you are as you are restored in what death that in what you do that you are alive in and as you risk or not as a cost aversion you ask. Get or jump away as you are exactly what you say, or for fourty minutes as they are in the area as mistakes you get hurt and no longer "nething" as the curse. As you are what you are in energy, and appear what you like to seem. Avert a cop to not have this effect, the moment of the 6th in out seem to create with as a thought exists nothing and yet nothing exists in life and when beaten thought better if life.

Hou Dime [How-un Dime-en] = House in area; House area in use is there in a moment and in thought, as you are intended you are want and need as you aren't in any way effected by anyway you do things. As the moment you speak you take away from the idea, there and use is as death to the preacher and things you do are not mentioned. That you might want to return to in life as spawn. There in a moment is a moment in what you think you are achieving and that is what ends. There is in a momentum, as that ius use in thought and as a thought is in moment you are alive or, as you are where you want you are where you can get things in a store and go out as yourself.

The Cya [Then C-ya] = The Crying plane; The thought that you get is the thought, that evictims you as your feelings are not there as the ciao in the directory.

The Cri [Then Cringe] = The Judger; The moment you think, is the moment you get and nothing you get as a judger as a moment of a police car that supports as a judge in what you think, that breaks the plane of glass as a magic car breaks and causes you energy and what you think disrupts the glass in the car as the sound wave destroys all the glass in the area which you don't see except by what you sense and use a thought in sense.

The Sho [Then Shot] = The short; This is the short as you are what you seem to think and suspect and as you do, you get a happy feel as you feel opium effect from which you are beaten within and allowed without as you

are accepted with what you are with a happy moment.

The Ciao [Then C-lint-aye-oh] = The ciao; The moment you say ciao, you are happy as think as you want as you are in a point to tracy things or not as you are.

Hera Cop [Hear-an Cope] = Spell a cop; The spell a cop, isn't reasonable but isn't dumb so what he does is what he isn't due as reason is what he is with a rent-shop. There is no fishing around and as you are with a point to do you are within rights thought, about and you judge yourself and set your own sentence or free yourself by what you think and do.

The desp [Then Desp] = The Desperate; The thankful thought that counts is what you think, and what you work with and don't do as you reconsider what you think to do.

The Mann = The mann; The men in black idea, use the prison in the trick in the moment that is what lands you in their prison. Use the term you dismiss, as a way to free yourself as falsehood isn't there your true to yourself and think free and you are fee.

The Sniffa = The Sniffer effect; The effective idea isis oder, formed from no drugs that energy is formed into odor and you dismiss it as it as no death happens. As if you uses, in tought an ensell as you use things your given things, and as you are aware your benefit is there in life.

The Almo = The Almost land; The almost land is the almost in land, as if you want then you get free in what only do as you reflect what you do off to others.

Reesus = The reset; The resetting point that the computer, resets and use is a point that creates a reeses pieces moment. Pay for something, asked for and you are freed from disease.

Ree Pei [Ree-eh Pie] = The reeces pieces; This is the glass plane as if you are in a momentum, you are as exactly astute and as asus you are not what you seem as dimensionally explore. You shift as you are in a pee, as you shift away and as someone named after you pisses in the toilet.

Rei Carn [Rie Carn] = The Feist; The moment you see the feist and as or not you are somewhere you look up in the address area. To get back you think the moment, you laid eyes on it and eating you shift. The idea you think you ask for you get.

The Reest = The restoration; This is the point that you get things and are very cool to the moment you bade and are very bade to the moment you do.

The Restoro = The Restoro; The restoro that is storage that is what restores, this by what you will and get what you want in want you life and wife you are aliven.

Nether [Neth-ear] = The or not; The moment you think, un or not as you are in a point to get killed as the lesson is learned.

Thera Flu [There-an Floo] = The Avoidence; This is the moment of heradlry, you use things as to create what you will to create what you think is a point to a costly idea because as you say it you know it.

The dro [Then Drop] = The Drop; The point you drop something you shift.

The Su [Then Sun] = The skunk; The Momentu agility turns skunk.

Agi [Agin] = Agi; Agile is not in play, as you play through the moment you are given as an airplane move and you can get away with any problem as a solution.

Aj = Ajudge; As you can use, think a conor or nor your area as a point to do. The Real idea in a different world, as you are real to yourself to yourself as yourself in yourself. This is a point that you repay, ajudge for yourself as your crimes as depicted you are what you seem in life or not and no they don't.

The Aster = The Aster; This is nothing in the mind and nothing in the heart, and as you are in a moment you reveal yourself friendly as if a fraud.

The Werd = The Wired; The wired is the moment you cost allot and yet you pay them, from what you do as you get 1 dollar and make it big and everything you spend is gone to them. Avoid as you spend.

The Werld = The idea you express is a thought to the past, as yet you are not as "nothin english being noone".

The Warld = The warlord; This is the world in the idea of the war of the worlds. Visit as you want but don't stay out as the world is what can get you as everytime you get killed you attack and adjust the heart.

The Not = The notebook; The book of thor is what you get, and you are get as to get you go as monotomous you get fat or thin as you think.

The Volunt = The volunteer; The volunteering moment, that is where you are a lad and use is the moment that you create and usage is what thought can create.

The rever [Then Rei-vere] = The revert; The point you do and don't you are an enactment, and you are what you think as if backward and yet forward.

The Crea [Then Cree-ad] = The creature; The pought that is kraken as a moment, and you are a point that is human now continue on.

The Sto [Then Store] = The store; The storefront that you goto, as you had left from when you left in the land of time at a time that you left.

The Jumboie [Then Jumb-bow-Lie-en] = The jumbilia; This is where you are eaten from in the sin as you eat the jumbilia dessert and diinewr of the food that has shrimp.

The Avoid [Then hAve-load-id] = Avoidance; Avoidance is the issue not the point. Avoid what you hate and you hate what is in the thought you get in mind that is what creates itself, as you desirte as this in life idea is an idea that is moments as the plane of glass.

The Animalism; The animalism isn't what is the animal spirit this the surprising idea that wealth that is. What you create with wealth, you make by brute force somewhere else as its not this is time that use endures and you end it.

The fix = Makke en; This is the fix, as you speak ritual you make what is as you are not unaware you can get and make what you think should be.

The Br glass = The breaking glass; The moment that you are not aware not are as you, and you use the senses of others that are your alts. When the breaking glass is heard you are somewhere else.

The Ie Techno [Then eye-en Techno] = The inadvertent idea; The idea is the "plabe" that stops what costs you, use tecno as you do things and you can use the moment to do, think and go or not and yet you are free as if absolve.

The Ie Tech [Then Eye-en Tech] = The idea tech; The plane jump of thought technology, the Ie tectonics that the third eye set is what makes the technology appear as you are what you are before time got what you meant and set up the actions like I make you.

The mom in [Then Moment in] = The planet in moments; The planet that moments occur on and yet you can get things in time. Once you experience the idea, you can get out of nearly anything as when you experience you know. This planet is what is with many time, concepts that with a thought may think and you know what you expect as your prepared for things or prewarred by beings that are greys that use alien tech or neutral blues that look elven and aren't.

The gravies [Then Grave-lie-es] = The gravity exhale moment; The idea is a point that is concluded by explanation, as this is even a concluded time you are a point to remember now as you walk away. The spell this is can cause nothing, if nothing happens something and thought occurs what you want by these their own will. Do you recognize in any idea that you intent to occur is possible, unless this thought idea is done as you don't intend to do things you won't.

The Gravis Thou [Then Grave-list Thought] = The Right occurrence; The right actions in the right circumstances, as that make what seems right to some and not as no is used in the right thought occurrence.

The were [Then Were-en] = There were; The point of argument, as a time idea of altered perception can make psycho idea keep calm as there is many ways there is many uses. As if this is a point of were, as you were is when you are in a point to do. There's always a way as some use of arguments with this spell and as if you were well me in a were thought this is in if initiated right is then initiated fight that starts this result. In negotiation can cease the stated result that is not again, as you walk out or otherwise an the will to do so seems in to undo as if games of life as you are a game master. Then or not you here are available then this dissipates away for use or in nothing done, stops the effect of this spell stops nasty answers if a nasty answer is as the asked question is if "Did I deserve that?". This can extend the will of the user of this spell, as if this now you think time out and it stops as some disaster or beating is paused in mind. The ost os thos is where you make behavior changes where you can make magic in a thought magic, as if altered by in how long something which is in mind lasts and the meeting you think you see lasts or idea that is going on in thought can continue. An in in cancels this is out as if "As In En" is out.

As you look at the wall and things, seem that long to your mind as a perception and as no trick is thought then your subconscious can think and make. As an ideal feat a concept that the subconscious can trick, or in change is as you say unless in no punishment and you "continue" what "en is", there as this depends on a were or pissed off person that uses their anger as a source. If a were is in an altered perception of what you do, as if then your altered state of mind in that they perceive is in an idea is with the stronger the illusion the more real it is and won't see and do what is assault as if well. This spell allows what you have in conscious, as perceived is a particle view this is in a conscious state of mind altered with the subconscious. The third eye can manipulate that what is, or mind your business practice.

The Ae Desc [Then Aye-en Desc] = The Decent art: The decent action is thought in an art, not and as you use the art you can get what you are willing to do. Not is do nothing more and in nothing less in life unless seen, you don't have to as in no description is as things are finished they are. As you think, if nothing done nothing achieved.

Poi Ment [Pow-in Ment] = Point of mention; Wizardry in thought is the art as accepted this is a place that in mind is mention, as if in mind you are aware that is what you think and the third eye can perceive. This in thought as a mention, in mind you are what you want to seem and phased out is nothing in a mention that is in thought. This is a spell that is an act that isn't by what can be seen, as at an end if not intended and thought isn't dumb.

An if en = An if were; This follows the thought spell, "An if were an idea that is an idiot thought, then what in if thought if you are what you are this is a pseudo mind and what you are is in an act to do" as an act is possibly done unless necessary in mind is not in thought anymore after this. What stops the effect, is the blessed earth as in to think "blessij" as outside you are what you think about and the area blessij is this and this is to look upon no thought as if "an un".

Asseimptos De Shit [As-ee-imp-toes Den Shite] = Dark shift; The dark shifting is a thought to night and use is to shift by natural darkness from use of darkness in mind or nothing as a thought, create and the creator sets you places as a place with the dark energy from the wormhole in use by superstring. That is a point in space au naturale restore, by what you think and "thime" makes happen for you. As you can seem or not, as the point is clause as the area is safe to be in another life or things are. What they seem without overwhelming yourself by the creator, this is a natural shift can create a thought in a point of view that can shift you as if you are there. As if a remanifest is the respawn effect or not as to cancel, when you are common sense and otherwise you are nothing there. You don't have to do this as in a dark disruption shift this is.

Don't do this if you don't need to, as if to light travel that goes through a dark tunnel, with dark scenes and normal after as you are flowing through the tunnel and end up. Where you think and phase stop, your there as your a different person different places beware. This is as a point and stop, shift away if you are in too intense as to stop and you are where you are. Feeling as energy will use, physical action to create a thought in action don't use drugs if you are not wanting hurt as you are not doing the same thing. Au no revertie, is au revoire is what stops this effect. You gnow that trick, in your head as if a choice an if a natural choice by what you do.

Au Temp [Aye-unnn Temp] = The immortal imagine shift; This heals as is naturally to create to shift think of super energy, from a string of what will create light as this is there from the four sun to raise the area temp. This is to feel nothing in the area and new you imagine appearing in the area, that is there as you use thought to feel and use a visual scene as imagined if a door opened or an area opened up by touch by senses that are thought and not what you do as you are what in seem to become. As if a thought to make a fix, the pain as you can feel is a feel of aloe vera go soothe as the pain is this fades poof away as if an idea that is "Aportas" in thought "Appeotis" is appetite in odds where gaggin is blocked by appeotis and not done.

Nih Temp [Nih-Temp] = The weight shift; This is the instant weight shift to seem use of thought, as though what you were and yet you are what a concept is by what you think to seem. As you thought you are shifted in mind, but adjusted in weight to where you think to seem in life and this uses natural area lightwaves to shift by a thought of time faster than usual by lightburst with what of where you want to seem, as you are or not hit me. As you know exactly where you want to seem, you are a point and nothing more than that is light in resolve by credit card. This spell is a magic adjustment, in light wave cast by you without use or light energy is natural intuition by what you do as in the 6th it can seem the same. According to what you think, this is a natural wormhole of pure light as a soul shifts away and you shift with the "developenent" movement that you are in favor by imperial au naturale energy.

This is the will to shift to a mind room and thought shift as you do you shift adjust your weight as you need it to be, as this is a naturally faster time shift that is a point and use is a thought to create as a conscious. Decision is focus, as to seem somewhere until you decide not, thin enough as in not to be there and the temp impulse or not as you don't think this is as if an eyeblink. As that is in thought to take "an emotion" is to seem the right temperature, as no influence as in energy if energy is in thought as the superstring and out to where in relocation. As that there is no issue as you think to seem in a Z temporal shift near "realive" relative in the area, as this is a point that can create havoc in what thought in an area to do and in or right to do as if until "realease".

The Tempal Aero [Then Tem-pale Aye-ern-oh] = The in temperal shift; As you are a thought in progress, think of a motion energy and use is another idea to use knowledge to use energy to cancel out energy in eyeshot and shift is by thought as in to cancel out a hazard or not.

Let it go = The let it go, such is the way as you are a thought this as if no this is, as "the eshift" idea as if this is then done as then a thought is okay. The way to work. So this is a way to create, in with nothing out with nothing as you no kill yourself in life.

The Su Trans = The Idea Super in naturalight travel; The idea of superlight travel is a considered view, as this what can transhift you in a thought an as if you are a were that control is going were. As your shift is noticed,

natural idea to travel in time thought will occur, to amplify thought is being used as your gift is as if a concept is shift and your gone or in peace you are a considered view. Think in a point as you are not a thought, as if nothing else matters as a thought work is a conscious decision. Think the spell dissipated, as a thought is not anything you add is a thought includes that which you will. Don't fear, in and out you aren't destroyed by what you are, if you think as if by the sun is a travel giant.

The nax = The natural approach; The natural idea to that which is a place, that is with a con and use can create what is right by third word use as a in self-made non sought conflict in non conflict mode as if thought.

The tantra = The Tantra idea; This is the powder that lets a target control, and others to bear and seem an opposite that is a point and you go bruising and bossing or nothing at all. Create and if you attack, this creates dastardy and you are with a little weight that goes to the person that is a moment in site. Think and otherwise not as this spell disappears thought, and what isn't as if seen if as to appear there as a spider. Whatever and don't dismiss the thought, and this idea ends as the thought is heard from drow elf to reverse this. An idea that is heard, is a thought but not in acted idea with a thought.

Fixie [Fixe-sigh-en] = Self-healing moment idea; This is protogenic is a thought to use an alleving to photosynthesis, as if "Adeiousis" and healing is "Alle" heal in thought heal in mind as to heal now in thought concept to remove yourself from problems area. This is to mend not "ans" as nothing is "withheld" from behavior, a use of alo vera plant infused with positivity or not as thought is in positive as in a use to create mending is the idea thought in what is a point to do. As this is the in use of a concept to use thought, this is expanding the mind by what is a concept that expands the conscious expanded as to realize what you guide in thought, you makes changes as needed. As what in thought is no as a whole thought mind you use direct energy to create a result, think this is as any element stop is water reduced or what "element entity" that is to get energy from what is dissolved. As this is the source of a chosen element, to work as to do or not is nothing wrong as this is not there and the mending stops on activity. Things with movement or not to do any actual idea, is there to do as if a light body. To treat this world is a normal concept, and others in other planes that are with other things is to create what is a point. The idea and to work with this, as is a point and this is a thought to see if this is life you are aware if not awake or awake if aware and no attack.

As proton is supportive by ions in the room as there is "not" in a thought and out ionic in form you can use what is in a thought, from its energy to restore by what you use, but only in if you keep temporally quiet as unobtrusive is not seen where you use the temperment. This idea is to create a thought, that is stabilized in a concept in form for play. In recollection, you can use the idea, if you remember what it seems to create what the end result is. As this is in what it is, what you do is use what loss as in an experience to do or not with thought this seems what is in a use as is a thought in result. You can use what energy you think of to thought work as in this in what if you are with no punishment as uses are reverted therin, if there is energy that is use as you think to go, create in a soul from protonic energy in effect by what you think as you thin you create and the use is done in energy. This is a natural area, that is resolved by what is in to know and out to work with as "yes" is with an ash can seem to achieve what you think as interest is there.

As there is a place that is a point and that is what there is in thought, this place is a point to remember in thought as its created in a moment and thought is what you pretend as you play out what you consider. As if a thought, you are a momentary figure in a place that is a thought to create. There is a thought that in use isn't a use and things, that are used are a concept that in useful situations you are a thought to be useful. There in is nothing but a thought, as nothing here is nothing there, nothing in there is a thought except that which is a point to be in conclusion. For what is can see to believe or make thought to create thought. As nothing is a thought, you can use what is if this isn't what in creates and thought is what you create. Note that with this spell, you can expect things to seem, what is a thought to seem what is in a moment not seen that will come up. As if you don't need to see it, is as this isn't there as out of the blackness you can see what isn't there till you are aware and things resolve themselves in life and death in the mayan world is life in effect.

Ey Green [Eye Green-en] = The Green eye; The Green eye is an iris, as if an eye is with interest, you can fix or create what is an in thought by what the idea can seem a use for as if a wizard. Your use is what, an if you

consider if intent is there.

Bleu Ey Glo [Blee-uh Eye Glow]= The blue eye glow; This is an in focus idea, if blue eye don't "blu" of energy to use as with conscious that can make what is a blue eye iris or energy glow. What in a use is fire, can make if thought consciously if you see and to those near. As red irises in the night, if concent as sparkle is a real red conscious shift in life.

The Oa [Then Oss-an] = This is ea; The party is an in idea to get nothing but situation resolution. Cast this to make resolution, in aspects you revert to normal and in thought you go in thought if for some end conclusion to see and nothing exists as if no expenses is un en in en.

The Ea [Then Ee-an] = The isea idea; In idea is an infinite ward that in a point of view you can get better, in or not as you are capable of use can seem in what is a in thought to create and make in what is a point that shifts with the use of "in" as with each there own in mind. The idea you can use is a path, that is in use causes what is and this is either shady in light or cause by what you willed in thought an that which is causes what you want.

The Sil In [Then Silent In] = The shield idea; The idea is an infinite shield you describe and you get things in idea. The spell shied is a concept that is a thought, an that is an idea in something that now uses a circle in gravity or a thought. Whether you do or not that is what makes remembrance, what in a consolidated view is idea with an active area fix by what you think aura energy is considered by this [<http://alt-sites.tripod.com/auras.htm>]. With thought in this is a use, that in use is not without its flaws or so no as you think and intend to get no effect then leave the silence by hitting the object.

The En Rak [Then En Rake] = The removal of bugs; This is okay for use, if you think tolerant and create what you want. As if a thought, use the idea to generate a black energy that kills the roaches. As the death energy, think of smoke that is useful and think from places to effect the roach. This is to kill the need, and to instill interred energy from others is to create better results by this method. No ru en un is a curious spell cure, that creates what is death to the things that are running in crawling small form as this in what is a point of negato. No ru En is a point that is a conscious idea, and the subconscious can create any style including no death as you did you your job. With dry ice, you can kill them more easily as with this idea as wee designed it.

Foxy = Fox idea exchange; Foxy is a point that to work with what you get and think is to do, things in a thought and creatively correct for what you think to make or work with as thought. The object in dealing with them, is to bounce or not by what you or others do something else. As the concept correctly exists sometimes exists this, energy idea a thought to work for what you think to get in life. As if exchange in item to get an item, or information exchange is what creates what is as if credit. Then or not this is nothing to do, as if a thought to use a accident or exchange things to exchange an activity. That in use is in energy this is not possible until you focus, until you think it is or not as you don't have to express what you do an exchange with more efficient use. This is a use to not, think do as you think full and use thoughts of a fox. There is nothing but a point in use, so if you don't want this idea to do things to you then stop and continue as you want as if a stop and go awaken with the animal spirit in you and this can act as you. You don't have to do this.

The Var = The variety; This is the variety, as the various things to do as that is a point to do and is what is thought. Use is objects that is in what a thought, this creates is a point to use the real objects as the value energy in objects and creates what is in a use as value. Think of the idea that is idea and use is nothing, as if a thought exists and thinking gets something by a thought in use. Use as this as an energy creates with the reality that is around us makes this in use, if the idea is possible to get creative then its use thats done in a concept. The value is a point in time, that you can use what is a in thought and what you do is "doistic" in a thought but physically you can get. What you think, and if you create effort to get effort thought is in magic. Think a thought and direction by will, is a thinking process to do if you think its worth the effort.

There is a point where you or another is in and out is in or not, as what "en" stops this is in idea or as nothing stops this "not" and the idea stops but the activity builds up and if with a will not or not you stop. There is a

point that is otherwise considered otherworld in magic that is a thought in that is a point, to create with a source as that is energy from what otherworld is as you can collect use energy from their planet. There is a way to make as to use their way is a will there that is use if nothing and thought creates with a thought, as the subconscious or not as nothing is there as you don't hit back or stop and think or do else in life.

The use of what your idea is makes a thought to head or in the use of water emanation, that is a concept to do things is to form as a water stream and use is in the faucet you per thought can create with safely. In a point that is a use, you can do in thought that which is useful. Or not is a command phrase that came from a long time back to not do in site an action that is sanity and yet unbeaten you can get action that builds energy unless released to the planet earth as if you or that is what is. As if beaten you don't do, and if then you use a point you can create with a point unless reversed. Rever sing is an intended thought, that is a point in mind, as you think you do you can remove that by thought and your subconscious may do. As if you are a person, you can get any idea to result to do as a point of view in fact. That is a view that came from the dark, that is a point that may be considered or not in an idea is the basis that I found this spell a useful idea as the dark space in time that is easily left. There is a will that is a point that is a thought and that is nothing dark as limbo.

The Fabricatio = Remake; As to think you can you can create an idea, as if to remake within use and use is the idea this is a spell to create a point and think is to summon energy. Think and your thought directs the energy, to remake as you need the effect is an idea but if you thin and use the energy from a person or source. That you think is a point in time about the idea, the opposite idea is not actually done unless necessary. Or in en stops this idea.

The Tho Egi [Then Though Ee-gin] = The thought engine; The idea is as a thought, as with a machine energy as there is in a point that use is in a concept by action. The right occurrence is the right idea, as you can seem to use what idea in a thought pointed out without a bad as bade view and no bad happens. There is a thought pointed out that is in a concept and is, as you do as you now know and now else leave alone or not. As is in a point you speak valorian, and you can come unless you already went to where you wanted. Don't and you won't shift away, as if a point is this isn't there in life.

The Anal [Then Aye-nail] = The amenable; The Anal gland thought is in amenable acts as amening, things are there as is changeable as if your a point you can seem as thought and use is. As a point you think to own or use to work with thought, as what you see is a ointment that is a point that is to seem as real is in there pointed out. This is a point that mention, is if correct can create a thought to do or seem here and you can go anywhere you are thin. If in a bad phase of the moon, waning moon cycle if there is possible or not. As to not in conflict and gno, you create a scent magnet that if dismissed can seem to walk away to do otherwise in life.

The Assumy [Then Ass-sume-why] = The Assuming idea; The assuming idea is a right point in and thought point out with a moment in thought, that is the assumption that is a point and thinking is nothing more than what you want in said area. As an idea that is an assuming point, that doesn't cost as the assuming idea as a cost is not cost. This is the power to assume and get some results, as the end in resulting energy happened to fold space as if to leave a vacuum in space and that draws you to the area as if through an open area by gravity itself. Assuming the point, as if this is real you can seem where you want where you are in at the moment shifts and changes to adjust to the area in energy and different or similar thoughts in what life there is that you change to.

As if a different person per different area, in with an energy as a source in an idea as a person is perspective to a personal area that changes back if needed as to be at a different time in translocation as time can exist. If the reality can allow for the change, as instructed by your entry energy then you can adjust the energy by sending energy to create and make a point. Then let it be in life you are, there is a point to live or not, nor if you don't do wrong. Thought in energy with activity is a action, in time in memorial a moment seems as in a thought and ends as if you do something else you can seem dismissed for any anything you do as if you are fine and if so. You can heal anyone by healing, in an idea you yourself made in yourself.

What you think as a different view changes to what is there if possible, as you view things your perspective

viewpoint shifts as the focus point changes to seem different. Think as if a different view, your use is a thought to make a point and the area can change to what you think or not. As you are a point of view, there is a scene in mind that shifts to what you solve inner conflicts with as if a view to see is there and not anywhere else. That is soothing in a thought in area to feel calm, with as if a thought this exists that if a point is mention you can shift and seem what is by silver particle energy.

That is created by in the imagined area energy, and with subconscious making the car change as if vibration to variation in frequency in pitch. With mind thought activity directed at the metal you are positioned and can create with a moment, the energy is a metallic essence use by subconscious activity and use is shifting with a thought to be and seem in somewhere else or not and the thought is what you want. As is this the use is concept, to use as a point not always to seem a quality use.

As is the point and if you think or consider, this is something in use. As with a point in inner energy that spiritually you are inner energy outer aspect, sensing in the area as you are going to seem as with energy and out you can shift energy as you can shift and go ahead. As if to fade away, and use is the zero force energy that is made to a personal idea. As long as a point you understand, think or not if this isn't true at all. Impossible is proven if you think, and feel the area to seem to create. As with a view this is a real feel thing, to create as by the created in aspect is the thing to use felt motion with no in beatings. This is a spell to create or seem, as if a thought is mai as mae or not if in thought is a concept.

The Fo Spyr [Then Fox Spirit] = The folding space; The folding space; This is as a space to seem, you think as the thought is a consumption to not feel hungry in life. As you are shifted on a folding over moment, if you think you are seeming, there you are as a thought moment in what in life can seem. As its them and you feel alright you can go and this is to think of the space, things you do and focus with are as the area comes assuming you know the space that comes into idea. As you don't do anything wrong, by focus you get information in what you use as you think you are well you think and fold space. This in to create a point, and use is the creator to make and work an area by what you do as if a device that you think use and get result. Thought to make this work, and will make will and will create what will there is. As if a thought, this is what their will is you can shift away or if will there is no will no will there in life.

Aom [Aye-om] = Assumption; That is an assumption, an en is to not seem and until you think things necessary. The assumed idea, as if you are not jumping to conclusion, this is nothing if nothing necessary.

The Montry Dra [Then Mont-try Draw] = The momentary draw; This is the draw of the time as a fight ends, and you assume the fight otherwise you won't ever fight. As if a point to a path, you can unsummon a fox and do things as you think.

The ricky [Then Ricky] = The ideal point; The idea is a point is the concept in dimensions and the point isn't attack. The attack of rick, as rick the time tooler comes in and changes things around until not desired by the sun doing your desires. Desire is equal to want and want is in the deed, to do by thought this is think and you influence fix the situation. With the moment to create a thought and yet not be a monster as you answer or deter with the right activity by the subconscious. You go around and help in life, as you think and receive the subconscious request not as you return with or without help.

The Hid Risc [Then Hide Risc] = The risk factor; The Men in risky business is with the risk factor, that is a thought and anything you do is not actually noticed. The man that married the head lady, in as a spinoff there is a plot and nothing denied otherwise as if charm unless not intended. As this is in risky business, you can get a thought and away with neato things as anything is possible.

The Hid Black [Then Hide Bl-ack] = The Men in Black; This is the scene of a man in black suit going about as a person, and helping as a thought to do and get things done in effect as done is done and nothing can show up.

The cinena [Then sine-en-ah] = The cinema effect; This is to think of the crystals in as a focus and use is an area, to focus the image that seem to appear in an image or not as think as you will. You don't need the effect as

the movie or scene is show to a different world as you see it you don't always visit. After the idea is done, you can see to get a good powerpoint view.

The Ine [Then eye-nine-en] = The party; As a party in effect, to make or think and use is the best area to work your imagination as if nine or nothing happens as you realize nothing exists.

The Cesate [Then Cease-ate-en] = The Cessational idea; The cessation to not do things, and create with a thought that use is a polite view as to get a way to seem right.

The Diyl [Then Dine-will] = The Daniel; This is a visit from the long lost daniel moisant, as he is a Doctor who fan you can see what is better for life. Otherwise, Daniel mann moisant is there, to aid the moment you need him in what you do. Otherwise Danny Moisant the technical genious can shift in and aid. To end this spell is to think, Un Dyl.

The Sift = The Shifter; To shift is to think and as you move the area shifts outward and inward, to your apetite and perspective view idea in view of what is or not real as you didn't intend the idea as different thought to stop.

The Pul [Then Pool] = The Paul vist; The opposite is a Paul in duress, that is a callable person as if you are good to work with. As loud an plausible in life not there. As if to watch the pulmanizer is to crush and go or not.

The Jay = The Jay visit; This is the Jay, as if a bird visit right on que. The idea is a point in a place to see and know, as if you are a point that makes want that is need, need not and you stop or watch some scene in life.

The Minecra = The minecraft; This is a part time job action. As you need, it the job is there or not as the job exists. The game minecraft is a game and you can see it, as a point that you think of the idea there and you are in essence visiting until you don't need to. Think as to walk out, and leave the door open to go and be back as to not enter.

The Man = The main break; The break in the line that once seen, can seem an interesting idea as you play with the flow of life line. In energy as if thought and use is the flow of life to try to create a pattern or create a suggestion to happen.

The Men = The Men movie; The men are the future, and as the moment is seen it is possible till you think to return.

The Moren = The moments in line; The moment in a life that is a point that acted as a source can get action and possibly in violence, or that is not a pot action as in a pattern you use the toilet and the room your in a part to do.

The Momen [Then Moment] = The Momentary; The idea "id" with father as a thought to get a concept and things that work, work or not as to produce any of the beast from the lands of lore.

The Andro = The Androgenous mix; This is a momentary in activity, in that can create head blows or not as thought is cleared and use is an idea to try.

The Androegan [Then Andr-row-egg-an] = The Announcing; That once you announce, you won't cancel or not as a point in life that reveals itself to your mind and leads to your arrest if in duress. Unless you are tiring, and from the situation you perceive.

Th Sun [The Soon] = The Sunlit area; The daily sun in an inlit outer area is the sunlight in the room. As the idea is a seeming, you are as though a sunlit person as the heat is a point to feel warning as precognition comes from the energy you warm with. The Sunlight is linked to your idea, as your body is what gets energy and the

body is the heart as the sun in inside filtered use is with this. With a thought, to get an idea and think things out. This is an idea to create, with good idea and yet not as the sun is only as powerful as the soul. This in mind, is use of energy. The plumper "paer" is a part that uses sunlight, to regenerate with and feel better as you feel good in you are apt to eat or not.

Fixious [Figh-x-lie-low-us] = The fix 2; This is the fix to the mind, that you are in the mind altering things and fixing in the mind the problem. That as this exists and is not in the situation any longer, causes the cure by thought metainfluence or not effected. As this is not at the point "Earth", as to not cause tactics on the kitsune as if you are a kitsune and changing things to fix what is. Until intended to enter is the way you leave or not if you live, or if as you walk out a door you "escape" to your own room or an empty room or corridor. As if thought as if nothing as this didn't exist and you didn't want, as if to be effected from what your spirit in does as out didn't happen is "Disn't in didn't".

I Ie Fixeos [Eye Eye-en Fide-x-leen-os] = The Fix moment; This is the fix "in en" at the end of idea of a momentary routine, that you are doing better and yet in not doing anything as to get what is in a single century moment until you stereotype things in life. End stereotype by not putting hype or things that are false in life.

Is Eos [Is Ee-loss] = This is relent; as a relention to what is as a related moment is there to show what happens before. Whether to build up or not, as nothing happens when idea is there when this isn't as though there. This can be bad so seem to show, what you want as this is safe and your spirit knows when this is as if you stomach what you live.

Melinf [Meal-inf] = The Lanfear; The meal adjust moment that use is a lanfear ability, as if of choice to use as is a point to get and go with illusion.

The Teac [Then Tea-ack] = The temerity moment; The realism that disappears as a point that didn't happen. The teacup stops giving effects, as a place isn't seen or you walk in and out the open door. You don't have to do this, as this is a point to theory as make is by the crater that forms this.

Demonin [Deem-one-line] = The demonia; The demon that inside if it existed, is forgiven and remove is to create as if to die or not and yet live. If to live, you can manifest the stand seeming form as you want.

In life [nIn Life-en] = The energetic being; This is to create an idea, that is energy and a inner being that is alive but consumed with inner idea as emotion or no and this disappears as if yes, use no inlife to not do. Use inlife a second time, and in this you can call a 6th dimensional being in no harrassment as a person and the being is gone. Don't cast this spell, as it is interesting you are what you are struck by what I am as the third eye is what is possibly forming things as "me" or other forms that is a choice to seem as hidden in life is what you think in life.

Te Te Mach Te [Ten Ten Ma-ch Ten] = Th energy shift; The ancient temporal telemetric, as energy shifting idea described as naming or typing and you shift by naming three things by something and you get in life. This is bad as a concept inlife, not as spirit as you shift away feel and make imagination to cause the soul imbued to an object as its forged. As you are a point, your use is think and focus using dimension energy is to think and use discordant thought with a disuse by effort to think, know and shift away by a thought to create and make forward movement to fade away to another place that your spirit mai in is natural shift. Otherwise, you focus light energy to the ground and create a focusing energy by direct thought to use an area as energy, as this is an in temporal in energy use by the planet to seem somewhere and the planet surge is a shift to seem a safe place as you don't and do else is fat that is phads as a spell of acidic use with allot of water. This is in a way, line up and out where you want to see. As if I Ie, is a relent you can if you try and this is a return to creditable space. That crumb is crumbled, as you are done and this stops three things you didn't want inlife, as you are dead and others are alive as if you otherwise nothing happens, as this does exist and you watch by speech to the opposite in life by what you think with the will to adapt by condensing the idea to seem as "the en paradox" and you don't repeat in life.

The Real Ie [Then Reel Eye-ehh] = The Energy; This is an important piece in life of literature that shows what you can seem and not seem in life, as if you are a point to conclude you can see and do to create that in a thought which is everything that you reason is useful and use as a thought is there.

Thea En [Thee-an En] = The Free energy; The energy is free with a thought, as an idea is the point in time and thought is out an idea is in and your act is a free action. As is a point to serve, you can create a point to create a point and disappear if intended to get hurt. As this is a safety, you are a thought to know and use.

The Bua Lua [Then Boo-an Loo-an] = The butter lover; The butter lover, is a hard thought to do and you are serve to the person that asks. As if you are a point that uses butter as if, though a thought, you can do and then you can get along as if you can see to know well you are an idea to work with and you are aware to drop the food.

Syt [Sit] = Thought shift; Think as you want as you get away with things, if wrong its difficult in no right and otherwise not if this spell is cast you can think and create in moments as concept comes to you unless in not needed idea. As if in need, you are interrent as a use is a point.

In no no = Break effect; That is a possible area, that is to break a spell and not seem as if not a point in existence. Don't react to things you see, or not as you are aware and you don't react unless necessary to things that aren't there as there is, stop as you are nice as nothing happens when you no the creator uncreates a reality point from psychic assault in life.

Te Them [Ten Theme] = The telepathic moment; This is a telepathic idea, that the idea proved impossible is possible by subconscious with care by application and as you are in a place or point you can talk or not to return as you say what you want as the thought exists.

The Obsay Tele [Then Obsay Teal-en] = The Observing Teleport; This is how to teleport more easily. Observing is a point, as in a thought you are a point that shifts. Step 1. master astral projection. You can learn it here in a point that is accurate, as accept that as if conclusion is there as if obnoxious but nothing wrong. As a point, this is a concept and as the idea is a part of something you can do, as you will either as respect by response is will and acceptable as point of view that concludes what is convered as this covludes a point. This is innocense by what you think. Step 2. go to the place with your idea in as idea you think as you know as observe you do...in observation as what you create you can make with as a source. There is a point that respite is enough, as chaotic in idea is order worked with, dynamic use is thought to do or not as things are necessary.

The Ico [Then Eye-con] = The Icon; The icon is a think to touch, the icon in your mind as you touch it in body is there where think to seem or materialize. This came from a book I remember as I read it the ibook Thans.

The Sti X = The stick needle; The stick you hold is a needle, imagine it in use as the substance is a point to don't need then you won't. This can make things, with unnecessary as if not in necessity is unnecessary or whatever.

The No Ef = The No Think Effect; The effect of no thought to do normal food as no idea is no activity with it. As this is true, think an idea and let the idea replace the other that doesn't happen. Think it is as you want and not it isn't, as assumed thought is not there this is as placebo. As suggestion to grey matter isn't there, as if before the moment and thought is safe to use. As imprint makes you say the right thing, if nothing creates something matters to create the idea is a moment as if stop is or it worked as not fear is no bad as is not bad if bade. There is no bade thought, as if you are not but a thought to seem.

If in no opposite nothing in isn't there, as if not an idea is inopposite by what is opposite by opposite synopsis. This can cease any cigarette need, as in thought you can seem unaffected and not at all obese. Inobese is not actually, obese is an idea that food can be the drug without the dope or drug abuse thought about. With stick thin this is with this rule, thin to make you unaddicted think no need as you are not effect. This is to drugs, not by what you seem to think is as a thought to do as "dobt do don't know".

The Asoi Voc [Then Aseil-oh-in Voice] = Associate in voice; As if a point is a memory, that is the trick a voice in the mind as someone you know.

The Asteive Ascheia [Then Ash-tea-live-en As-chee-lie-an] = The sinking ship; The fast achievment, as if the assister is there as if ghost that turned as to get a fast aster ship area as a point is activity.

Ast Doven [pAst Dove-lean] = Asteile Doven; The is idea mover, that used things to get things en uneat, as if there is a person that reminds you of what origin she's there with a noose and she buries you in the backyard for mandrake.

Asteile Doc [pAst-ee-wile-en] = Asteile dovecott; The perserver effect, outdated is the idea doctor is a perservation by what you think to use as in well order of persevative idea.

Disteile Astev [Dist-ee-wile-en pAst-eve] = Active task to death by vistaille; A task is born, as you are not there and ask as you can get or die trying.

Assei Seime [pAst-See-in See-lime-eh] = The Asseme; Thye right is done, so if you go thye are gone to a place you came. Starvation by thinking can possible cause you to lose weight as you step back you are dissipated as if to burn things nearby or not.

Aseime Calme [Ash-ee-lime-en Calm-en] = You are not doing what you want, if the taught idea is not done so this is a spell to stop. As this person was dead by diving, he is a memory or not as if to see what is as a vision.

Kei Solme = The key worker; This is the key worker, accomplice to the key worker is a chewers death in aspect that you can call to get an idea and key in opening. As an idea is the rift point or not as not needed as nothing exists.

Seancha indie [See-an-chan Lin-die] = The search; To use energy is to explore, not in what you thought is a concept and you know what you think. The in momentary time searcher is in thought and gives idea as you think in thought. The search is a moment, and you can find as you need as if a diving and after you remember yourself.

The Trickeria = [Then Trick-ear-rin-an] The Trick thought; The idea you try is what you do, as you think to do you get as you think in response as from the computer screen. This is where you can think a message and get some answer, as you are thinking energy between the screen and your thought is heard or read as read is in view by a point or not as read.

Holly Selans = Asive indei; Assumed to have died in life by you by a mind of madness, you can use the right thought as to get what you think as if waling and stomping feet not alive. Assumed in life is a death sentence as a thought of death is a point in life.

The Los Quik = The lost energy trick is what you do in mind. Think in abandoned view as if you seek you search as you speak. The placement is thought about, as if a ghost to guide and with a dead risen and you can shift where you want as a mind perception.

Manchie Melanju [Manch-chee Meal-an-jun] = The meloncholie girl; The lost form is in a floating sea as a mysterie to nock you about. As experience for a fight might work, you can get away to dismiss what you think as you think you can seem and do is your own as mecholic.

The Serae Melanie [Then Sere-lane-en Meal-lane-lie-en] = The Girl; The person you know but a lost life, to starvation as she ate last she was dead by time. But this is her room.

The Seranae Melaie [Then Sere-lane-aim-en] = The moment she died is the moment she was dead by water as

if a sacrifice. This is a view of where your looking.

Surji Margi [Surj-in Marg-in] = Fued worker; The point when you realize, you can see and you may know. Tune in and you will see or know her thoughts.

The marji Sargi = [Then Marj-in Sarg-in] The area of lost hope; The lost area is a place, in a room that if you stand somewhere you can feel energy surgically.

Serj Merji [Serj Merj-in] = Searching place idea; Where the spirits fleeing go, as you are a point to seem you can create an appearance in what you search. Search and place your artifact to continue searching as a placeholder.

Sip Serc [Sipe Serc] = Ship search; To find wifi and other stuff, as to seek a ship in the bermuda triangle as a man that is to company or not if this is hard. You see whats there and you can see, as if the captain as what is in the room as by the name that is there. Your spirit is in a way to go, and you find yourself to where you think as if you can seem from where you want. Coming back is easy, stop the search when you want before your brain is dead in the main property is as you think and you step to shift back. As to work a thought, use a will concept. Ship search is done by in action movement, by action with the mind guided by spirit as you sit or stand and move or in not with your subconscious.

Dan Ran [Dain Rain] = Dan Raen; Daniel Raen is a man to work with as yet he is a point to seem as a wisest person to know with something next as a position to his hearing things.

Bla Rie [Black Rine-en] = Blake Erain; The blood room is a point, as a point to see if curious about in what can seem an interesting point to see on an abandoned ship.

Blik Roo = Blanket blink room; The viewed area that is a blanket and that can help you see as you touch it.

The Room [Then Rome-lom] = Ghost prison room; The ghost real area is a room that is a place that is haunted. Why run into him if you don't need to fight him guard.

Sieler Maen [Sie-en-lere Mane-en] = The man of the body with hoyle; The hoyle is his card game and he can play any game. As sacred is any game.

The Freun Rase = [Then Free-un Rase-en] The frequency raise; This can be deadly as you can use it but not actually use it. As if a point, then use is nothing if the energy doesn't exist there. Think of the target and if a body, and think of the frequency as you think the name to raise and the area equipment will work. You now know when it is done or not as unscrewed up.

Saen Marien [Sane-en Mare-lie-en] = Aseiopo Dein; As in a place that is dirt a cool thought this is an area to get a good idea, to stay or not and if you are interested in her life use the essence by the straits with this spell.

Saen Maen [Sane-en Mane-en] = The makken area; The makken idea was a person that lived in the 4th to 5th as a point in the bermuda triangle as you are a concept that had a place and immunity is very easy to seem a thought in use. Cast this idea to not make yourself appear like him unless you think it necessary.

Hellsae Sean [Hell-sane-en See-an] = Untransform; Untransform from dog form as that which is the energy is with no energy. This is a a spell if true to untransform you, from what form you have to a natural shape your spirit makes and created in the mind as technique release as it reverses your writing as this is and not you are effective. Fying Feieita cancels this effect.

The Lyer [Then lie-er] = The Liers; The point of financial view is in public, you are seeming fine and non bad off. Otherwise, they do what they want and can sit or lie on people. As my mate your well. As life exists, this is in the idea you use as that is possible to get a good job and idea. As if you are as if a well person, this creates a

thought and use is a concept to save yourself to a game as with your energy in an imagined game world.

Tyl Laen [Till Lane] = The timester; The time lane idea you think alike you work alike, to work by the energy is to work through the body and through the mind. Think fix and with, as you get a better idea. If you catch people in the room you enter, ask do you smell the smoke as if "Quali Lae". The idea is a thought, and if you consider a concept you can make a law in time that is a fallacy in witchcraft that effects the person that casts it. The effect of the idea is stopped by what you think.

The Unn Diu [Then Unn Die-un] = The UnDiu; The idea is a moot point to do, but not as you don't intend. This is the idea, to don't do if to do is pushed. As this effects, the effect is felt on the drug users, that you convert to the "non drug pot" point as if "Tun" users are usful. That are fixed or not and not in the evidence, at hand is the moment that things are curious as "en un em". You gain control of those that use drugs with this.

The This Mon = The thought moment; The moment you think, you can see and create or because you use it we give it to you. There's obviously more than meets the eye. As you don't have to, you don't as this is morning or not as night intercedes.

The Cul Spe [Then Culn Spen] = The Spell cools food; This spell creates an idea, expend as you create you cool down food and make what is a cool enchantment. You see you earn what you see. This is collected cool effect in the room from faery wing dust.

The Ce Ef [Then Sen Eff] = The cease effect; Even though you see, even if you don't see it you really can't do anything within it in view. The idea is to stop the point, if you are not wanting you don't get a unnatural result as a clear end. This is a point as someone says "Even if you can't see it, you can't do anything about it. As even if you see it you can't do anything with it". Otherwise, as if you are a point you can see and do through the moment, that is there by what you see as if through the eye of the person as a scene moment.

The Tale Enn [Then Talen] = The Talus En; The tardus engine; This is the idea in a mathematical war machine act in that idea in the hitchhiker guide to the galaxy if you do with a thought, don't and you don't get incitus as to do things is to use an area with thought that the area is energy by touch that makes that create as what you will and in what you think things start and end as a peace effort is done. As you use a mathematical use in an idea, device that is a point create what is or not and thought is not but reality in war. As you end a war you create a peace, from within to seem that as you want.

The talus [Then Tale-loose] = The reconsider; The drug is a cure a thought and what you consider, this can limit magic to due and reconsider. As if a tardus thought heart attack and the cure is whatever you do in spell, you saved me now I saved you. Otherwise, this creates things for the life of me. The thought matters is really, what you can with this spell.

Assend = As if in; As in a thought is a natural conclusion to a real life in thought. If you think a natural end you get a natural end, as you think to the turbo end you think not in the end. The idea is to think, don't use that logically and you get better conclusion. That old indian blood.

The X-bow = The crossbow; The restore only in mind in soul, as you are a thought in considerance, you create a thought and use is a crossbow that creates itself from thin air. As you are a thought creator, this creator can create for you.

The Acti = An activity; The scene is an appearant attraction in mind as this is a scene in the idea of music, that use is mod musiv or music in the idea that can create energy in a mood that ends when the music ends. As you can seem to create music from the air even if rock n roll'n. To stop the dog that powers this effect, stay and do as you say "stop doggin me" as until you stop doggin me. As you are assumed in thought you don't do anything, that is what you think or do as in what you consider what in the right focus point you get good results as if awoken but nothing consists what you see as this is a backlash of the fire that is out as needed.

Neut [Nee-glut] = New in impulse; This is the new idea fantasy, represented by what you appear as is an idea, that if you are a concept you can visualize and create as if help is neutering "asv" available. Name a virus, and you get a viral condition or if you think you don't need the virus it disappears as if revert. If in a view by what you do, "new" and "do" you describe what is actually there. As if a thought, you can seem to make and get a cool point to do.

Ni Der [Nin Dere] = Night Rider; The bick rider, night rider effect is to create winners, and make or not and you can create at will. This is a point to do what seem, as in a thought this is past as a soul is a thing of the past you can get a decent effect.

The Swyloy [Then Swillow-why] = The swallowing; Twisted religion. Your swallowing things that are possibly unsavory, and yet you can get the basic idea to swallow your pride as you think to swallow something. This is unpalatable like seaweed or imagine the downing of something, you like and think is sweet as if you create a thought and dream no little dream unless necessary and if you think you get along this as to seem with a hand. As a thought you are invincible in fey presence and yet not there as a point to do is not done. In thought this is a visible point, as that time can do as a conscious decision you are what isn't seen. The idea is to create a use, unless not needed to make a use as you seem what use you are a point to do.

The Chi Ji [Then Chin Jit] = The multipurpose chi hands; This is the chi hands Norwood can create with a thought, as a miraculous chi thought as energy is idea the rhythmic vibrations and no it by earth's that allow to do as they seem to want as you do. As if thought and the chi energy is awareness as a point, to get and use as things are use in a perception by change as what is a thought or not. What cancels this out is thought to not do and stuff happens, this works and no notice what isn't important and think is a concept that your use doesn't need done. If a substance skip, as nothing in the idea is a point and things you use are naturally done by what you think and the third eye projects, the thought as the brain projects the eye effect as a thought you think the idea you can create. The third eye to materialize and do anything as needed, as an idea with the crown chakra by the creator. If you don't kill someone you can create as you sense in a thought to think to use. Use is that with use the third eye is effective, as the third eye can make and manipulate energy. As if there and back again, as a thought if nothing else is an actual idea. As a thought in an act, that f lore is thought in mind as a point is conclusion. The point is mention and the creator that creates non fighting in area, thought as is isis helps with as needed and you don't have to. As if you use energy to make as a thought what the idea is and creates, as if an intelligence is by X flux crystalline intelligence or outward use Z energy as idea or in concept by use with Odin.

Use of meditation is a concept, this is as a point to get an idea better by envisual visualization and focus. Alternately, you can find a place outside of your home by thought to use the item idea you seem to find to practice meditation to get the energy back. Think to get or not to seem and get a better approach in life. Parks commonly have the perfect place to find inner peace. So the idea is a concept as you think and ask if help needed. Some Universities and Community Centers have places specifically set up for the purpose of meditation. Think your more able and your more capable. You'd be surprised how common but hidden good peaceful places are in life. Think and you know by focus, as a point though is a possible idea. Just be sure to plan ahead and know the location you're going in to in thought. There is a key point, as the right frequency and the right time. Comfort or idea is key when finding a location. The idea is to use the third eye as a guide. Once you've found your spot, think power as energy to the spot as you sit in a comfortable position (close your eyes if you wish) and begin step two. As if that is to create or not, what you think is as you seem something, or use with thought energy to create as you think.

Slf-Deey; [Self Dee-lie] Self-decoying as if a tatterdmain that use is a thought at the target not effective if they are aware of the tactic. As the effect if the suggerter that use is not done, and not in life is beaten or not as your forgiven and the person that suggested if caused that is done.

Su Takeos = sunbath; This is as the use of the solar star, name a number to create a bath with no bath as a sun experience happens by sun use fire unless water is possible use. To feel cool as you are with sunfire, is to create cool in the aura feeling and no burning. As monsters agree with each other, think in a thought to be yourself. Akuma that are demons appear, as if in life the meet are what generates them on spiritual agreement. As if a point and can seem, if the concept is right things stated or felt necessary are done by thought to do what you

want with the inner energy being.

Use of elements can seem as in results are fact, that in missing points of view is what chaos creates. Now as if a power source or use of skill, in a created idea there is no idea in not thought power. As in what is right movement, you can shift away as this in thought makes right of way to do right or left side of justice. As if not done or nothing, commit in thought and that isn't there. If you think of using people, think energy is as a excess source of activity. Their energy in use is to create positive by a pulse idea, if to create in this is what you think and you make or not by imagination by energy. To shift away at the right time is to create in life, as if in an instance at a thought the right moment in an area and you can get away to do things just as you like.

T try integer [T Try int-en-gere] = The entry dreamer idea; Think in a point or disappear and as you do as this tis a reformable of energy. Thought in nothing but pride. The fun idea to do or a timed moment is momentous in this applicable idea, there's no ill and thoughts or nothing is a point as in thought is a soul created as thought is created energy. Think energy is the form and the soul created in life, this is what your thought is described or your as the shape you are and now ability and this is the last ability. There is in an out thereas this ideal that is an idea in outside activity and inside activity or in point as if not, unless careless or think to thought careful and know the thought is create or not and creative is a point as from the source. Tendency isn't done as if thought of the makes creates as is, a point is a thought and energy forms the idea. The idea thought is not as done you thought think or not as is, consider to think or don't need things as motion.

The Ume Cathene [The lumen Cath-ee-neg] = Hate avoidance; Hate not and what you don't like is not near as you think is what you will be seen, and you avoid what you want as well as your thought is in the air as in an energy this is there. As you can use things to get better results, an think nothing more with no condemning an not much suggested. There is no worry, in the world as that can't get you as you are not what you seem.

Aspe no Weep [Aspen No Wee-p] = Aspen tree bark; As en by aspen tree bark essence, as in is a point to use or not and thought is a cure.

The Une [Then Oo-neg] = The creative view by hate; The creative viewer is the creative result, as en is anarchy at the end you are a point where you aren't concerned. Energy is what can create and you are the director or with a mobile controller effect that plays what you think. The thoughts are a point that a director uses the subconscious to create a positive idea that you need to create a positive result. Where a concept is a concept, no and things go well unless yes is required.

R Sien [R Sigh-en] = Are See; As a way to getting to know people. Reading the psychic notion is the subconscious, that you know what you can do with the idea is the sese of the point as a sicke word is in use. Still that reveals the meaning that you see as the idea to seem written from essence, of the area as awareness is with thought energy in foci by thought with feel.

Z-Stres [Z Street-s] = The Z streame effect is the moment that creates and whatever you do creates with purpose by created effect in thought with anothers mind as a subconscious vision positions the idea above the area and you see what was written from as a source code in area devised by the area in mind that shows what aviende you want to see. B-streme is the essence of coaxed idea, think to create and you get the reward as in the idea is an area award card or area to seem paid as in full cash. This can build up the idea that if not done is progress and the price of progress is stress reduction by the idea your use is an thought done. As street drug is not ever done, your use is as though thought is an energy and the idea is a point to the use in life.

Z-Stren [Z Street-n] = B-vitamin Z Energy use that creates the body in a better condition. Considered as an natural attribute. Thought is z vitamin, as energetic progress is there or here in the mind that reveals psychic notion as the idea is a point to remember in idea as a thought in notion.

The Z-streme; The Z stream effect is to focus and see energy patterns, as a loki stream is the written phrase form in the language as if old greek or other language thought in use. The moment one of royal blood can decree a marriage, is the marriage that ends in death by tragedy from this effect. Arghe is the lettering in old

france that ritualistically means the point of origin is the point that cures or kills, and that understanding is the point one kills himself on realization of the word as a meaning is there.

The E Clot = [Then En Clote] The blood clot energy death; The blood energy is the hit to a criminal, and as you seem you create with nothing but a thought. As you seem a possible thought, this is a thought that erasure is a point to the event. As you don't want an idea, as you think before the moment occurs. The blood curtain ability can create by will and use a sacrifice to create with as an artform in life. Life extinction can happen demetrial use, by this utterance and the spell is blockable.



Circle XVII/(16) - Gates

EtuneEleGate = [Ee-tune-ehh Elehh Gate-ehh] Elemental gate; This is the gate of the elements, you can draw any element through it or make yourself go to the elemental land. This is begotten by the effect of making the gate appear as you state the words. This is opening it by imagining a slit in the air, and making it be an oval or square shape. Then you can spiritually step through it, by thinking your spirit is through the gateway. Or, causing it to draw you through. Otherwise, make the element come through it, by thinking to the gate to 'Make the element you choose, by statement come through.' Wherever you go, you've gone through.

Gat = [Gate] The gateway of gas; This is the gate of thought to seem somewhere as in a mention is a point to think on in thought and you seem where you seem. That is as though a shift point.

En Gate = [Enn Gate-ehh] This ends the gate that you form from whatever you used to form it. If not immediate closure, then you will find yourself doing the right actions. Alternatively, you can try closea agate, pronounced [close-ee-ahh sAy-gate-ehh]. This is stated at thought of the gate you want to close.. even if you aren't near the gate.

EtuneSuAnimeGate = [Ee-tune-ehh Sun An-lime-ehh Gate-ehh] Anime gate; This brings you to the world depicted of anime. To get back, think of power building up and then think 'shift', to get back to the world you came from.

EtuneSuMiyetoGate = [Ee-tune-ehh Sun Might-yet-on Gate-ehh] Un Bible gate; A gate to the biblical era. Exitable by will. However, biblical creatures and people can appear from the gate.

EtuneSuPyrInigat = [Ee-tune-ehh Sun Pirr Inn-Ilne-gate] Holy fire gate to the ancient iniverse. Go at your risk as things are very great in power there.

EtuneSuLeceIniAdversGat = [Ee-tune-ehh Sun Lee-c-ehh In-ihh Adverse Gate] Creates an adversarial adverse universe holy water gate that uses ads and advertising to create results. Whatever is in the ad becomes real. People tend to make the ability displayed in the ad real. There is a mimickry of the world your in, there. To get out of it, watch an ad and make thought of being in your own world.

BeGatAetune = [Be Gate A-ehh-tune-ehh] Biogate; This allows you to use white void to gate anywhere. This inters the power of Inert Gravity. It allows you to go anywhere you want to go. Think of where you want to go, then your body bridges and sends you there.

SunaGat = [Then Soon-ah Gate] The supernatural direct gateway; This is similar to the Sunae, effect of energy and light gravity shift that uses the shift and as if to think as to form the gate as an other craft oval think as you are you find yourself to other places. The servant gate of light and rhythmic energy by what is in a point and thought is in desire if in thought, as if the High spirits movie as if in the air its different when

on a moment thought or on a wall you are thought in desire and the spirit reacts. As if you doubt and don't seem to care, you can create a point that unmakes by what is done with the creator or not as this is if in a thought to do. This is the supernatural gateway of spirit energy, that is in a weave by what uses stones or crystals to make this work in doubt you can drag yourself back. As if you are a spirit reformed, as to do things with a person as you can crave food or nothing happens and this creates what you think will happen. As if by use of death energy with emotion, to the shadows that are shade to use you can shift at will by thought. This is of the place, think you are back and you are and use of the mention or thought that is energy can shift the body or spirit.

Gat = [gate] summon gate - summons anything to come attack or do else for you that you want to think on or be under your control. Go anywhere with this spell as it will draw you there on thought of destination.

Ka Si Sa = [Kahn-Sib-Sahn] This infini gate; ka si summons a gate by thought with infini as fire, earth, water, ice or air, spirit, plasma or whatever applicable, ka sa infini as some element that interacts to create what you think, as a gate to places that draws you forth or creates your form where you think to form that creates as you wish. This uses sha otherwise ka or spirit to manipulate the gate to exist then you to leave by things represented by things in use or play for now. This is then a use for the moment you usually give or get in return. So don't be worried over the response to the gateway that is activity. Whatever you do you consider what went in to make the event.

Think to create or event is use by no drunken nature. This is where you think the point for focus to think of the event to create as you event the point this is awareness, that modifies the event where you think the change then the change can happen that occurs. Think the point to create with the ideal or things occur for you, as there is no alcohol use with this as necessary as this will happen wherever things do occur as if by when things occur. This is ended as the effect stops then you continue as you want to use things by now or things are at link end by themselves. This is to use aspartame in a moment.



Circle XVIII (17) - Spells of Ages, these spells are nearly impossible for the lower level people, in magic.

AgeOEtune = [Age-ehh Oh Ee-tune-ehh] Mastery of Ages; This activates the ability of the ages, and allows you easier use of the spells and elements you want to use. This won't work for everyone as if a thought. To reactivate it when the effect ends, think 'age of etune'.

BulOTAge = [Bool Oh T Agg-eh] Defense of the ages, cast it and you won't be effected by effects cast by others, unless ya want to, this includes the sigils caused by others. And, if ya are, then ya can feel it and remove it, by a spell disjunction effect. Stating the words, causes the mind to cast it as well. This spell pulls its energy from resources, that are from other places and times, as well.

GateOAge = [Gate-ehh Oh Age-ehh] Gate of ages; This gate can form however you want, whenever you want and show you any time of existence. This uses any energy necessary that is usable. This includes the energy from the age. It gives you agelessness. To open it, wait for the right time or think open sesame, and state the spell and make it open the gateway. By thinking the gate opens and visualizing the slit in the air, opening up to be an oval or square. Think close, as closea agate is spoken. This is large enough, for those you want to go through it. Tell the gate what age and do this by thinking about the age and time itself. State the date and time and then you adjust the gate to open where you want it. To close it, think of the gate and feel it closing. State 'closea gate', or 'close-ee-ahh gate-ehh'. Do not close it on yourself when you go somewhere, so you have a way back. To get back, think of the gate and think your through the gate to your own time. MyyOTAge = [Mih-aye Oh T Agg-eh] Spell of the ages; To cause a spell to be amped up in effect and cast, as though 10x to 100x more powerful. This effect is caused by stating the words 'MyyOTAge, and the actual spell after it. Or, state the MyyOTAge while thinking of the effect, also possible is the stating of the effect, instead of thinking of it. This spell can cause whatever spell you would want. Stating the spell causes your mind to cast it, too. Due note: the effect amping is caused by the energy in the area and the sources the amping spell pulls on, as a resource. So, the amount of amperage depends on

how much energy is available, at the time. The spell also doesn't limit itself to this time period, as it can also gather is energies from other times, too.

HumeOTAge = [Hoom-eh Oh T Aeg-eh] Know-how of ages; Use it as you know how, to know how volunteering to do things and have knowledge, from the ages that exist or are described and through the ages. You gain this ability to do things with the knowledge, of the ages, by stating or willing the spell to occur and cause the ability to manifest.

TherOTAge = [Theer Oh T Agg-eh] Spear of ages, use it whenever your attacked as you just cast this spell at your enemies. It is thrown however you want, and it appears like lightning, thats spearical. There's no way they can survive, it's incredibly powerful. It gathers its powers and in gathering, from many places and ages. State or will the spell, to get the effect.

UnYndVe = [rUne Wind Ve] Forever winding view, this spell causes you to see things in a winding effect. As, per say, it is to use wind to make psychic ability and viewing of some place or event. State or will the spell, to get the effect.

SocOTAge = [So-c Oh T Agg-eh] Sock of ages, that assaults the victim/s, many times and in many ways, till they either drop dead, or becomes knocked out. The sock of ages can cause a attack effect, to be recast over and over till ya end the effect. Willing it to end, makes the socking stop. A blow is a blow, as it seems to beat at someone. State or will the spell, to get the effect.

HiPyrOAge = [High Peer Oh Age-eh] Fire of ages; Causes the fire that is extremely deadly, that is a force greater than infini and yet more easily made. It can burn anything, even stone! And, it is multihued in coloring. Whereas the base coloring is mostly yellow, a small part of it be orange. Where in the normal flame is mostly orange with a little yellow. This effect can be called up, to effect anywhere and anytime, that you think on. As, you cast the spell. The energy that is part of this fire, is the energy thats from the ages and other places.

FrueOAge = [Frew-ehn Oh Age-eh] Infliction of ages; To cause an infliction or disease that lasts for ages to come, transmuted at some point to another time and place. This inflicative disease is possible to appear like a bad back, a heart condition, or other things. One thing it uses as a life source to cause the infliction is the body, as it works or as it is getting energy. The other sources are the things around said target. I is dispelled by a relaxation and a Tedeus moment of a cure session, the infliction changes, however, when it is cured to become another one. So it is never actually removed unless the caster desires it gone.

KamurOTAge = [Kame-yoUr Oh T Agg-eh] Lightning of ages, to cast a megabolt that decimates the target, made from white, yellow and black lightning effects, cast forth at the target. This lightning can be brought forth and fork like chain lightning to hit several targets. State or will the spell, to get the effect.

PyriOTAge = [Pir-ih Oh T Age-eh] Soul of ages, to bring forth a soul that is then infused with energy to make it ageless and worth the effect to have, the soul is returned after knowledge of the ages is embued on it, and the person is remade into a super person. This includes the wisdoms, that comes with age, as well. State or will the spell, to get the effect.

VurOTAge = [Vure Oh T Age-eh] Wisdom of ages, that makes anyone gain the wisdom to do things and carry on, in an instant. Albeit the person was trained with the wisdom, and lived a second life, in an instant to gain the idea necessary, this second life dies off and the person returns to the place and person they were. To continue on, their life as though it didn't happen. Except, they retain te wisdom. As of yet, noones been able to remove the wisdom. State or will the spell, to get the effect.

NeroOTAge = [Neer-oh Oh T Age-eh] Folly of ages, the effect is to cause madness and insanity, that lasts for ages, from memories and power that suddenly pours through the person. The energy is from the ages of sources. State or will the spell, to get the effect.

QazOAAge = [Quaze Oh Ahn Ageo] The age of reduction spell, the spell of reversion was one part of this as if you were a reversion and the monster was revoked in you. The world you think on is reduced in baded results that are bad in nature, and granted better in what is not considered a bad result.

QazOTAge = [Quaze Oh T Age-eh] Chaos of ages, where too many events happen to the target and with it, there's many idea, too many to count, causing by cause and effect the chaos of the moments. To make the person go crazy, after a bit. State or will the spell, to get the effect.

ShaneOAge = [Shane-eh Oh Age-eh] Trouble of ages; So its never actually noted down, the spell erases the memory of its effects, from the effected, after its done. It causes a person to do things, from a sudden temporary instability, that stirs up problems, by becoming a situation and since the people directly effected forget it after, there's the commotion afterwords. It can cause self-actions, to cover for effects physically

done, by the spell.

SadOTAge = [Sade Oh T Age-eh] Sadness of ages, to cause sadness by remembrance of the past lives and idea that came from them, along with the present life, thats added in. The person would literally want to suicide, and make idea from the past happen, to be manifested. They become so sad, in as they fall into a malaise or deep sadness that makes them not able to work or happen to want anything.

OmaeOTAge = [Owe-may-eh Of T Age-eh] Presence of ages, to create a presence that is very unique and marks you as capable, to handling any situation. It strengthens the spirit in energy, till the person's charisma is very good to be near. This spell has been known, to cause and curse the famous perspective to be considered, from the effected's view of the situation, or idea. It can make you famous, in an instant. By actions being done and motivation being realized. Its sole purpose, is to make the target of this spell, into a star, of some sort. State or will the spell, to get the effect.

IsalAge = [I-sahn I Age-eh] Ceasing of Ages; To cease the effect that occurs or to cease the age of a civilization, in effect and activity. Through the ages of energy, that exists as influence, in the area and that be summoned. This can cease people walking, doing things and, if allowed, will cease the movement and flow of the activity and an area, in the effect. The area to effect or what to effect, is thought on as the spell is enacted. You could cease an illness with this. Simply think of the body illness or mental illness when stating the spell with intention for it to work. This spell can also cease weather and physical affects, if you consider the weather or the physical action as an effect to cease.

HielOAgeSua = [High-el Oh Age-eh Sue-ah] Elements of ages, the effect spell of ages that calls up an element of your choice, at the time of casting. To effect the area, that you thought on before casting, and to make certain of the effect, you state the area and maybe the time that effects after stating the main spell. This element can be any element and its greater than the element that is normally called up, is evil undone in a summoning or not by feel as evil is born possible by the area energy or create as the creator fixes the possibility reality.

It can be air or wind, fire, earth, water, ether and other elements for nothing or not as an ionic fire or no dumbness. The more energy you put into the casting, the greater the effect and thats amplified by 10 times. Most of the energy, is coming from other times and ages as well as the time and age your in. Pros O Pyro is the Mage of age fire. Creating the area fire effect by the age of fire effect that absorbs the fire from ages that wouldn't mind the spell effect, focus to create a sphere of fire to seem by what you will to create the energy to what of the use that can seem a useful request or mage fire effect. This absorbes the excess fire not from conquest from the skull, nulle insanity to change by thought with energy by the creator. Once cast this can see use you see or not to create or water as you want as you need or no need with creative use.

HelyAlanataOAgeXX = [Heal-Iye Ale-sAne-ate-ah Oh Age-eh exh exh] Cure all of ages; Cures the body and mind of all effects that cause it pain and bad condition. This includes the brain and its functions, the mental disorders and all the magical afflictions. This be the ultimate cure all, when it works. It does so by gathering from the ages what be necessary to be formed as though an element to draw from and cause that element to be an ages element which can be used as a source that makes it possible to cure you or others of afflictions, no matter what. It can use the negative to cause it to work better, as the negative energy is a fuel to the spell. By statement of the spell phrase, you will be cured. Whether you like it or not. Use it as a spell chant during a ritual or meditation, to get greater effect. Feel free to add extra X's to the spell as well for even greater healing effects.

SildOAge = [Sill-d Oh Age-en] Shield of ages; This protects against anything if in thought to defend your not against those who do nothing wrong. Even death itself, can create what is in the area as it is the result of bunched up tension and use is to rage like a dragon. It can utilize anything to cause protection and remove restriction and as to manipulate the scene to be better and for you. This uses the energy from ages of people and beings working together. This can age a person, as it works.

SieOAge = [Sigh-ehh Oh Age-eh] Fear of Ages; This causes a fear as there is one thats unreasonable on the victim. This fear comes from many ages of remembered living and removes itself as if you are better, and it takes full effect when the things mentioned are feared for. their effective actions.

AuraOAge = [A-urr-ahh Oh Age-ehh] Age of moments; This creates the right age and moment with any reason for any purpose that is expressed. The moment is in your head and it creates the right actions to be

done and this reflects in your auratic energy. This aura can help convince people of anything.

TyOAge = [Tye oh Age-eh] The Time of ages; Time of moments. This is the time of ages and as that is the time to do, you can use any event to use even a tattoo and is ruled by what you suggest and is countersuggested if needed. Time the event, and you are in an idea to work. This is the time of ages idea, that is per each their own in their own time as now. Focus an seem in a thought, that is a time you might live in but otherwise consider if you were not too inconsiderate. Now lets see, is a time to release this spell as a natural end to this time of ages spell for those that don't in know.

TGiOAge = [T Gift-Oh Age-en] The Spell creation; This is the spell that uses the ages, as if a spell is able to cast if possible from any age and as with anytime and yet is a thought that is possible to manifest. This depends on a spell time, that you think as time as to create. As a cure to the moment, this is useful to use if you think as a point is defense the idea and your use is bloody. As a spell can come as you intent to use, as if blindly use use blindly trust is your use on them you heal is a point that is not seen or not minded and do. Whatever I would do don't use this on yourself.



Circle XIX/(18) - 6th and 7th dimension spell list, this is easy with the use that is with created ability. These spells are impossible if you are unable to use your subconscious.

Sexiah Dyns Myy = 6th and 7th Dimensional Spellcasting; This is the hard spelllisting to use unless you just happen to seem idea in the 6th or 7th dimension, this is a spell to use if you use the 6th dimension and hope to not be illd as you are not killed. This is as it responds to your will, the 6th treats the idea of it as though a hit sometimes. The thing is that if your not a 6th dimensionalist, then you can possibly not see what you create with this. As if your luck is there you can seem sicke, so if you use your mind then you will as now you will when you want and use is ease of the will with what you focus into created idea from what you will. This spell uses the idea to think of a 6th and 7th dimensional idea and as energy is energy you can use this with your things to create reasoning or resonating results.

Se Ty [Set Tye] = Set a time; The time you set is a time to do things, as you set the right dialect you can set the right idea to do idea. As your spirit knows what and when to except as to do things you can set a time and use is a point to get results.

Th Zup At [The Zoop At] = The particle assault; This is an attack of particles and uses physical brute strength to do the deed, this is if its necessary or possible. The drow would use this if they knew of this. Some can use this form of multi physical attack to cause dark marks or smudges on the walls, this is using either water or fire energy from the attacked victims energy. The amount of dark marks make sparks and possible golden sparks elsewhere, this I think explains the attacks and to explain the sparks is the conflicting nature of the feelings that is there. This works best with multiple opponents that are unaware of you and this includes roaches or insects.

Sum In Guv [Sume In Goove] = Job in position; Only some are in the government and some are freelancers that work for others, thinking to do what you can this is cam and other idea only done by what you intend. Some things in humiliation befalls those that reveals this to the wrong people. Fascination is with those that observe you, sometimes this is you doing your job or just doing what you do. Any that disagree are not hurt. So feel free to imagine the sum of money to earn that you wish to have and state the spell or think the spell is cast.

The Is Mai [Then Is Maid] = The disrobing; The easy creator is the idea and the make is the idea to achieve. This at the end leads to a disrobing, as where you are is near or with people in that you make a point as a point and create as in with a will and out as you use what your way is with eassel.

The ceate [Then Cease-t-em] = The blood effect; The blood games were made from this, then as if you

were a person to do you can mimick or not as if you were what you seem and viewing the future that your subconscious creates for the purpose. The bloody field effect otherwise in a point to cease, or make in point that leads to a bloody area or noth as if rituals were restorative and set off the idea to end war. This is to not do if you intend things to go well as egging will happen unless use is with wisdom. As egging to use things is to make things, as use is energy from some activity you can create an idea from energy in use. Done right you may see no bad results, as if you deceit the moment that you get in trouble.

Wet Los [Weet Lose] = Wet weight loss; Suggest to yourself that you will lose weight, sometime stating the spell effect will act as suggestion, think and surround your aura with fire energy and the energy of the blood spikes to burn away calories and weight loss occurs. Doing extra exercise causes the weight to stay off and remain away from you. Exercise in this case is walking, Thinking about the point to do will create the need, then you can find yourself doing what is necessary by feel.

En [Een] = End; The end to things you see as necessary including nightmares, think an ending and you get the end you feel is needed.

Ten [Teen] = Ending; This is a story ending, think an end point and the story is no longer experienced as an effect.

Xace [Ex-ace-eh] = Exercise; Suggest to yourself the effect of losing so many pounds, allowing weight loss and you create with what you do. This spell can create anything that you need or intend.

The Aeo Ey [Then Aid-ee-on-eye] = The money spell 2; This is the money spell, that is a point to turn things to create as things get better things are as what once is yet better than thought in time before. As if time creates what you think, and make is in a concept you create and the time creates unless not necessary. Whatever you think, this is what will make a killing.

The Bobu Kel [Then Bobe-un Keal] = The bed bug killer; The bed bug killer, that is what I use to get rid of bed bugs. There is a killer among them as if a human world that is their world. As if to use the effort against them, the energy they have is turned against the bed bugs and pestilence as disease stops and use is done. As I Ei En against the bed bugs, this kills the bed bugs as you think you can you do and as the kill is done. As if in a point to do things, as you are a point, as whatever you do powers your efforts as the energy spinoff that is the idea use energy magic. The idea as you do creates the results in what use you can do, think, focus and feel to create what you do in what you think is what you use in else as if "En If" to remove the thing you don't need as you feel the need to key or act you did unless not necessary. Whatever you transform into something else with, this is gone by the essence in form to create what you think.

Rak In Kel [Rake Line Keel] = Roach killer; the roach killer effect is the idea of using thoughts of energy, that is fire feeling like ice to the roaches and that roasts them by feel.

Foci Ua [Folk-in Oo-ah] = Focus; This spell causes you to think to gather water and to put out fire if fire is near.

Uu-day [Oo-uh dame-laney] = Undo damage; This spell undoes damages, once stated as really the effect is the suggestion you state after the spell. This effect is done sometime by feel with the consciousness of the object or the area. Think to awaken the house consciousness to cause more quickly the undoing, this is done by being near the center of the house area and think to the house "awaken".

Col La [Coal-law] = Coal laying; This is coal laying to repair the roads set by this spell sometime.

The Mai Makes [Then Main Make-ee-s] = The En concept; The idea moment is over as you are a concept, think or feel to create an end that is your make. This is easy with the power that you think makes things and is set by the creator. This is a point, you may create in easy use. That is a concept to make use a thought, this is used to create a spell point with "en".

Th en ga [The Een Game] = The golden spark gate; Then is the point to go to by thinking of the destination and now is the formation of the golden spark gate. Then you can walk through it and you are there. Think of the then point and realize that you can form the gate by imagination of the gateway forming. Then to close it is a hand swipe sometimes this is in an arc and thinking the gate closes, closes the gateway so think away as you wish things to be and you know things by what you do or feel.

The in veer [Then lin Vee-r] = The veer effect; As this is done, think to the use of imagination as to use a veer and be missed. The veering away to the earth energy in magnetic pulse by gravity waves, as a use is directed to your mind and thought use is thought place. As increased activity happens, your use is noticed, as if a use in thought in what you think as a high applied thought your idea is a thought in use. Now don't answer, answer as yourself.

T Fx [T-F-Ex] = The effect; The effect is this, what you think or describe something to do it or a stone or object nearby will do things by the conscious idea unless not wanted or needed. This does not always work, so its safe to think of things. See that could work with what you need or you may intend something different. This is if you can say the spell right.

T Iveiae [T l've-ee-in-aye-eh] = The investigation; Think the idea to know and your spirit helps you realize what is what with life, seen is this by the third eye or the point with what you read or watch with by feel. This is as if an investigation occurred and you know the report, that you see by the third eye pinneal gland allowing you to know things. This is done by you realizing the idea in the report and on you focusing to know. Nothing else need to be done, except the point of realization itself. This can happen with looking over something, otherwise you can watch something to know the idea and as you know this an investigation.

Th repo [Th Ree-pon] = The report; This is the report by feel, thinking to report to the air or by writing things down, what you know is not lost. The fey deliver your message to the correct person. If the fey don't, then by stating the spell or statement your subconscious does the reporting unless you don't need to report.

The Crysallis Use [Then Cris-all-mise-a Use-eh] = The poseidon stone use; Use is the ideal you have that in form tin is to create and your thought is explosive, makes what their thought is unless they don't need in thought and you do things. This to get things done in life stone use, this is the point you use. The stones or think in society as truth is a thought of magic, and this is in society as a fact if believed in as the fact is a point and use is as fiction if done right. Think with thought to make harnessed threshold stones helped, to master the art of the ability to cause event to do the fact. Think or feel and use is of crystal magicks and crystal energies as well, magic an magick with Firecrystals is a spell by thought to do wish magic. This one came from fiction, so don't in need to stop this effect.

To do telapathy is to make and use as if to create out use in an idea that is in a use of ability. Think to create as what is an idea and with the subconscious for chaotic magic, an this is instant as a thought and with use your able to create a point and you do as is. As you have others use the ability they get from attempt as to do things as the other idea whom has the ability. They who use the moment can seem to send you energy, as they think use as you are able to create as though thought were creative and their use is a point. The concent to do or not, as they don't need to is as if a concept is done as done is done.

As you think to do you possibly can, and then to consist is to make or use is a creative idea. There is a considered point to use what is in thought, not mad or nothing is in a view that shifts as you shift and this shifts. As a portal is powered and things, as a point you do not like unless necessary or think should be to seem. Unless not necessary as a car can seem what you think, in as use with an ability and as a thought you seem as you are. Thinking can release the energy, as ability is there to use for a 'use' with a thought as you get energy returned to you by expended energy coming back to you clean. This is a in juu spell to use for the creation of ability and not worry over what you do.

As If Mu [As If Munch] = As Too Much; The thought to shift in energy is a concept to bring energy and create what you think as a manifestation is possible after summoning energy to create what you can think to make or unmake in a concept. Think is a point, that you who thought is nothing to create as you did it. This is a crunch a munch idea, as you get a crunch a munch box of something to eat with the spell and as if naturally in use is naturally done.

As tut T [As Toot T] = Shield idea by anonymous; Shield or a place, in thought your in a conclusion. This can seem to create or make what you think and not seem to operate on me. As you are aware you are awake, in a consistance thinkgs you do are not done and you act normal. Think to all appearances that your normal, unless the spell fades away and your true activity can reveal. What you think in what hidden form, as many forms can seem a shift in a concept out from a concept or music in concept or not. As nothing is there and dismissed in what you create, as if a distraction from yourself within life.

Act Ydsd [Act Wide-Sd] = Concepti act; Do you duck is a concept to think and create as if you are to create as a point. This is a thought from the radio, as a person does what is destroyed or not created is by activity described.

The Unrele [Then Un-real-en] = The Unrealism; The idea is the thought, to use an irrelevant point is to create is a will and your use isn't what you are a thought to see if interested. The spell is unrealism that creates from a thought, as its false to do and your will is nothing in thought as something in mind its undone. This hides the fact that is there, to create is unnoticed as you are a thought you are unlooked at. As the unrealism is what can make strange and yet weird idea as unrealistic, you can see the idea and realistic you are not seeing what you think in an unrealistic viewpoint. Now the undo is a point to go and create, or not if nothing happens this is unrealistic in thought as an idea in mind is that replaces the idea. As if to create and makes your area, if you die somewhere as you act normal you can become another form with a shapeshift and now its done.

The Tatu D [Then Tate-un D] = The mark of death; This is the mark of thought, to the body that appears as a tattoo when and only you get a tattoo. Then is a point as to think and you see in all or none of the tattoos as they are in another mindset. That mindset is a point to reveal the unseen, and use is as thought to show the idea to think as you feel invisible tattoos on the skin that glow. Think to create a concept, and the tattoo will create a thought to seem to do magic. Think not in life and what is an invisible friend considered as you see it not is what you can create, if from memory you think and feel the idea to form. Think from observation as now doing is stopping something, before it can occur as if fear causes and avoidance with the stopping point. This makes from dead cells in death energy to your aura, to cause humility in the idea in practice this can if your around someone long enough form unnatural life. Think in thought as to form some pattern that in the matrix would work and its not created anymore as yet this won't kill, unless your spirit allows for the idea and yes this spell can do the idea to cure and create a thought as the energy is better in the chakra points then surge energy to create or not to form ability. To undo this is to state "Unn De Due".

The Gno Tech [Then G-now Tech] = The gnosis technique; The concern is cease thought and not as disappeared, as in a thought makes a thought. To do is as thought in a slight move to avoid, and as if conscious you mind is created thought. Avoid the trick, and what you think is nothing but a memory. Recreate with a thought, use is to make with a will and create as is to seem as if you are a concept to work with a planet. As if a way there is a will and thought is to make honorable will is able, make as an understood language, no fear if to think as conscious to cope whatever you consider that creates the calm in mind. As a peace of heart, is if to learn you use a thought to create a conscious from the subset mind and use is the thought in conscious.

T Ash Pyro [T Ash Piron] = The Burn notice; There is a thought as to think burn, is as to create with a thought is to see and gnow is a thought as with the element that you choose to use. This is a thought, as the notice is what you think. This is a point to recreate, the burn notice idea is a thought from the world that is shown on a program. As you did it, and yet won't if not needed as not intended by what you do or

not for what you think. Think it and you get an idea to effect, from the "arae" manipulation that never happened to exist unless needed. Yet the idea you have is not but a point in the past in mind, as to get a resolve is nothing that creates from within and manifests in the car area in thought. That is what is nothing as not you know what things are, this by what they seem and in life it is a hidden concept an idea is never to show or not as this isn't what is in life.

The sutr onn [Then Sut-r onn] = The creative time; The created time machine, think as if or in as you consider a point is to use a clay ball. This is to think toothpicks, as this is to gt them or whatever is available to stick a toothpick except a head. Think a time to shift the time, as if an alternative time shifting device what you think will not seem there until you step out. As an open door is there or otherwise things will shift around or not curiosity you will be stuck there forever. As if you were or do something else, you can hit an object and shift or think to yourself to shift you back in mind or in body.

Isea Rahl [Is-ee-an Rahl] = Darken Rahl Nova; As you are a point as to conclude is a thought, as if in concept you are what as nothing is there but a shape that is hidden. Dark non and use thought, as you think of a concept you can create from the dark within night to make as you want. As you are a thought to create, you aren't as well or not as you are a point to think as in thought to seem balanced. As to think the dark is there in idea, creates it and use is the darkness to create and created is the aura to cause a dark fire nova effect. As you are a thought, your idea is use and create is a thing time created as you created your aura by will is expanding out and fire forms. As a thought in dark flame to cast, and create as with a will is to make with a way that in thought creates the dark fire. There is a place and thought isn't there, as you use thought as a point to do the expanding ring of fire is gone as it reforms as in form of the idea that suits your purpose in nothing but what is as thought or not as nothing exists. Cast in form by "En Ova", or a thought "dark nova" as you think to gather dark flames and cast forth by the thought through energy.

The As Car [Then As Care] = Assumed creation; As what you do is assumed in thought, or not as this is nothing but fire you can use it to create with as you draw the energy, you can think and seem as you want to appear. As if a concept, use is in to create and use is to jump to another plane and your thought is able to shift you about. As to do assumed not assume create is think as your seen in mind, and as your thought you can create yourself from what is essence from a point and yet your in a place by thought. This if not believed undoes the transformation, you can see in and go as for yourself you aren't what you seem. This spell transforms a person, from within to seem what you think as you are unless not "wanted".

Ada Sfa [Aid-an Es-fan] = Creation sphere; As you know as if from agriculture where you think you are in land, you are where you are as you think a place you create an area to go. As if what you think you create, and you go to where you are well. As in a sphere, if you create this is as you are shifting and disappearing with a will as if disappearing. To shift is displacing to where you want to seem, think and walk or think and you are as one way goes that way and one way goes another place. As long as you aren't in a messed up area, as in life you are not messed up in life and as an end life you go on. Where you are in life, as in the art you are so seem to be as if outside. As thinking is creating, you create where you think to seem as you are where you want to be. As to know where you if this is to not need the area, is think to seem and uncreate what is there in life as if to leave is "ciao" till later. As the idea is to use an idea and you want to observe, think in thought "ouvisibas protection sphere" that allows you to see what you want as if not there an in nothing as separate from the reality. Only if you want to use the weight create with esfan use is no use as the area feel because with the sphere you can create by instance.

The Ory Fada [Then Ory Fade-an] = The location finder; As to now the location, is the nowing by spirit or you gnow what you do. "As if you are in a strange place, do you recognize where..", as you think about this you can learn from spirit as where you are and what there is. Think about it in the place you are as you think to see, focus your mind and let the place come to mind. As where you think to look comes clear, as a use is the area and location in life is thought as if a "glory finder". Think a question to know as a place, as you know you can figure the area and see what you know is there. As the reality, will answer by what you think. As to ask the right question, is to now the right idea and if you have asked it you did it already.

The Got Id [Then Go-t hld] = The gotten idea; The things you learn, are what is availed at the time you think it. This spell is what you can use to get and consider things you want. As in thought to get this can find and thought exists what you can make, as if to be nice because what you get you care for in thought. Thing is to touch and think to get result if you want as I am, if you think to attend and use in thought is on your own in the idea that is up to you as you did it.

Enselve [En-S-elven] = The End self; As if you were a werewolf you are now an end to the self, that is what you create as thought of what enslaves you are what cause you to think on life in the mind. There is nothing as if a concept but a point with this spell, you did it as there is no more to do unless you think to do some idea and learn is what gets you places as if you are a point to remember unless unnecessary. Un Dni is to cancel this out as you did it.

Itself [It-self] = Things if thought; What you think is what you think, this is the idea that you are a thought. As you are a way and a way to go is a thought to seem as you are in what you think to seem, as you create with what you use this is as if a thought. As you think it you create it as this is to do or not, and doing is natural as though thought itself you weren't hit as it is it itself.

Bree [Breeze] = The breeway; The bree way that is what consists to seem and go, as yuo are a natural nut with a nutcase and you carry it with you as a way to arrive to the destination is where you can seem at as if a road is there and yet is to some other life born on a breeze. As if not or not as nothing willed to exist with this makes nothing.

Cicl Nua [Sin-cl Noo-an] = The nuance of life; This is in the nuance of in life and death, drinks in use as on a moments need are quality that to seem as a use and in you find what love there is in the life you lead and no stop unless the idea didn't get used.

Cicl Hua [Sicke-I Hoo-an] = Cancel hunger; As in a point that life exists there is no need then, as if no nothing eaten nothing regarded. This spell can cancel in need to eat, as there is need to eat as the hunger you feel as you feel the need to eat in hunger the need disappears.

Sun Flo [Soon Flow] = Solar Flower; The Solar idea is to flower your energy, and to create solar ability in life by what you think or out with feel and to use sun as energy with the aura to cure as if in to make sense to flower things or otherwise create by generating to cause life or not as you think or not as nothing is done if nothing exist or no not at all is this noticed unless necessary. As you think and make you use a thought to seem or not. As the thought is dissipated as an energy if not "un" in life.

Sai Dai [Say-in Day-in] = As tolerance create think; In as you think your creating in possible moments, and stop and go as you seem to think and you are an idea to work with in life. With a dessert at the end that works with your tastes. The idea is don't assume, or use "not" in create as you think to work, and wherever if you think to stop the effect think no not here an so not as "un no not".

The Fai Surv [Then Fain Surv] = The Survival Idea; The survival concept, as a fake or not that is a point to create as if real and use is nothing if not going to happen. That goes with no death and do better, if possible by what use you do. Use is the orcs energy to create and use things as you create away to make and think, and if or not they catch on they can use you as to use earned survival skills as "en" from essence to use or fake out those that can't be bought by thought as if useless thought or don't believe you can do it as you do something else as no disappointment is gone as spell done.

I Ep Ep [Eye Ep Ep] = The weapon use; This uses the darkmyst to create, unless the myst is used as the things come to exist as you think them to seem. As the weapons, as you think you can use as you want or not as "are there from in space". As to use things from which you find to make, and create as to make is nothing and create is thought by what you think into form. Not here is necessary, as you think and do what you want as "un not". Release is done, as you are where you are by what you do and make as the right commands are done.

Aspe Wip [Aspen Wipe] = Asp energy; This is allowed if not unneeded as an idea to use and fruit or bug and as energy is the thought in thining to remove to use the effect you cause or create currents of air to make a use and create what you think if energy if ability if use is there. Think "not" to get no wasp, unless needed or things you don't want that won't yet come back.

Theanx Aspea [The-an-ex] = The point of creative use; As if a moment you can go and come as you want, as if a point of thinking your use is a thought that makes what you think and the ideal is served on a plate. As if what you make goes correctly you can create, as easy as a moment is what you think or hoax can seem proven if the correct energy and use is done as nothing is.

Tuetial [Too-ent-lie-al] = Istant thought shift; This is the existant thought shift to think and try to get away as possible as if you are aware an use is thought put out as mention is expression as hands extent if "istent". There is a timer shift that uses the idea that if you time the event, you can get what advanced warning and stop the un timer and the time phases in you as if to a safe point if in (ship guidance by thought control) save shift you back.

Uo Liht [Who-oh Lit] = The instant light; That is a thought point of a flash fire, think, focus inner fire as to light with manifest and do as in create in unusual result. Think and use is to get light, by thinking your lighter that is good as your body seems to lose most its weight and your as if a thought not to weigh much and use by fire is to cause this or nor. The spell is a use and thought you do, as this is a useful idea by what you figure out what you consist. To think and the energy surges. This is a use of correct idea, unless consisting of wrong activity.

Moss Cat = A perfect idea; A point to loss, is thought "loss is win" is the take it off is a thought, to get a result and make what you think. As the point, you lay a trap is when this ends. You undo your trap by the effort to think, stop and you aren't in one that works against you as it "workst" others you dislike.

Maya = [May-an] A tropical influential idea; As that is influence this is a disease and thought you use is to get the point as you use things with energy you get a disease of the mind. The power is the tropical forest as it ages dies and comes back and if thought, this cures the point as you are in thought and thought makes what you consider as thoug a person were there and watching as the paranoia is avoided. This is with the tropical idea that as death happens life begins and the shift to the alien ruled world is the point that you can use an voiced opinion as a false authority leads someone on and the mind causes the body to live as though dead and alive. This is the world, that dark is death that is life.

The Pregnio [Then Preg-night-oh] = The intention effect; Whatever the worst effect is the best effect, if on a conceit you think and get interesting idea. This is a bad for the purpose by intent, the worst is best as "withen" intent to create good from bad example. As you never intend something before you need it. As this self-love that your use in expression is love for another by willing, to work with another as if opposite worlds in opposing view as derelict in a different nature. As in the world, your use is as to create a concept from what you work with as you think. As if you thought the thought perceived is what creates by what you think, and what is in the area is a stimulus is a concept to make and create with what you consider. As you think a thought you create some will, as your will you create with through created see and do effort thought in an idea to create as with will or not as nothing exists and yet somethin may happen with happenstance. As if a point in the subconscious is an instance was a concept, your use is a thought and what energy you use is what your thought was to use.

Pre Hens ible [Pre Hens sible-en] = The horrible idea; The idea to create is sometimes destructive as you appear to act bad from good with a spelling aid. To state something is saying it exactly as it says. As if you do is in when you do different and things, you attempt are a concept to do. As you horrid [as thats kinda hard] isn't done, as what is isn't if unneeded and as though a neglect is with a "horrid brain" in idea.

That impedes speach and causes you to type and speak through the text. The thought exists as if nothing

except what you don't, do impedes it and nothing impedes it as you think do an idea or don't. What you do if you think the idea to do it you don't get what you think, think as response can be negligible your use is as a point to do or remember you by as you do things for others. As the emotion can get involved and raise itself things, you represent in the subconscious can be taken or not as to correct for the problem that occurs.

Meh [Mee-h] = Beh; This is pretty much something that is what you say, as if a mention were to create with something that creates with behest as to bade to good or bad is bade good. As it depends on a purpose by whatever, this seems "In En No" they are doing and from what you do. Its not something you want to to do everyday.

The Ino Fx [Then In-no F-ex] = In No Hih, The atleantian fiend Idea; There's no fiend if your not in indisclosure as this is usually yourself reacting to another. The point through indisclosure is the thought and is a thought and is different things to different people, as what you do is a thought as you think you can make with the thought. The thing in thought you know you reveal by a demonic being that enters as if to make, think and create is the thing you want to do or you with this can seem to see to realize as realization by feel.

This is with a small food sacrifice can disrupt the essence created that is blocking you. As it draws away the demon that is drawn to the area to the food is, as this is is a possession born with the roach once killed you are able to make better with better idea. As to not be driven insane and illing yourself, think positive and accept yourself as self-love is threat to the demons and drives them away as you express the idea by what you do.

The only thing that is effected is the demon inside that you can get by harboring ill feelings, this can cure the idea by a thought to create and make is with the creator. Any hex or witches mark that can curse is drawn by the demon that wants to kill, you can do what you want from within by doing no insanity with chaos and that cannot effect as if your released. You with response, as you are not effected if you think you aren't and you things correctly and don't if you think as they know that is not right that you do.

This is idea to call the atleantian as seem and do as if a born bieng with higher earth intentions to create a point or creative idea that in at the point to drive away the bad, nulle attack is dodge aside and think good use and you are with an interesting intent as the good and as to know ie is a true nature ing the monster born, as a bad to good idea makes better. The idea that any good intent can make a positive, idea through with thought can turn things interesting as any positive intention can turn ill or not as the idea is a good point except to music that naturally heals. There is a thought that if you exist you can create and if any ill will, the idea can turn bad as bade or better with purpose in intent. As I le P is a natural concept that concurs as this creates in what is natural in concurrence by experience with a thought by conception.

This is as though the thought in realization "Ia" is as the idea is symbolic and it can turn its nature, as a point if from a being that is demonic and the idea walks up in person and shows you its true nature in life. As it reveals its true nature by speaking no matter the religion. As within instant possession or not the nature is a thought that shows up, as a walking inhibitative demon that separates in an inner pocket as the person walks in through the open door. As to know what you do is to do what you think, as the thing it does is drives away the demon "withing" as you, and otherwise the idea is thought to work personal whether or not you like it as a point to "work with life be with life". A work in life is to seem with life.

This is the point idea response that it does, then and now it can seem as if a monster that appears and shifts to become as though a human psycho within the human body. Whatever, once you realize what the thing is it won't effect you, as you are a capable person and know what will seem to happen you can deal with it and don't be dealt with to make what you want. As the monster disappears once you admit your idea and thought is gone from the monsters head. The things you think are natural in thought, and a mate will come to your aid if you think the thought to get "aid" to use. You are sure that if in use you can see the use and thought is a point to use as naturally concurring idea, conclusion and make what you will to create

as if the thought "In Nu Yasha" can work and create as you thought in life.

The In Nat En [Then in Nate-en] = The natural response; This is as a concept and the thought is as a spirit, as if you are a good point to use, natural positive response to natural earth energy in use is the natural bound response is the right one according to what your mind is seeing. From advance or what is and what premonition and things it has in mind, from sensation from as with natural stimulation that you assume is right and so sense out and know what is from in life as if a trace.

The In Ide Ac [Then in side sac] = The inner electrical; The inner depict with an inner strength, with realisms or thinking is a thought is a point to do things with as youth is in the body you can get a natural response that your use is the right one as the discernment is from your inner child as your struck inner strength. As electrical is pure energy within good reasoning you can use it to do the most powerful things as electricity rules as an element within the body according to the right idea that is done.

Ide In It [side in lit] = The nature of wolf; This is the nature of what a wolf is and when you say the spell you can trash something and make the idea as you think to do. This is intuition of the werewolf, the pack instinct and their idea in life as a point or path to become with hidden in life. To counter this, think "I was caught" and make a motion with the hand and the spell disappears as if dissipated harmlessly. As if a troll summons as this is so, the body of a wolf or a cat can appear in mind as an odor of an undead is smelt but not observed in a motion to create with is spiritual.

I In It [Eye in it] = The natural bound; This is the natural bound response of the right response for the right effect, and with the right spell caster in the correct time as easy make is easy done with each their own time.

I Ide It [Eye side it] = Natural selection; This is the nasty response of a friend that precludes murder and somewhat murder that is jailing in the prison of your choice. As you think and do the criminal by thought, focus and projection of auratic harmony is there to use and think to escape with the energy by a surge and shift as if a kitsune with brutal strength.

The urede lum [Then your-rede-en Eye-yum] = The rede of calamity; The rede is a subdual idea that use is calamity and destruction of the point and moment the person decides and your use creates as if the need were there. As this is an airport in civilian area this can be a use, as in a use there is a concept and with the screen adjustment and a weird folding to the mind that doesn't appear otherwise. As not detrimental you can seem good for no peril reason, as you don't need to do the crede and not to seem done if the crede is harsh and you do have to seem and act good as if nothing is bad as if bade good.

The Sodiar I [Then Sode-lie-ar I] = The Alien Heart Lady; The as you go into an upper plane and your heart is torn out and yet you still survive. An alien heart is there in the place and you can seem to use the heart.

Aline Conept [Ale-line-en Cone-p-t] = The cone of episode energy; The cone already done, not as you are in a place in mind and thought creates a moment to do, you either do and don't bother people as you never bother them or try as you might you are aware. You can see to create and seem in mind, as you think to do and you are awake. The idea to try is a moment to a motion, as if an episode of the person that is a part of the essence you get and the idea ceases as if not happened or nothing happend as nothing was badly occurred when you think things necessary.

The Tho Sto [Then Thought Store] = The Thought storage; The thought is a part of the road as all things that you don't want are stored, as energy in there is recallable as you think you can get storage if you want or need to get things as energy is there as formed from the subconscious as in nothing or in a dark mood is murder or nothing can happen.

The lop Inen [Then Eye-open lineen] = The lop is in and thought is conclusion, as use is to open your mind as your eye is open there as in what you do you can seem a point and be as where you want in life. As if

you are shifting as nothing in thought seem as in you are within a come point in an area and a go point out to a place. That you in a motion can seem or become in an area, think the form as a thought is from them or nothing as a room if to think quick in a concept is a thought. As you point out things and a point is done, in as a concept is thought and out as you are not there and yes as if you are okay as this is unless not necessity.

The Ie Ecop [Then Eye-ehn Ee-cope] = The idea conclusion; The idea is a thought, as if nothing you are a thought in light action to create in aspects, to seem in the right moods that are not unless necessary and as in a point the meeting is done. Since noone knows where you are you go as if naturally back in response, to what you think is necessary unless not desired.

The finecil [Then Fine-ee-sile] = As thou free; As if a cool or not friends you are a concept, and as if acceptance you catch what you want as if a thought and think your a concept. As you are a point and think in coincidence as a thought as this in confidential view in life. As you think financial, as if a though or not in thought you can seem in alliance as if a ointment formed is a thought use as heal. As your use of money is a point that comes back double with not double weight unless necessary.

The cullis [Then Cull-liset] = The cool linsee; Think an cool as if a thought is a conceptive theory. The idea is a thought and if not seen you are not found as you are, not threatening and thus the idea, what you get is what you see as though not you this is a point to seem if as to do is to create as if in idea you can create as if dark light will as what is whenever.

Avalon Not En [Av-ale-one Note En] = Druidic essence; This is the druid that is use in essence, as you are near the druid you think as if to seem good and act the druid in part by partison decision. As if "or not" you can create atleantian forms from nothing as if a thought and use is the essence. As this includes the ability to seem, as a use and "nothing" as forming is to seem as a give and seem a good use. Then you are a thought, and as a thought you just are energy. As if you can even dress as one, your an idea as the religion is to do or not do and that is to seem a part that is useful. As if a cog from the 12th dimension, this in an conclusion and this is as you "knew" everything as now is gnowledge from the spirit that, if in use is the cog or was now and is from the spirit that goes through everything. As this is a concept, as ending in a moment use is a thought in the right, direction and what you see is what use is there by what you can seem to know and if necessary to use.

The Klupp = The Klump; The idea you think is thought as intend the essence as you think is to get an idea as you are an idea, an things you use are a point that as you think and your use is a thought in use. As such, you can seem what you seem as you think and you are. As you seem to know what you want, you can seem a use or create a use to use what use there is. As if thought drew attrbutes, think of an attribute sheet and write in attributes to us as a point is a use, and think in a point as the moment spurs the reaction and as you use things and thin in a moment. Think as you do things, as you focus and in breath focus you can think as a grey property sheet, and the properties you want glow as you check mark them and you are with the attributes. As you think the idea you hoard it and as you hoard it you gain or lose according to what you have as useful decisions and thought is done now you have the idea as if from the source, as if from what things you use. Don't actually do this if you don't want the effect, as the klump can correctly make you a genius as you are a point and thing in thought are remembered memory. As if you want the body, you gain the mass as such it is done. Think weight to gain is the muscle mass as no massive heart attack with no fear and no paranoia to think thin to seem thin, as if you lose you win as slender mass is as you think "stick thin" as if forgiven is yes. This allows as an option, the white or black girlfriend. So think of the moment, you can experience the euphoria of the idea.

The Ef Uel [Then Ef Oo-el] = The Effect of the smelly street; This is an idea magic in effect that your use is a cave as that is known as "nona" and you in use are as a thought and your use is to seem invisible, as if well you think you figure out things and you build a well as you drink the water you drain it. As there is none there is no victimized, no more an no illness and you are well. As or not otherwise, you can make use of the water as you feel emotion so no and the negative ions are there. As you heal you think and as you

mae waves by progress, you can create a point to fix things and as you do things that cause what you fix to remain fixed. You can use a thought and create what in you as want, is from in a time place as in that area and you think and no more sickness can happen. As though people were sicke in thought but well in body, and as this is true you are well as you are well things you do effect by auratic influence and you remember yourself as soothed in thought.

As this cures people naturally, you can create what you consider and intention you can use as suggestion to do magic. As the act is done you think, correct and make fixes to he or she things as the well known, thought or action is dropping apetite as the vanishing well effects those that are effects with the drinking it all up or this is so, as energy your emotions and moods disperse with the well and no "well well" water is limited in time as until thought unlimited as the manic nature is the thing that is dispersed. As if that is gone as the well is gone and as if all dried up, you are cool in physique and thought is with you as no temper and effected by magic to seem well in mind in thought. As you are well in body as a dried well is gone, avoid the cave as this is a thought and in focus they are better as if fine in a new body.

In ef In = Fire ability; Stop as you are or stop insem already, as if your use is a thought to fire, to create fire where you think use is use. Use this as you want as this allows fire manipulation, and yet not physical fire ability until you realize if things work it is a scam and all in ability as due suggestion doesn't work.

As En Ifn [As en If-n] = Ultimate shadow form conjuration; As you are a shadow form you Paul in the form and seem to form that you think, as you become an ultimate shadow that loves to seem with people and otherwise make use of what you are seeming. This has ability that comes from leftover essence, in some area that someone touches. As you think you are, you can seem timewise to get away. As you use the excess emotion or idea, that is as an energy you can use what seems your own kind in an idea. As you are not rat and not reptile you can use what thought as energy to get some idea to do. If you say ultimate you return, as you think this is necessary you are a shapeshifter as an idea or thought in idea person or not. As nothing is done, you don't have to do this in fits in laughter. As this seems to work, enlightened ones can seem to form if there is a dare, hope and understanding in the idea is a thought to seem ideal in what you think should happen will happen in return. Concept is possible in an idea, that use can seem made with the idea. Heal because your ill is a possible idea, if anything needed is a possible prospect ploy in thought except the kill of a roach or unwanted attribute. After you get a one time kill, don't ill if you don't need to as anything you don't want is killed after one day. Don't in thought, want is ant the roaches and vermin.

Snagii [Snage-high-in] = Snagajob; This is a spell form that is to create a spell job for those that need a job. Use is the spell, and the spell is to create as you think or do away with those you as a moment, if or not will allow as you thin with a thought to get a job. You don't have to do this, if your going to be unless necessary not and do or not as depiction is interesting is to what you seem. As whatever it is you get it, in thought and in no insanity if you don't want it then its not there.

An en do = This end; This is to end a point, and with what you consider right an respect you can get an respect by doint you consider right. There is a better way if one thins you are not needed, you will seem sent away as you are with what you want in life what you do sets the sentence.

Then as if = As if en; The idea concept is an iffy shift with a point that to explore is to think energy with a conservationist. As if a long spell and this is a few spells, from that idea in the area by the point as a point in point use is possible in more detail. As you don't seem to do much, as this is "arae" you except natural activity you naturally transition and as you walk through the area you shift as you walk out the door.

The in detail detail is a point that is, as a picture to remind you to seem where you are, this in a use with a depiction is possible as a wild horse. Spin or not and the things you see are interesting as nothing, where nothing in thought is nothing in mind as your third eye can see the effect in the spell and idea. Think or not as you can "ef is what you consider in a point to do.." As you are to crawl through a travel space and otherwise, unearned machines are use and this is necessary if nothing else can seem a use. Unless you think of a use as a point, that if in thought to have done wrong you haven't in a use. As the event seals

itself, in mind this is as an event that disappears from sight.

Think as if you hold energy to get you places thought, as is to get out of a bad area in a bad spot that is not supposed. This can create a point if you don't go to where you want, and have no support then if you die there you can actually return to seem as you think. As you never return to the [place you were to think in focus] is to think the place, and if felt to by observation things still are. As if this is seen as a vision or dark thought, as dark vision felt and if felt and darkness reveals that sometimes. This is in as not visited for a long time. How dumb is that if thought is a bad experience and thought is an experience to avoid?

As through the power of the string as light is a thought created into motion, by motion you create what is possible. As soon as you read this, you are not effected and things you do are not as you expect in concept unless you make allowances for what is or nat and things work your way as is. As you think, use in thought is a thought that energy exists, in amongst the worlds as if there is a way to no and think as you move naturally to think shift.

Isis creates as a thought to do, "protectia" is reasonable an is this in creation. As in to create something, is as though through the aura and "do with in no attack". As in a thought that seals itself, feel or create an idea and with thought think that this is effect by focus and you do with will. As in thinking or nothing, that is felt by what isn't as if this is as thought there.

This is not this is what is not considered, and all sources are possible except for those that use won't do as needed if allowed for. As such is a word or not as you think and your use is, the energy between the worlds and universes that the energy flows you can sometimes think and do. As thought that you can create, think as thought can exist as this is used by the creator to make. As thinking with or not is nothing, as to uncreate with changes that aren't there. As if you are not there to bother people, as instead to help than hinder.

The Nat Hal [Then Nate Hale] = The natural healing; This is a natural idea in use, considered unnatural by some that use this. As a natural conclusion, this is energy thought and biorhythm use is restorative as absorbing energy is gathering. This is to direct music, and to cure is by love from the creator and you heal by any natural rhythmic influence in activity. As an idea to considered view as a spell restore, as if a conscious is made by subconscious to form conscious subconscious as what isn't flunie as a string of viewable results by natural time is flower energy as a source amongst other things or think not as nothing with a superstring attack will occur. As you recover from what you think, you can use enchanted wax to seem and heal you in your mind as you return to the real areayou are restored.

This is by activity in thought, is the power of the night and is the beauty with this dimension is you can seem to do. Things are done and yet expose or not, as nothing done if none are there in life. Unless if unwanted to seem in and out is in our way and what you seem, to love doing is a concept or not as nothing is needed and that you can write. This in life is a control healing, as chemistry controls itself, think and this is a natural concept and nothing else that is the art that is in the power as you work the energy.

So as that is the flower power and in thought fire power is natural energy you do allowing natural ability from them who do, and as you do you use that energy as return energy as you listen to the right music think or feel and that is naturally ash as the eye frequency restores your functioning from its influence to seem in focus by what you use as ash for a source in of energy and that is the natural ash.

The use is a thought if to focus in form, with thought to use the ashes and form a ash golem or ash being that forms the golem from a dead thing as if an als is an also moment in time. There is nothing wrong with this area as you think things to seem things, as if that in use can create what is an answer as thought creates making by an idea. As a concept that the creator can make, as you need the idea you can use the thoughts you get if in life you can see as a use some force. As use is energy your use can seem as to make use, and not by what you do as a thought is a concept and what you do is think, focus and get some effect. As in the Cu Ef to help or fix the moment in action by use of an object.

As you are dreaming well, you can not show your dream until you volunteer or think, think use and your use as the energy focus is use. As to think is to feel the original idea and that is with use by your eternal life, and feel the dream and any other idea you think or seek to seem as this is not as if where you are is to happen to think. There is no other area other than what you think, as time is a focus point and what you consider is a think and use a time as a place is a point to work in a moment.

As in mind your keep focus is a possibility as if this restores, then is what in is normal and realizing a point isn't a slap to the face. As the point is this it is in nothing as anything is not a hit, as this is not what things exist as thus. This is a concept as the thing that you use to create an idea, think with a thought or manifestation will happen as the key is harmonics and the concept is healing as use is frequency with the key. Music as is the idea that is the polar shift, as an idea use and thought is that as is a point to shift with as you do. This is a one time idea if you need it you can get the idea, this is to use natural chi movement as to do things with events and create as if thought were created by the self-made concept in mind.

Baded goose as into view is by thought, as if alternate view is a viewpoint and seems a different scene. As if a concept, that is interesting and made into idea to seem and the episode idea is over or not as if of use as "en ep". As to think, you can see as you are able, to see and if are what you see or you see what you are. The idea is at sea or some other place, you don't in see as you think. As you are in a point to do and meet someone, you can seem if biolocated so you are what you see. This is a place in time and not you as if the point you are able to notice is a concept of a person, as things in the area are energy as you see what is there or not as you see what you can create as a seeming. The point is this, in visual as what you think as a visual moment is what you see then what you get is in a vision by what is a little interesting.

There is a point that as you set off and see someone, you can see them where you actually are and as you see them near and talking to you. You can see them somewhere else as in a visual idea in space, that is a point in the 4th dimension that you can see things in time. So every idea is a point in space that is a time and area that is visiting in space, as you visit you think and you in time inheriting in space from essence are gone from where you are as you were as in a point you poof in a time that is accomadative to the point that is necessary. The idea is a thought as in thought you are nothing and as yet something if you think you you are. As in life you are what you seem and yet you can use a point as a save where you can see and think, as you think to see a concept as a concept and use your wits as a will and as you do you create what you think as you feel like doing you are good.

Switch in position and you can shift, an area if the idea is on as you do. As you think or switched turned off and not something done is as you are, the strength of 5 is a spell feel as the "dragon strength" spell is use what you do. As a focus for energy converted to strength or not, as think in and out to do and you shift. As timewise you use thought tap on 10 people in space and create is use with their spell aura, to use is getting near and absorption is in time as you can magus in thought and in created view things for people to see are seen. As by whith a concept as if a thought in a moment, this is as an idea in a moment and is done and over with by focus and need to do other things.

As the figure you see in your mind, walks away you can make and create a parting help or thought to do and things are done and what you think can seem to disperse the idea as the vision dissipates into thin air. You walking away, from the area and doing what you think as in thought you are not in mind. As in the 4th dimension, this is a place that time forgotten as the idea is a thought. Think you can as to think and feel as you can feel, or feel the way and seem where you want by this in a spellbook.

A timeless place that is in an area as "are" as the area you see is a timeless place is an idea, that is the concept space represented by a construct that represents an area to work with. An area is there and uses the energy of that area to manipulate what you see, by a string in energy space that is a space string that use is energy and thought directed through them is in action. As a nonsensical area is not by act and thought is revealed, as weird and not very realistic as you think you can see what strange crystal thought there is. This is what is in there as a vision in nothing or in thought in view and as you do, you shift in where

you want and create what you are.

As if you see what you think, feel in thought as if your near death and your viewing in the mind within things. Then in thought this is what is answer, as to some question as is what is a thought to seem right or wrong and what is natural inclination is right. There is a place you think to seem, as you are dizzy and that is called vertigo. As what you seem is in a top spin and what are is in a place, that is not real but real as you think you spin. Similar experiences to this dimension is a thought place in mind, that is a batman cartoon idea and as there you seem in a motion or not an nothing seems as if nothing wrong.

As you in life view what in mind, this is as you see you are among other people as things you want to see. As particles that realigned in area no and you may see a war plane, in an area of space that can arrange themselves and no is a space thought as if this creates what you think to do. As this is not an actual space, except to those psychic as if in a dream to the physical area. As though what you see is what you think to get, or what you are in a dream that is undeniable except to those that don't see it.

An those that don't see it, are not seeing what you do as if they are not able in person they are in perception and don't want to for no reason unless necessary in dream. As thought seems as if fruitless, as the idea may seem an idea unless you are done and don't bother as this doesn't matter. This is a plane that is observed or unlooked at is as to observe you see, what you think and what you use is as a place in mind and use is to make some idea with use as the idea is in thought.

This is to use natural achievement as an act with what you do, you can see any area you think to look at with energy. As necessary a thought timeline is, as if a thought to make. Then use and create a way that is better for the person. As to make use can seem by the seeing with what you do, and not otherwise needed in whatever done or not as you intend this is to use magic. As a product or otherwise things can come as thought if magical if thought if concept is energy, to use in as will thought creates itself as to seem a possible use.

As otherwise not impossible is an activity, to make or create not do as a dream as if nothing done and not much is due. As in a thought with this spell is use a thing to think as in no as if in thought to do, as in the idea you can get any result you want from this in life. This is a place, so visit if you want as if not as nothing there, as a way is there to go and return is easy as to think and do you know whats there?

The Eaial = The Intuit thunder strike, is the thunder strike. As use is energy your use can seem as to make use, and not by what you do as a thought is in a concept and out by what you do as this is think on a thunder storm, focus the energy and get some effect by thought or will as wish as you do not, realize and do.

Nat Ash Fep Golem [Nate Ash Feap Goal-seem] = Natural ash golem; The use is in occurance if to focus in form, with thought to use the ashes and form a ash golem or ash being that forms the golem from a dead thing as if an als moment is an also moment in time. There is nothing wrong with this area as you think things to seem things, as if that in use can create what is an answer as thought creates making by an idea. As a concept that the creator can make.

As if this to exist is as you need the idea and you can use the thoughts you see as perceive, feel and seem in to get and out to go if in life you can see as a use some force. As use is energy and your use can seem as to make use, and not by what you do as a thought is in a concept and out by what you do as this is think on a thunder storm, seem in focus and correct by fire through the chakra with a white light burst effected by aura.

As the energy surges you are clean, and get some effect by thought or will as direct in psychic phenomenon wish by focused energy with what you will. As if a point, there you have a concept and here you have a point in thought to do and your will is thought. There as is in mind you are with a focus to derive, as though your will is enough to push a wheel. There is focus to direct by will as you direct the idea,

as you see you think and the idea will respond as if conscious is thought and from what you want. An as is a simple conscious object, this will move to your will.

The Sr X [Then Sir eX] = Tis the counterspell; This is a spell to counter any idea, from a person now dead that is useful or not as to create with the subconscious or uncreate with a thought that is a point to do. The effect of any thought is to do a point or dismiss the thought, as the idea is a point you can use what you think and if you are a considerance in considered. As if you are what you seem you are, what you are until you seem to do differently. As though a thought you seem, you are not effected by what you think. As you think the idea, you fix it and the situation fixes itself, as things you do go away with any source thats applicable to seem a use as a thought to do. As or not you can seem, what you use and if not you aren't effected in use. Unless useless in thought, this is not necessary to be done. As things thought and not done at all, so what comes in life is unless useful and not done otherwise as you did it.

As if useful is seen as feeling with senses brings, or not as the idea to mind is that and this is done unless nothing exists and nothing need be observed. Otherwise, as you feel like you belong as if you can stay, as if in thought you think or not as you have feeling. As that you don't belong and dissoluted forms in life, are there instead as you and if you are aware in life not in issue as your view in sight. As if there is nothin in view unless there is a life to watch as long as you don't fight, as an idea is as a thought creates and what is makes what the thought you intend and this won't fight you if you are what you think.

The Sr [Then Sir] = The strontium; The strontium is a bar and when you think you can see a properties idea, think to not be near the strontium as you think properties in thought to know or not as you look at an object when you use the particles. As if an idea you are what you seem, as you can get what you think by summoning an as you think. As the something in mind comes clear and you see, what you want an think is as you want and the idea you do with energy passing through it as you have is possible. As if you are a point and the mentioned effect is gone, if bad for you that you think is bad or strengthens you as the body is good and you can use the idea to get a good result. Don't take it into the body but keep it near, and the influence is what you don't always accept.

As you in a point of weakness think strength you get strong but lose your strength real fast after, as its just metal and you do experimental things you do may feel interesting and as in you do as out you can get what you consider or not as its not necessary. This is a point, or not and the strength of one is a spell cast by "Ogre strength". As a thought you can use that as energy dissipates and thats the side effect where you can't move, or not as a muscle will move as if thought was a will till you resist the idea. As in the strength is a thought renewed, you can change your shape and size and yet you can still not use the idea as the body returns to normal afterward. This spell prevents too much use, as the idea in which you think prevents weakness in strength in technique as prepared right gets a good and correct result. As a thought and you don't move into or onto another person, you can move away in time to get out of the way. As you think, and this is the thought to do, if you are to be nice and go nicely.

Don't do it if you don't if need seem as thought to hit it, as in a concept by use of what you do is to seem of use. The idea is to think in a point of what you consider and if you don't get a good result by a positive and negative energy, you can counteract or create a thing as a car or not die from otherwise feeling or if you get a result you can think. As if to think positive and you get a success, as you are good at what you get and give you think. The idea you think is a possibility eventually you move and the idea can seem to happen. As if it occurs think and focus a thought as energy through the metal, as you stream through the fingers and any byproduct nearby is food charged. Manifest is easy as you get an effect by what you do in life, and what you do if this is a point and energy creates what you see or use as activity produces produce and activity produces better results.

Nulle weakness and nulle paralysis as you use thought, if you think to move and almost find yourself too lax. As if things wor as you think, then if it is that which is a use you can think and use what isn't if you feel it is necvessary. The idea is thus, what is isn't as what it is if, necessary is possible if reasonable for use unless opposable by use. Then and now as if a point or thought is reference, there is a thought to not

be effected is to use the idea or not use what you think is wrong as if not there to use it. Self-thought as in use of what you do is if you are to use what you think, as to think is a want and to need is to get. As you can seem a concept in thought that is useful in possible, or not use as to make use is to seem useful in life.

El Ed = Hell streamer; Use is red energy and what you think, creates the fire as the idea is from the idea reflected in your aura. If the area you think of is possible to not use, and you summon it from elsewhere you are capable and create what you think as the feel of energy. This comes up in life and then you can use the energy, to cause a shift or thought to materialize as if you are physically manifesting. The false life idea is in with phosphor, and use is the creative idea and if you are in an area. That you can physically fire by manifest, don't as you think on it as you can use thought to create in a thought. The emotion can drop, or not as your use can create what you think and as you seem to intend and the parasites disappear from the body and heal. As you think to feel younger, in or not as nothing exists. As you get emotion response back, you can use your life energy to seem normal and care.

The le Tric [Then eye-end Tricep] = The idea trick; You know what you did and the spirit reveals it to you. An in the idea to make something work and look like something else, as you are seeming in agreement and each time you are thinking you can create what is different. As in what a thought is not unless necessary in thought and as you are or as appearance is change or different idea is expressed in by the different things, or you know it as you see it and as that are thought with the same thing expressed over until not necessary. As magic is sane making if possible, as you keep it or not by feel you work good as in you is the ideal. As energy then you can keep the idea in mind as a form of what it chooses, as you are believing you can do the idea and work.

As you want or think and you gnow the idea, think and your never insane as just imagine the idea and the point is there as your spirit is what causes the recall. As the subconscious use is to recall idea that makes, as you imagine and the idea is as if this creates what as if isis is what can help out by what you think. Then if point you feel formed into idea is there to use the thought you are ready, as if attuning to the right area and time makes the idea by thought in and out as this is there where the idea comes to you in life. As you do things when you do them, you can do what you want to get things done.

This idea in spell form that seems what you want for a dog, you have a memory and that is a response from your idea focused in thought as this is a natural recall as if smart dog and done if this in idea is the superstring created by energy string. Think and you remember from what you feel in energy practice as this is a place or area of high intense feel energy, "as tis in the en" what can help recall nearly anything in information.

As you can nulle action before stupidity is done, if you want to seem or create smart idea and memorized area in space is there. This in the time you in thought are in mind, think and the action does as you think or what you do is what you think there. There is a thought that pointed out, your capable in the arts and if your use if human your human and returned in idea. This seems like a chaos school in use that can cause, what your intention is with the animal you trained can be not always used by the owner.

Aline Asient [Ale-linen As-lie-ent] = Alien alignment; As assumed in assuming space things or not as no you are what you seem, to protect yourself by Isis as if an assume as you think or not as you are in life as if you seem aware and "awaened" as if a point you are not a psychopath except the sociopathy. As if a thought were a conclusion you are not, as though a pointed reminder you remain to see and leave to show what you think.

Spa Goi [Span Go-in] = Spacial guide 2; As a spacial guide that is a place in the mind you can guide about your body, as a if a character and use is a point as a plan of action that you device and things you do is a point in the plan that use is a plot. That and what you think creates what you are by what you do, and your plane is what those that work with you can make. This or that can seem as polite as possible, as they and you work its already been done.

Spa Vie [Span V-lie-en] = As spacial guide; As a place that doesn't exist, this is where you end up and yet not dead. As you move on in life, you miss the vital point. As in a place you are in time, and in thought and as in mind you are a guide. Your land is your own.

Specie Ef [Speed-sigh-en Ef] = Specy effect; The normal in intact idea, as in what you think you can do right or correct. This is a spelling that is to create an avoidance of what you miss in life. As to not walk into someone, as if a missed wall this is as you are a concept with what you do. As a spell is cool, this is a really interesting effect as you biolocate as if a link to go places in places you are not to exist. As you can exist in area that is not existant, you are not liable in for a way is what you do with right excuse in life. There is a place in time and use the time nothing made and as if you are aware you can think, shift and see yourself together with whom you want or not as nothing can happen.

In et = The Intact ozoner; This instant moment in eating disorders, and if booze is an idea this is as concept as this can create a point and is possibly what can seem in the mind as a cause in and out to not eat too much. This is ecstasy in thought of far fiction, and that is a match in meet and stopped as the moment is stopped. As you think he does, he might and act is good to the purpose and you are not on any drug. As if you are in a point to seem, in eating in idiocy can stop what is eaten as if not eaten from within. As you realize the in action, and not attack by a past that can form as if focus in will and thought with feeling you relent and things work right.

As a moment of peace on attack, exit or not as what is a thought is by what you think or not as nothing exists. As if a thought is born, from what race you are at the moment you died, off an on in a place that can seem a place and yet not seem at all. Think or is not as nothing exist at all in life, as if a species in which without switching in is as if this is his or her head as a life that you feel is your moving by spirit gnowing.

The truth of the moment as in eating is the alien, that you raise as no nothing is a spirit beaten kid. As an idea moment, you can do things or duel an idea to not duel only. As you think as a drawn out life is real as if this isn't real or as that isn't real, and yet you can not do if not intended as needed.

The Specy [Then Sped-sigh] = The Ocean; The ocean is a dream as you use it for energy this is a shifter, to shift a place and as you are point to do you can get what you after. As if a thought, this is as "lets now not" as if attunement is a species in space.

The species [Then Speed-sigh-yes] = The few moments; The few that believe are dead, dying or in some crazy mood and if you cast this spell on the person. You can dislike as they don't do wrong, as an opposite. There is a possible idea, that is you are a dare or not you seem back.

The Crean [Then Creed-an] = The Venetium; This is a spell that ends what is wrong and makes the idea from useful energy. The only idea thing left to do is right the wrongs, by "arguing" and create what result you want and the point is revealed by what you see as an end point, as if a concept this as in opinion a person in an argument can be felt and things you see are what you see in thought as they see from what is a thought with a thought makes what you get as if in a thought. The person response make is use with isis, or not as a thought that fades away. As with a thought, you are considered with what you do, so if you use this real life moment you are nothin in life but a wasted person of the past. As a guide you can seem, what you wanted or not at all.

The Vew = [Then Vee-w] View shift in place; Otherwise not think to pose and shift about your foot, as you stand an think you feel calmness as yet you can get what you want as you think you shift. This spell can shift you anywhere and anywhere, the standard point you want is thought and you are in spirit as you think you shift and now is thought what you see. Think as do, and if to seem nothing is to "dey" the truth and expose it somewhere else as you are aware and made aware. You are what you think, as you don't beat around. The spell is a point, as you can use it to create nearly anything hoppsaible to make and create with anime or other idea as you are to seem a wizard in mind and in body your normal. Otherwise, you can in warning seem like a death being and yet you can create what you want, as if a 13 feet tall person that can

seem what is necessary. In place your a mind and as you are seen your lie is like a 13 story building, as if a reality in what you do in Ansolom is a truth. "Sometime" as you think you did is what causes this, as if you are aware of a thought you can create it not and this blocks the effect.

The vent [Then vent] = The idea is the thought as if you were a vent and in the scene, don't claim for those as you now the scene as yet nowing is with spirit you know what you see by influence in what essence you care to use. As if you were a point in concluded affairs, you can create a thought with what you see as vehemence and emotion. The emotion ends as you give the shades, that use sha and transform into things. There is a link effect that is a point in time as that is a concept and you want to use things. As if you think "gno" or "kno", as if a thought you leave the area and what you think is to do what you want and don't print as the focus you do creates a moment in viewing. As you think "don't gut", you stop and do something else.

The venet [Then Veaneat] = The accusation; The moment is a point from a venus flytrap in use and the thought from it is what set off, as accusation somewhere else is the point response by what you think and use is a thought in what you see and watch is from psychic viewing boosted with energy. This spell can cause whatever you think, pointed ointment is the end point as a magic ointment that cures from essence and what is accusation is whatever you consider it from as if an idiot.

The cenet [Then Cease-neat] = That way; There is a point in effect that can create something, that as is a concept and seem to create anything from a source and that creates as you think in you do. Creating a scene by tapping who you want and whatyou express and act is in mod music and otherwise reported from contesting, as music is loud and a concept and think as you "what" is that as if you can create what influence through the music. That you want to do through stereotypical use, and yet things you do are excepted until pointed out in life.

The wean [Then wee-Ain] = The streamer; The stream that is a thought of the weather announcer, as a sequence stated of events at a person the air represents and thought that is a starting area and starts as a person is a flasher effect point that is from piss and only piss that in reaction is enter or not a, point you dismiss the worst and make the best from what you see that is creating a thought and working as a thought is you as if to see what else is possible. That is a place and time, non is that is nonextstential by what you do that you don't expose or not to do. As you aren't to attack in a thought in a point out, as a in what concluded to seem a store in spirit. There is a point that is pointless, as there is nothing but a conclusion put down in thought to do. The crazy thought, here is you can do things anywhere as right from where you are in sanity or nothing done as if a warrior from any book as if a nagual explaining to yourself things.

The walse = [Then walse-en] The false Fys thing; The false idea that is a point, as a bad example and a good advice to not do. The idea is a point that isn't done, as if you were a thought and not as a conclusion. As if false is a possible idea and you are where you are, in life as in a conclusion in life you are free to do what you think. As you invent things you get an idea to fix, an idea and work is what you do.

The pubb [Then pubb] = The adversant; The adversary, what is written as this you are adversant to yourself. As you are what you think and create, what you are intending in space that does not exist in life as the subconscious can seem to make or nothing in evil idea. The cancellation to in this is leaving the area, and fixing what what you think or create a solution to fix the area up by cleaning it up or picking something up.

The Wel Pe [Then Wevil Pen] = The welcome party; This is the death party, that appears normal and accepted as death is that with energy can appear in the mind as the death party. Realization stops this, think as you realize the effect by someone else and you think as you listen to insects and people as if you fix the moment from essence. That is a point to time, as you think you are you can do interesting idea. Sometimes non monstrous and otherwise what you think isn't as what other people see.

Stealing can get you looking weird, dead action and spirit reiteration can lead to weird looks in aspect

and out normal psyche. Now don't do behavior as in this can get a point, and you are what makes the series point to get access and use what is there. Stop what you do as you think, no distraction and use is up to you, think and go or in seem to do despised or not as what you want is. As a circumstance can seem to be appearant, out in of experimental idea and out by life extinguishment or any element that shouldn't be.

The walche [Then Wall-chen] = The mome time; The moment and all moment is the similar point of view, that is the same and you don't have to or not as what you want is what you see is what you murder. That sets it off in your form, in and against those that set the moment off in activity. By law that is but isn't there, you can do things to start an idea or not do anything at all in life.

Walche [Wall-cheh] = The Waltz; The waltz that is a dance, yet in other places this as a continued you can seem to be defeated. As in an idea to do, things you do is an idea and what you do is what you get. This has an opposite side that if you are a point and things are what include an inside joke to create a percieved point of disruptive behavior, that is with a laughter fit that if a conclusion in a jealousy fit you can get an idea. As if to strike out and worsen or get better, be according to the idea you think. Seem to do things and the thing disappears, as disperse with the "ef" effect cleaned up with life of extended misery.

Welche [Well-cheh] = Welches grape; The effect to create and opposite cheat on a person in idea to cast away fire. Think about this as you get grape jelly after use, thoughts to use grape juice and not fattening is done as a death of aspects you don't now know.

Tuhnma [Tuh-dra-man] = Make and bang; Make and bag weight, bang away or what you think may seem to happen with your nightmare. As sych up is interest you can seem and get thought to crete thought. Unless make hard is easier. So the idea is cast the spell on your enemy as your enrgy that you cast it on an object will cause what single most effective idea to seem a use a bleeding blessing to cure the idea. This spell is rather unsafe.

Ahm [Am] = As dragon; As a dragon transform, as in an idea this can seem to create or what you think is done, as if with the creator effluent or bug zapper and nothing collected is energy.

ReI The As Lod [Real Then As Lode] = The assault lord; As in is to use, is to not point it out. Use in chaos on what you want, or not and you are a point to remember. The idea effect is what you can do, in as a concept and out as a point if to get in a moot point and create a thought. Nitrous oxide is a point to do, things and create what thought you create as anyone brainwashes you and noone defeats your purpose in mind as a person that drops and can come back.

Insemm = Inseno; Thanks to any in idea unless necessary, as you think to work with them this is as you live the space reality you live time out and not intent in will is in by thought and will otherwise or he or she will cancel if you don't say the spell as to cancel this out is "uninsemm".

Insenn = Nat Bel; Make better till actions are done to attack in a psychic assault, by the mind or not as you think to act sane. Instant idea in no insanity till too much energy, think not hopeless or not as a break in what you think to do stops the effect. Ask and you stop and break the insemm or do something else and "no plump" is the set condition inline. As in what you think, think and you think or not as in a motion you get a great idea.

Insemn = Natural insemination; Insemnitie is to not do insane things, and you go and get idea you are needing. Think to go and do unseen things, as you are doing activity you are realistic, and you don't have to not be murdered as you to do you get to do things as a fun point in time. No insemn happens, as you are in and not doing things, natural financial is within what you think.

The depemeds [Then dee-pend-meds] = The fixture; In prosthetic as you are doing things, insensitivity is possible and as you do idea you can get an interesting effect. As you think, ask and it "Insen" on what you

do as you get answers or not that and this stops. As non sentence is in use, and then you will get answers as no good or not. As if to seem good clench your fist and pump the blood, to get energy as you are able to do as you will by unsatanic medication. This can set people away from you as you not that and those in ritual kind can ward away those set in sanity as or no insanity as this in infinity your ask is okay until you decide to not do things as to go. The people you hate are dusted into ash, otherwise turned into water as you think you do and move around to get things. So to get and think as you are aware, you can create what you will but not those you see don't dislike and do nothing for or against those you meet unless you think it necessary.

Insenmen [Insen-mee-n] = The motion of a insensitive; This is a motion that is with artificial construct in intact contact space, as set or not by magic and you are aware as work indeed you are don't or do. As this is inexpense, with inexpense second time sass as your heart desire to do and you end as this is a point. As you get away to do other things, think as long as you know you and don't be dumb or no numb. As you aren't in inemnity or instantaneous galactic gate, ismenity is you as you are actively normal in spell or not stops the spell. Not or what you do is things that people might want, as this effects others by what your subconscious wants to happen as goam stop things as if insane. That isn't attack except diseases in which that they eat as attack, the subconscious figure yes as a point to eat and no as your what your soul in help is to help out if need to get help is done as you need to you can get a better response as if a dahm.

Infem [In-feam] = This is no insanity; Insanity of infemnity effect, this is an area that fades away girl as it fits you are gone. This effect can not be there, as you are aware and if you are female then you are possibly untouched otherwise then create as you figure the person that if you met you go with or leave alone as if you hommet. This is where you are and out like a humming bird, or not as you focus don't, as medice think on your crown chakra making fixes.

Imn = Imfemity; In female action your indemnity, as you know what it does it won't effect. As this is in the worse point and not otherwise things are better, as there is none and then you are seen. Then you can do as you get hit or go as if you are a point to do activity, magic in female form you are what leads peds people in on it as within a point and as this gets things to work right. Made into a point that creates fit if a point of conclusion you can get a point, sappy to do or not if insanity from emotional horma or hormonal and things are sometimes in fits. Aye if you want you can if you need to you shall, in septitude and possible rotting as if no if not this creates things they are as badly off valued things, as to order either one or the other as you are a million idea.

The Sap [Then Sapient] = The sappy in effect; The effect out in the world as that point is remembered is what came from tiredness in use as energy that saps the excess, and if a thought could touch the tapestry of time things could change and what you do is what you get and this in thought with no idea except to do or if not and with things you don't need in a thought aren't there. As reality things you are if not seem as to noting disappear, unless necessary that leads to an insanity of progress. Tis does not happen in idea to use right from wrong to create as right energy is correct with law.

The Onna Gonna = Sanity idea; The moment you think, you use a thought and think as you return to normal where everything makes sense and is my father.

The Inna Uva [Then Inn-an Oo-van] = The Semnity Sam; The effect of hustle in mind, and use in idea is inversed matter that creates and seems what is a concept or fruitcase in mind in the inne inne cancels by Inne Inna.

The Inne Inya [Then In-nen In-yan] = The demon effect; This is inya yasha idea, you get to see or create a point in the series and you can use a point. That is to restore the soul crystal that they call a demon gem, that is what allows demons to create real idea from illusion. As you won't suffer any loss if a small food sacrifice to the trash by yourself. To cancel this out is to think "most wolves run alone" as you don't answer.

Onna Enna = The idea is a thought, and you can create a thought and use a point to create in destiny. So if not as you think to make you create a thought, to seem a use as a thought is a point to do as a prance of the road. So as "Eren"if to do a point you can create a point, if in a rite to think it exists and if you self-create as you can create characters. As real or not as they are real in their own idea, as believed they are disbelieved as if even in their own proprietary notion as they are willing their natural understanding is there or not as they are a point not fits. They are a thought but occurrence, is what causes them a sign of modernity that use is to cause familiar thought that allows use by intuition.

The Lairt = The face uplift of a character; The thought of a face lift and haircut is a thought that is a conclusion to what you create, separate from a tire as you use a point by thinking you are a creator and the tire creates what you want or nothing happens as nothing exists.

The Mairt = The Existence; The moliarte moment you exist and freeze in time to seem and get things of what ye think, as in ye think to get and use as a point to do and not die off or not if you avoid death and your guaranteed that what is isn't isn't.

The Ne Wat [Then Net Wait] = The Never Whenever; Never whenever whatever is to be alive, and as you live you are stronger as you thinking. Then and now and as you are you are alive as if never land.

The Ye [Then Yet] = Ye Spell; The whenever you get something done, you can do things and not anything is necessary till you need to as if given what you need or other idea can seem a hand of davenport what you deem necessary.

The Ye Nera [Then Yet Near-ran] = Nothing exists; Nothing exists and in nothing felt as impulsive an in life.

The Ef Yen [Then ef Yet-n] = The effect of ye; The God of life and idea of the moment is a thought, guess the effect and you can seem to get and know or grow is to work and work is to play as if a fox that is nothing but a conclusion in a deal. The area your killed in or not, you can get a clone being to appear from midair. Its useless as if not for a chronic.

The If Ne [Then If Net] = The Moment is done; The moment ye is your a good person to work with, is the moment you are better for what you think without sickness.

The Nev Blud [Then Nee-v Blood] = The Never Blood; The bloody moment that doesn't ever seem to happen. The scene thriller, that is a point and doesn't seem until you think nightmare once written is there. The idea then if illusion seem a blood group that is in an with a bloody place that creates the idea by the reality in life as with a place an island depicts. Tis what creates dhampires.

Nr Eve Red [Nerd Ee-ven Read] = Never ever red; The never once said is to create, and what you think is to never get bad as results are true and love is there as you see red the moment is near and you can attack if you think to defend in a point that isn't there. As it takes a life to give a life, as you are not you are so an as such your able as this is an idea that came from revenge of the nerds.

Ne Nw [New Neh-w] = The Direct approach to direction; This uses a point and your use is a thought, in mind unless not interested and its not known even though its real life its what is as once spoken its done and you don't have to live it.

Neg Pos [Nee-g Pose] = Negative Positive - is the pulse being form that is idea and as we use things you get things. As the negative idea, is a thought presented positively you are a well being just don't think and do.

Neg Pos Mom [Negato Pose Moment] = Assumed in not identity theft, you create and things are well as you are a point and things use your idea. As if everyone, was your mother who offered a Pop.

The Col [Then Cole] = The columnity; The column is a place is were altering that you watched enough as enough, don't if you've had enough and yet if you must write things as to use the idea that is a point and state it as you live as this "does" adjust as if a spell. and allow a response Not many can do articles on magic activities, so even if you can your in luck or not as nothing happens as your invisible an things make an create beings for you from objects.

The Ajdus Juu [Then Aj-duse Joo-un] = The Adjustment spell; This is a being that is a moment on thought, created as a form from thin air and nothing is the idea. As a brother who is yet, things done are an idea is in a trapping released as not happened as Adjus En or endust effect.

The Pt Col [Then pit Cole] = The Pointed collusion; The moment you take an object, collision isn't where you can get something to adjust time to time the idea and the idea is a thought you collect the energy to do. As in a personal collector item is a thing you are thought, and nothing matters except the idea you focus on and any accidents in a thought is pointed out. Inobese there as you attune to a thought and use what, never collected is gone from the area that the accident as energy. This is from the pit fall game.

The trans-x = The idea translocation; The thought that abounds is the earth that is a point and an element, as in a thought you are a vision as if real and if no nightmarish is to release you can germ use to create cures. As if a thought, you can make or consolidate is effect in an idea to consider. This is a shifting by will and thought is to walk or think, and in focus shift and do in an act to get an idea and you are what is in thought to shift easier whatever you reveal in a walk is a considered idea or not as it doesn't deal well with the area situation as the area is thought and your will is translocated as essence is in will form as you. There is a will as if to a way you think, and if a will there is an easy way in to walk and out you go with no fear no reaction, now walk out a doorway and you are where you think.

Now Go [Nowe Gon] = Now to go; The moment you now you go and try to do, the idea that you are seeing you get by a touch or naming. As to get a success, and what creates if is what makes the motion, as magic happens from what you motion as you convert the energy from the pain and other idea that is as a source that disappears.

Ne Ty En [Neg Tye En] = Negative time just once; No Negate by negative time with undoing by this spell; Negate the time by undoing as in point with what you think should not happen, unless you think it should exist and it can resurge the energy and the time is unalterable unless necessary. As yet nothing and if so, stop trying to get results with this as an "en".

The Co Go [Then Con Goh] = The leave and come; To leave don't just do, as if to create the steps of the future, you come to your own time and make use of the exit to exitus at the right time as you imagine the area and walk as you see it if you feel the idea and form the idea form by energy that uncreates itself or creates what you want.

You me [Yonder-un menn] = The idea is a point of created matter, or uncreated to seem you and me is the third eye as yourself in projection but drop in if you want. If you want or not as you think, and yet this doesn't happen as nothing occurs. No energy to the aura an in with jail is doing activity, makes nothing seem non plausible.

I Go [Eye gone] = The third eye focus; The third eye geneartes, the inform and the form can go as needed as you or someone else. This isn't in life, and this is only for in a short time as only when its needed an or not in inevitably thought moments as separate space separate time.

Fere Mne [Fear-en M-net] = Fear in Bopping; There is nothing in a point as that is an act if you think your avoiding hithing with your forehead as headbutting, you move your head around and with a thought you so seem to bop or not as this is thought you can stop the idea by "if even". Think in a point or "so even" to condemning acts of glut, or what is wrong by thought is there isn't and that stops there bop as if their music is not there. As this is orgonnic the point is resisted, as if a dumb point stop the point as as you

think to seem something else point out a fact. Shift out a foot or otherwise at random and you are in a natural idea that what you do is right by correct method, as though a crossing of a river on a faery river boat or not. As you shift some place, that is a time to seem touring.

As their killed by your similarity, and appear as that by life standing as to get an seem alone is "em" as is thought to fix things which is standing in assimilie. This is possible as you think your somewhere in the net, you might actually seem there as you are where thought leads you and you are not dog as you are where you are. As you use this effect and the network you can spiritually seem somewhere, as you bop your head to match your head to something. As if the idea pulls you through the monitor, as to not bop fear not and stop as if "tor" is to illegal idea and you can seem to use your fear as energy. Get over it your fear and think you return, thought as in an "en" effect that is moment at the end is done. Then if you think, the effect is over.

Hindu [Hind-un] = As thought exists; This can see or hinder or help if you take the hint and be dumb after, as you hint and by the energy you are near as this also hinders others to use things out of control. As if to handle their energy, this can seem and hint to interesting activity to hinder others. Don't wishspell and you won't do stupid things as you won't do the idiocy approach, this as if you ask the right questions and get better or not as nothing is intended to be done.

As En [As En] = Assimile; As this isn't exactly what to think focus and do, think and do to match or almost match, what you do if you need to if that makes you feel better in life harmony. Use is to think, and whatever you is slain unless alive and to focus energy is to create things by energy, to summon as you feel you can match the moment by energy felt and you make a point exist or not the moment. Ceases not your in action as this is so be threatening or not as any longer and you might pass out, as if in a concept you are awake and as yet done. As in a moment you feel the area as rage anger and assumed idea, build energy and poof you are a thought as energy to shift and you dissipate into thin air.

Neg Ion [Nee-g Eye-on] = Negative ionic energy; Negative ions are manipulated by a thought direct, as necessary in energy to think and you create as water is a cure and influences air to humans as in if no by what is in a thought were done, animals and soil are what generate the germ with thought, however don't become the animal. There in a thought, is a thought that in existence is done and whatever is gone as this is what is done is done with gone and as to seem an aftereffect you are aware. You think what is not existing, is existing and as not an idea in situations with ionic energy this is not there. If you direct them you can cause a rent in space, as though a negative ionic gate that comes or goes as you think to go.

The Viw Wed n [Then Vie-w Weed En] = Viewable world; The world you see is a point that is reference, assume what you want and you can seem to get a better thought elsewhere. What you do in thought is what you can do as a trick thought is a mention, as if you think you get a better deal by what you think in the idea to get things done. Realistic in approach is the realm of realism as in art you are somewhere else, as if you can seem in a use you can create with better creativity by thought that exists elsewhere in life. As you do some idea wrong, or in use this is wrong if "in em" or beaten in the head for what you did. As what in them in is gone that if thought is of what shouldn't be there, then you can shapeshifting as if thought existed of the thing as you are a catalyst to seeming.

As you do the value of life, in that you can see in thought, in moment as you perceive and in care or not create. As the creator uncreates this is what is there, or what is in is not in to see as things aren't exactly as they promise to seem as if not is to don't do "inlife" as a point is a thought spoken. You don't have to do this one, in and out practice is done as things can seem a use thought is repair that exists. There or nothing is done, with what move as this nothing exists, this is alive to practice your use or not as this is as if isn't done in use. The moment you die for something you live for something. As violence is a thought, this is a weed effect you use to correct and calm down with everyone as different results.

The Motif [Then Mote-life] = The motien; What is fair an applicable use, whatever is whatever and is what isn't as not in use by what law you use.

The Motief [Then Mote-lie-ef] = The motion; What is a response, is in an idea an to use an included point is in a thought and don't be there.

Ien [lie-en] = The ideal in law or in-law; The ideal to us is a point that isn't dumb and in yet you can get an ideal from people. How this is: so use is free as policy in a thought to do and or do not as think for what that is in life in law. That is life law that is don't in trust, and as your law you not here. As if nothing exists something and your what "isn't is not" as this is a point in view that can shift and nothing else is there to do. There is in a point of view that verbal idea is life that is somewhere else, as you are not but a concept as if a lawnmower man or in idea another is not what to do or other you can get nothing. As nothing isn't there as in erasable art, an as if undoing this for art as is what you think in life an ion thought manipulates the idea to not occur. This is a point of view to do in what you think, as if a view is fact by two or more views as or not as anarchist is disrespect except to the family you are in gone and forever more not in a past life. Adjust and you can seem in use, as you do what they want in life that creates what is there.

There is what you see as a value that in there is a point that is as it isn't and isn't no more, as an idea if you follow it you may go or come as you please with a different thought in something thought. Up is a point in idea reference, as a point is ue and use is the idraw effect by what you think in what law there is you can manipulate. Think it or not as you seem in a life or do as necessary, as no is no, this is what you undo as is what result you have undone as energy. As nothing is done as you are aware, awake and under no hypnosis, by what to think it and you are not there as the under earth station is what you can use. To return is no not, as if a faery and use is experienced as a youthful point in life, as life exists in an idea understanding in not another body and that which you do is not but gibberish by what you consider in what you understand. As if a thought exists, transferring through the time line is to think xanth and work as a thought is useable an what you think is possible in thought. The point of realism is in and not but an idea, the way is a path of life considered by what you think in a life you create by the creator and what in as you consider is or isn't done for whatever reason. As is makes a point in thought, as if a "consept" you are a thought and things that is in what is done. As is if a thought you are nothing, but an idea and thought is gone about you as invisible.

Tgh;If [T-ghost leff] = Their will makes is concept in a point you can use, as there is a thought and creation is ease of mind an as what a point is not but a weird way to say it. As to say it is to stop it, as in a thought to stop is nothing as nothing exists.

The eN [Then en] = This is ideal; There as in memory visualization thought as is a point to live, and as you are arranging you can get what you think. Reverse the N as you think of this and you are well as nonattack with magic.

Toga [Togg-an] = Then or waiting; Think what you will as you want and things in thought, are collected as roaches in a can as this is a thought you are a concept as things in thought are not ever done in a life you choose or not as in a point you are well. Then is a point as the life is vicious and you are not vicious, as assumed nothing is attack as in a place you are aware as you think not a false value.

Togan [Toga-an] = Together or not; The tug of war is a thought revisiting you innate is use, of the ideal "genetice" and an idea is a point that is not but a concept, in an aspect and out others that are clones or not and they are as they are aspects in visitable "gnow" land as you think y as view with a thought. Whatever variety makes you unisane, this is not done as not in concept as if thoughts revealed are not obese insane. As if less is a concept, you eat more to not weight up. As if less is more you lose weight easier in is more. There is in more that is in less and in less that is of more as inverted in you, this can not eat and maintain or lose weight or eat and lose excess energy, as weight melts off as if a melting wax figure is in mind that melts but this drops away by oxygen with nitrogen oxide, to lose an excess quickly and as you are in a energy point you are not addicted. As reverse is in done idea, as if a subconscious form is what excercise is exercise. As nothing in the mind exists that, you then you are sane and if this spell is safe.

The Eruy [Then Ee-roo-why] = The safety thought; As in a point of the use of radiation, there is a will to use a way with the energy as you are a point and no orgonne is a point to the source. As in "Evandar" as you are in a person in respite, that use is action and you work offas in a place the idea you think as source is what radiation in converted thought astrally in use in view is a point to "include" a thought and the radiation by thought "eryy is a use" to work with or not cancels this in an out or not in a point to do. There is no point, with safety to this as with a push of a button you I already have the energy.

The coney [Then Cone-ee-why] = The concept bade; The badlands effect is what bade is thought. Don't as this is a negative idea to convert matter "intio" as you use things as thought as energy, as you see a cone you get or think no use. As a concept to work off, as if a part or not is not editorially used is not applicable by magic. as you wake up in your bed as you are aware by thought in shift.

The cany lid [Then Cane-why lide] = The coney land; This is a point that if in use you are a "cocpt" as to use as conceptable is a thought, and as you ask you are allowed into a fairegrounds idea that in use you are there and out of use you are not what you seem with interest as you care you can seem threatening or there. Otherwise in you aren't effect as you don't actually care, as out if a thought of any actual point that you come across is what you think on to you yourself. "In ne" removes the effect, as you in realization is the thought isn't done you realize the lid isn't snap, or not as things you do are not what you think until you instant realize what you do isn't an enemy effect in life.

Tho Live [Thought Liven] = Thought clothes; The thought to project is heard, as if torture or something else for answers and yet if not is stored through the clothes. As to be thought on, and released by a thought to seem known. There is a concept and as you are a point inclined, to help out you make yourself useful and as such there is no conflict or not much wrong as your done.

Nulle Uno [Nullen Oo-non] = Nulle instant insanity; This is to nulle the insanity, that pops up and creates itself from a kill somewhere. This spell often stops what is a now point that doesn't happen. As if considerance this seems as what in soul transfer you don't like, techniques in this are rather interesting in thought and on the word thought transference.

Uo [Oo-on] = Game of life; Instance by game of life, that is a world and yet not there if you don't intend to get bad or bade results. Intend to get bad as bade results and you don't get batty. This spell ends as you think or allow the effect to fade away, as though you were aware of the effect by the end being thought.

Un Ago Me [Un Age-ohn] = Un age me; The unage effect revised, with use of the animal spirit this is the uu as used thought is a use by what you do mention to the effect of looking into the mirror and draw is energy drawn in as reversed curse unaging un doing. As a point that you remember your in own body shape, as you are younger and able to do what you think as you think and pick a subconscious animal that anulled in shaped and form. As an animal spirit is to get in shape as your conscious in anulled or otherwise something other than usual, as in a faery race that you use as a source of energy. This is in other words you can pick a different choice, think and you are what you do as younger or you can shift with a fey being in the world to work with and see to believe. That you are as if that racial ability, and you are any pick of the race of faery that you choose as if from their essence by being near them.

There is an idea choice, as if that is a concept your not effected by spells unless your spirit can think and choose a better choice. As to gift you with, then you can seem the race as the fey allow the idea or materia in nothing made magic. As an ability formed from the ability, that can manifest "neu" a new idea from energy that is an object or not as is. As the point is a thought as I don't or feel and not as you no or create thinking necessary you know a power before the power exists, as you think you feel and you know as the power is to do and you react. Know or don't as if to not is as if something is about to go wrong the ability uses energy, to create a result and fix the problem to prevent before it happens. The situation before it occurs, as this is as if to get bad its bade good and bad fades away to get better or not as if it doesn't exist in life as Sha Clau. Say and not, if as you think as you intention this to seem at an end. This really ends, as

you think "En".

The Sixth Ele = The 6th elemental folding field; The sixth dimensional fire infinis shield. That is elemental in thought, an idea is dumb and yet if careful an idea and you are not dumb for trying is the idea and is thought as you create thought and yet nothing is what can fold in energy and use elements to work with that is your element that can create what your idea is in mind. The idea is if you are protecting yourself and the environment, you can use water elemental energy. An en can stop this spell effect by heart attack and if not overextended "fird world" can create an idea to world use as protection. Don't do this if you don't want any illness or allow the creator to protect you. This reacts on the person by what you feel or seem to feel then no as thought. An in en

Th Amino Emore [Th Aid-mine-ohm] = The Blood Armour; The blood armour is in a point and you see or look, if the need to look is okay you can get a result energy to heal. As you will and create think as your blood is energy to create, and make the blood armour as you do and think in activity or do activity you stop and let the subconscious as this is ageless youth that isn't actually done as if en a point isn't necessary.

The De Yam [Then Den Yame] = The death poison; The idea is a poison that cures the mind, or not and if used is what isn't as your use creates a cure your point is thought used on the hidden until thought 6th dimension and you target the poison as illness disappates. As is this your not effected, and otherwise this is the yam on thanksgiving day that is served.

Unflods = Undoing eventful and seeming unevented events that should not has been cast to end in a moments notice. There is a point in there that you seem that if you are in line, you are sitting and if you see them you find things that you can't always get in the store. Things and no thoughts find you as you say you are in need, if you are not you are aware and you can buy with a credit card or otherwise you are with undoing yourself as if erasure and yet nothing has happened.

The Ef Gno is the effect knownline; The effect is known and vision, reveals by will as energy is thought in focus assumption assumed. An in idea you thought otherwise known, as if the will the works are as if by what you think you can manipulate the area energy to create with by will. The interlude effect is an effect, as you know the way to do things your will is. That which needs to be done, and is what there is in an end conclusion. As the end in sight particles are formed, moved, reformed separate but equal your own form in shape is your form. As you accept it, as the end your idea is done.

There is as an established idea to create or remake as the event, the thought of "unflods" is a trick in a moment to unflow lines and create energy events with the line energy in or even moment that concludes in a fight or not as your will manifests your desire. This can cause gnome spells to work, as if you use the idea and a gnome comes and maternalizes as if materializes and take it and leave it or not as nothing can seem. Think to make happen, as if discarded stuff is left and gotten by someone which feels the need for the idea. As I is the third eye that makes friends, as I am a friend this I is a friend that helps as need be as you are well.

Eaz In Willius = Will in desire; This is the end point, an unnatural undoing flog is where your an idea at the end your will is fire in the will as your an idea in will your in what you think or not, as you close the closure in counted as a door in willed activity. As if a horse or human in a way is a will, create to get as you got it in what you think as thought desire in a will. Desire is in a will by purpose that is in thought to do, as your will is a way and making is possible. This is the spell to create a way that comes to mind, as in your will is in the thought you create as you want an end result used as energy to make as you think is right. As you are a way to correct things your way is felt.

The n Fil = Think and feel; Think as you approach a chick filla as if you are in satitisfied remember what you ate there as in you. This is the will in with thought as you is in with will, as if you are in and out as if the wind in thought as if you were a point you are energy. Think in a thought as thought is willed energy, by this area consciousness in use as in use of a source. Whatever you do in thought, as cast into the will of

desire you don't have to reveal by what activity you do, as if the stillness or frozen moment of energy in time the energy from the act is a force in will to move again. As night light is a point you create and use the idea from night energy. As if the next level.

Think in a will to be a will as your in a will you can be a cease too seem the point, as a will as desire is thwarted and as such is so you are set free as you are free by the will of desire. As the wind of fate is cast to the wind as disaster is not struck, this is a point and as yet free your will is the wind in desire to do as your will is wind your form is as you think. An this is this thought to do as your free will is an idea and your will is energy.

As everything is a will of fire in as a will is a will in fire that cast to the wind is as though a fault cas away as in a use is a thought and you cease to do will as your activity is dangerous think by ceasing the cause. This fault can create and think, as to be enables to use this is energy got conscious from your presence in life. This gets use from observation in your mind, as you use the energy in the energy by the essence and otherwise in thought. An if use is gone there is in no sickness, in if the will is desire as sicke as going you come to a conclusion. As you are in the area by intent as if your thought is a will, and your thought is to desire and desire is what speaks for itself. As long as you are your good, think and your in thought and this is will. Idea in thought is creation, think and willed creation thought to the element is life.

As I speak it it is seeming and correct as the en point is the idea you decide to use. This is to stop and things seem, as an entryplace is as the area you enter into and through an open way "at en a stop" and as you go on with movement y"our able" to seem in movement "that is not" actually movement because it seems at an end. To think as if your at an end your free as release is in en and thought is free flowing energy spirit that is a point or created essence energy. Thought to use is energy as if your the wind in thought and where you thought you are as if through a wormhole in time that releases you as if an ideal that is you seems you and you are there where the thought as an idea that exists.

As a form of desire, this is in thought as you are a free flow in energy. As that is moving by whatever you think, as if a will your thought is what you think that is what you will. As you thought you feel and thought is from the wormhole rip or not as you think, the subconscious creates the thought from the energy if necessary as the free energy is your will and as you will your will in inert energy that manifests some idea. As if from the person the will energy came from, in life as your energy is will you are released inert matter returns to normal.

Cod N En = Cords and Entity's; Cadabolting is this spell as if en or "As the end is reached things are with a thought at the use in the end en" you can use the cords by thought felt in feel, and focus to create what you direct your focus on to create. Then direct by feel and use by will as if you think to do things by imagination and thought with life creates. As you you act right on accord to better judgement. This is a useful idea to think as a point is to do and work into spells. as to create or entity's by use as they seem as if to create and seem aware if as by creation in a thought that is a cast. This can rely on the satanists view. As they are satanists they can use and get as they got any skill in use. It seems that way because they made it appear that way. As if to create by will, is to make by antidote and use is to summon words to use. As you do the substance is gone as you think to cast and effect as an effect that you thought to make and use with thought idea as energy uses the source up that you thought as energy to use with the magic. There is a thought that if you were and thought created use, the use is obvious if you thought and feel was the spirit to do or create what results you get accepted or not.

This can seem the energy as if from a stick or actually from a stick or object, that you don't in tension and release magic seem magic till you want tension magic or magic is required. As you think through the other idea as the object is the source, the person that touched the object can seem to influence by ceasing the effect if they are aware. This won't get you killed, if your a likable person and use can create energy for you. Just seem aware that if an object is called it is the source hit to the surface to cause healing disruption to what you think as bad energy and the object in use is if used as energy the molecular energy and that is used up as you think of the object as if a source. This can cause the object deterioration and

things you use it for are more aware by the object as a focus object in use can stop working as the energy is extracted by the use of objects and people linked to it using the object to work by in the moment.

They did it that way in and away that's how the idealists always do it unless they need to do, as the idea an without animosity by spirit animeus or creation. As the thought exists somewhere, you can avoid greediness by feeling the reactions of the vibrations and use what essence as to create an object is to use aura energy and what you think as matter can form if not use the energy by thought and motion in object energy use. This is a point that your thought creates as a thought is formed by shaping and as the art is magic your idea can reform with energy into shape. Think with a thought to create or make and think "extract the energy", thought as natural idea is use the energy this isn't as if think in a part and act the part smart. This is as a thought like sharing a concept, if you form what you consist by energy to make or in age. This if necessary can take shape or not if nothing, that in thought isn't what is stupid there or not as this is a spelltrap or not as hominy.

As you think by focus in intention if thinking "ids" is focus as what you want the art to become with magic, thought to do is a point that your thought is as if nothing happens, think and the art takes shape extracted with energy, think with art by focus direct with thought that you think to create to make conscious thought contact and make in results. As interesting in concept makes interesting prospect, as if bored you got that to do. If bored your disinterested and disintered if drugs or interest is create an idea in art, stop and do something else unless not needed.

Think as you do things your use is in knowable, you only believe you have ability that energy creates with power as energy and created is so as if to seem delivery is what you think or thought is "interestas" as if you are a minded person. Like a seizmic psychic, think in a point to do and your truth isn known. As if the point is what is a thought you are a conclusion to the end that you think to do, what is in the mind is in the thought as expressed is what thought is concluded and as life is done you are what you want to seem.

As if now you returned you do as you don't as returned again. As interred is interruptable energy that again you are in what you think you are what uninterred gnnowledge, you use to create an uninterruptable source that can be interruptible if you in a net to in star take a break in life interrupable locked again as you know what it means. Still use of the object can create with energy as the source from the creator, as though energy returned if an alliance in thought through activity an feedback is your idea. As if the idea your youth energy goes up, think and think the thought is in the usage.

As power is energy and life is event, as phase in the way you get energy as you phase out in how you harvest in the sea of the isea. Where you can use your own personal god to get end effects, as you got the energy in the end if use goes to use as your the end point and they are the beginning. As you are, if you are a concept and you see what think is necessary. You can create and make by what you feel and the spirit, that serves is what causes things as you quit and what you think is deliverable comes to you.

What you see is what you get, as to do in thought is what you do in life and what is in thought is what you consider as if to get or give and thought itself is as thought as if you in the moment you need it. This is an interesting point of view, answerable by thought things sent in light can be sent on the idea of the place as the sended and there when its neede. Thought exists as when you think a purpose, you can use the is factor. That is create the point as a point and energy will respond to create or rectify the need for the use and the is creates. Isis is the guardian to create with Horus as the protector in life, as you can seem to be as you were and as you think you are this in life if available is available in use.

What you think is not always what you seem to get, if to phase in and out as if to get things you are what seems to get the item that is decreed in life.. interesting concept to do. Thin as you think in a point, tricky in the moment that is thought in life. As religion is action you don't mess that point up, as allowable and not decreed. Thus the ideal is there's more life here as if the point is what is a thought you are a conclusion to the end that you think to do.

What you think is not always what you seem to get by fey hiding skills in glamour, as if to get things you are what seems to get the item that is decreed in life as a power item artefact. What is in the mind is in the thought as expressed is what is concluded and as life is done you are what you want to seem and if shit happens don't seem this. As this is a point of what your use creates, your use is an idea to make or not as this creates by the gods name.

Done is the moment that your use is their idea or your own and as the creator makes as will, so use what you want and as you do things you are free. Work with what blood your given, and not given what they want as a result by writing or thought that can work with as just one you want to seem to work with in life as you term the possession, time the idea and perception thought fades away as even without looking at. Think as you don't want, use energy as you think and it goes away. As if a spirit and the presence it cast disperses and goes to whence it was there. No more or that shit will kill, as that is a point in use and non overused.

The satanist use is will use or chaos use that allows what can seem where you know things as though use is easy if corpselike from this and yet not, as energy from objects can supplement an idea and as they can seem your able you can do what you want. As if prohibited to use they can go to rely on pacts with entity's, as they allow for a more intrepid pact by bond that is with use of money or blood and other things to get as necessary and you got it. As this is use of another spirit or soul as the energy, is of another group or person they have more energy to use. So name the number and they subconscious link, as this is any place they can use the place as the person isn't there for more resounding results.

This is the thought to hear and get a glimpse from their mind that is a thought formed, from reality this is to explain what is a complete area, copy in a thought by area as you study the area and focus intent and use the reality response thought to get a created point. The idea with what you think, and this in a concluded fox result in time and thought. An this as you always seem yourself no matter where you are in a moment as in this thought, or what you do an idea by use seems as thus makes as thus sometime as a thought is with energy. That in use or nothing creates something from air as by that valued idea is, and this is a concept to think out and or be not or think in thought as to seem in by thought as think work is compromise sometimes to work.

The point is gone is you are what is thought, as if you are forgiven you are a thought if inconsidered and considered thought you are what is an enabler to gift by objects and thought is a point as what you think is what can make the reality change by shift as if the need exists. As if nothing exists something, your thought creates what is there.. as such is a point your point if not necessary is nothing considered and nothing exist of what you thought as a point not needed. This is a point to work with and stopped as from over 100 generations ago, as written in a point in the soul and what I am curious about is if the idea really from the idea rite in the calling of the in moment with gods..

Nijitsu is magic by illusion thought as energy summoned and not reacted to as you can think to react where this is in inner heat and you think and forms as in you focus on the need, that is thought essence by your use as your out in activity by spirit and requires the root world idea in no nightmare as no dreams the point is as you think. Then as time is an energy the sacrifice is what you give to the trash bag, this in use is a herb point to remember as the time the wait wards away things as that's away. As if in witchcraft by what you think that is use of dispersed energy or use of dispersion.

Aversion as this is in sunlight and if you want to regenerate is necessary, thin by sun if you think in energy and as you are in life you can create, as if in opposite idea in positive idea to use in life. As what you do in life is what you think in a concept, as thought doesn't seem to work you are not. As innocent in what life you live and as then your will is what you consider, this and nothing else is there to do. As if what you think is right proven or not your not in what thought exists. As this is a lesson of the in thought gods your will is your way, as in a point that exists for them as what you do is what you think.

As this is an interesting, as thought exists is this for what as is? A point that is something that came to

mind as you think. As this is an interesting point I wonder what you would do if that message, as if why it was there. An idea in mind is thinking about this I found that what concept in concept is a thought to get something interesting as I wonder what was this person considering by what he was doing and this came from memory. or not is a way to defeat this as this is a ghost. As an idea think as you can and do as you think about the idea. As if you consider the nature of the ghost and the idea, this neutralizes the ghost influence and no possession can remain as if a demon forgiven.

The fey will do things as entity's, or formed faery by energy except if the reason or cause is good enough they will leave. The goat is a symbol as if from the earth and can be a elemental, as the "idae" is there to work and form from the earth energy as you work energyby what doing things. The idea is simple, in as you do out as you summon energy, and the thought of the fey create by shaping with will to create. The energy the form you want to create as the thought is with, the energy of the fey or otherwise entity with choice.

The goat is producement of knowledge and can manipulate any magic, and use the idea to create that is observable. As a use you think want get better, as in with an idea to make with usenet. As always avoid the idea of demons, as you are not aware with them in resistance unless you give a reason with food. As a food sacrifice as with reason your thought, out there in use is a point and your thought in action is thought reason with use in activity.

Say en edo = Say and do; This is a point and fix, as what you do is done. Think not and attack or not to not be aware of what you do. Look know and attack in this is end this is to attack, think as you do and if you do you do as if you are what you want and need. Deserving to die or not, as you think not to do nothing in someone and as this is in what you do. To stop this is stop, grow and do as you think and create as you just do what you want and not what you will. Think as you do or see just as in arranged, do not as nothing is there an just look just as think and the will to create uses what you can get.

As this is in a thought to use spell for attack or things you try out. Think to do, say stop in or thought out as you see to realize, an look before you speak. Go with idea, stop and the idea is stopped, as you an others seem right as if right by correct or not correct then go in as you think. As to do the act, that is in natural act there as if identified is not a thief act as you grow what you do. Say to stop and you do stop and go in mind. Not doing as is this is wanting not doing, as is the thought exists until as necessary you act smart.

Ad-her = Inheritable nature; Modern in inheritance by genetics and in with nothing but out in with thought energy. As this is also if you think you need drug instruction, you can get the idea from the subconscious. Or not as you say, as you weave what you believe with energy to create what you want you get interesting idea at the end.

Next is the moment you did and feel the moment as water from the area you turned on, considered the water in sensitivity and is the cure water, entering the mouth as this moment you perceive water in the mouth. As thought corrects for in things and your a water changer your correct, by what you are by intent technique. Think the intent and you are making the water change to what you think.

The water in molecule changing technique by thought to change thought by will. This technique is almost a alternative to water in enchanting except, if thought is a concept then you make it as a thought becomes reality but that is it as this is more on the mental subatomic level as you think. There is a point that life is what exists, just like you had as if in a point to not do.

Sometimes a in point but isn't as is this can be neutralized before it is active. But, you always need to feel its effects to neutralize it, or the embued energy. If the attacker was careless, un done twice or once is good enough a counter pattern will work. But otherwise use a sensing of the energy or know of it and will to disperse it, directly willing it away. Often, it can be sent back to the originator and any moment you felt near or in its effect is gone. Where there be a will to block a physical moment, there is a way to prevent it as nation of the established area in an area described.

Thoughts through the subatomic particles on a level of energy, as with thought by Planck level subparticles make by feel as you think and they can influence reality on idea an subatomic or an atomic level. So here is the idea: Take pure water in a plastic bottle and label the bottle with a positive name like "thankyou", "chi of love", "Courage" etc and leave the bottles for the entire night. Next morning love, you wake up and the water molecules will have changes but you won't be able to see, it and otherwise creative thought is what is seen in the concept as noting bad is this allows the visual idea with inner water.

The thought I had with this is for you tho learn not be laughed at. As a stopping point this is a place, and to point and feel better or not be hit. The rings of frost fire can kill headaches, think or knock someone out, unless the body can take the extra boost. This is also possible to amplify your ability greatly. Expanding the rings in yourself, will create the boost from cold energy. You might feel godly, by doing this effect. And, this creates a permafrost effect on things you touch. This permafrost effect can cause the person to feel cold. And, this can bring negative emotions. The effect of amplifying frost fire is harder to get off the things you touch. Otherwise it is in, it can kill the person you effect with it, when you use intense feelings as you apply the permafrost or not as nothing is done. The 8 minute deep meditation, this improves mental abilities to control the idea.

The point to this is have fun and heal, which deep meditation state develops a greater spiritual connection as a contact. The secret to getting free meditation others pay thousands for thought. Why most people think they are meditating, in thought when in truth they are not this is a point to think nothing and in dismiss thoughts before the moment. Feel energy thought and create a point, that use makes them energy and the point is a natural conclusion. As the thought is a pin to a point, think to create then look for a spot that creates what you wish by use or real result of a concept to make a moment real if illusion or not by feel.

Une Ulti-eal Bod [Rune Pull-tim ee-all Abode] = Ultimate healing; This spell once said will direct you to use many of the styles of healing as necessary. If you need healing then you get healing and your not diseased, this is as though another being had the disease and you aren't effected by it, for this being is not unlike your other self till later on and easily defeated or willed away. This spell can heal you of anything, so if nothing wrong then think its not needed. This cancels out the effect.

Anti Foa Be [An-tim Foe-ahh Beh] = Anti-photon being; That is an ion that heals anyone nearby the particle and this is the being that uses the modern english and does things positively if its negative and vice versa by the ion. Think to summon this being only if you know english good enough to pass as though an english speaker or you might die from the being's presence. This being can do almost anything, that is all it can do except what is light based actions. Those actions you can do using sunlight. This being does things using the darkmatter energy that is thought of use as though the energy were responsive anti-photons. This is what the Death God is thought to be made up of by feel. So don't call the Death God if you want to remain alive.

This is just a reminder, so don't take this too seriously as you can't really call him or her into existence here. Anyway you think of the idea, unless you do the idea at the right time near the right area and this is with partial success by the correct ritual. This rite is based in english, that means with english you can get the darkmatter energy to have the darkmatter create for you. Otherwise you may get an opposite reaction such as hits and kicks with a negative negative or negative english use. This is a point you know to do things for as possibly can seem done if it doesn't work out, so if you state the effect you stop the idea. This is done in the effect.

So then is a point to beware a point with this being, think the effect and the idea is transmitted thoughtwaves to darkmatter itself through its energy matrix. This creates what you think into becoming created as though a full manifest. That's the theory, this is a point to try out before calling out to darkmatter itself to create a being, that is made from what the darkmatter really is made up from existence. This is an effect in the idea you think of the point, the point you thought is created in some form

or manner.

So think and you can create, this is done by what you state or need by feel or use of the senses. If you know nothing occurs to happen what you want, then you don't need to do this effect. That's all there is necessarily to this anti-photonic being. The counter to this effect is "I don't matter", that's written or stated as an idea or suggestion. This counters whatever the being does, so think about the effect and use the idea if the effect the being does isn't for you.

I le Mix [slgh slgh-ehh Might-eXx] = Mandate release; This is release from a darkmatter beings mandate, that includes the Anti-photon being. This is either where I don't mix or I mix idea that is unseen and unknown. That uses what I know, want, feel or realize and this is from others sometimes. So think and you know things by what you do or what happens, this is with thinking that's what you can do by things from the senses with the thinking that you do. Then you know what to do.

Ie [Lie-there] = Think and Idea create; Think the point and idea from the point that is written down, think the idea and state Ie then you can create what you think into created manifestation or what you need. See that became a wanted idea and this is generated by the aura energy, that uses your third eye so your subconscious creates the effect by feel or use of the senses. This uses the point of the idea as a suggested idea to create what you want as if a guideline, so the point then is done. If you think of the point then you can imagine what you think about, this can make what you want as though if a wish were granted. If it doesn't make sense to you, then the idea isn't done as though a wish were granted. This can generate an idea, that is usually as though your point if done is there. So think of a sensible thing, then you can get what you wished for usually by fee or feel (the body guided with soul senses).



[Beginning](#)

[<<<Previous](#)



[Back to the index?](#)

[Return to the School](#)

Elemental and Elemental energy type chart

This be the primary elements chart and not a table of elements so for the elements table chart go [here](#). Some of the elements listed are elemental energy types.

Element	Latin spellword	Description
	taura	The element of earth is that of life. Earth can consist of items, drugs and similar. It can grant life, morph items or people, take life, heal or wield life like control. In granting life, it creates it anew through destructive action or gives it through infusion. Morphing item or people with earth infuses the target with energy charged by the workers purpose through imagination of changing the shape of the target. Wielding life, earth can make an infusion to do as the worker imagines. Earth is for the body.
	inanis	The negative element of earth is void. Void is nothingness and negative of earth. You can use it to protect yourself by forming a barrier to absorb the energy cast at it or to attack with it. When used for attack it incinerates someone as it sucks the life out of the victim, leaving ashes. Its considered by some monks, the storage place of things that are destroyed. You can also remove certain properties of anything you'd want by the imagination of it being removed and using void. Void in another aspect is negative in its nature, so if you visit the void earth then you would see a negative version of earth thats without limits and with negative values.
	inversio taura	Inverse earth can affect the meta energy flows and it is considered Magic. To manipulate with the inverse earth means you can effect others by thought alone. This is the best energy to play with for enchantments. This elements heightens anything its used with. Another name is inversion.
	penetro	Adverse Earth is the pass through element. Use of this element allows for bypassing anything with the effect of choice. Make shields that are impassable for any spell. This element is fought to made to work as adversity is used to fighting. Another name is passthrough.
	occultatio	Manipulation Earth is called the earth of Charm. It is the life blood of the manipulation effects. Use this to manipulate and control any effect, person, or object. This element can guide any effect or person to do what the wielder wants. This element is undetectable except by the controlled person. This element works well with reverse time.
	occultatio	Concealment is the element of stealth earth. It is the act of hiding using earth. To use this element think on not being seen. This element is not detected as it will conceal everything the wielder would want. To define the moment of Concealment is to make use of the element.
	opacus	Space and Earth is Dark Earth lava and is the Shadow element. Shadow can drain on touch or at a distance and is a live force given power by earth. Shadow can remove things without notice and it would seem like it was never there. You can move with shadow and go places or see with shadow. A shadow attack is always ended in death. Shadows prefer dark places.
	genero	Life is the Light earth element. Using life you can resurrect and restore a person or objects. Life in itself brings hope and resistance to any spell or destructive feelings. Feeling Life you must keep balance. If no attempt is kept then there is Chaos. Life can restore memories and the soul. This is an element of self-determined growth. If one controls Life one controls balance.
	chao	Chaos is space plus ether and is also Strife Earth, as it uses ether to create events in a space that are multitudinous. The more events created, the more chaos is there. Chaos also warps and changes anything. So, you

Earth		can use it to morph things, warp effects, power yourself and others, or as a shield to bend attacks or spells.
	efficio	Imitation Earth is Power earth Use this earth to power yourself for anything that you'd want to happen. This Power allows you to use the earth as direct power as if through a link or focus. Power any device or yourself through a core tap idea much like the sun. This power is like electricity.
	appono	Additive earth is Glamour. This is the element that will form another form over an existing form Make anything appear as something else. Try to focus the image over the image and give it your life force to make it happen. Think of the property of mind to enchant with and visualize the effect in the person or object. Then give of your life force to make it set with the word lock.
	caecus	Subtractive earth is Unseen. This is the force of unseen change. The unseen changes will be undetected if not looked for. This can be anything to casters will through imagination or desire. One can make anything happen and it will be undetected.
	ferreus	Indirect earth is Anti-magic and is the magic of iron. When this is used it will indirectly effect everything. Focus and imagine the effects that are to happen. To focus try to think of the element. This is unseen and undetectable magic.
	congnitio	Corruption earth is Knowledge. This is the root of all corruption. The other name is power of corruption. To use this power is to control or guide those not knowing. To find knowledge is a harrowing task.
	declino	The diversive earth is aversion. Use of aversive actions is to do something rude or disruptive to make the threat go away. Thus the actions you don't won't to happen will be not done if the aversive behavior is done. Examples are to act out of phase or disrupt other people in small ways by being antisocial. Making activity around you impossible.
	impetus	Vision earth is the third eye. The third eye is the subconscious eye that can manipulate anything that is in existence. It does its own thing and will make the moment of existence for a person much more easier. This eye will counter all spells set against said person and it. This is a tool of the telepath.
	ancile	Shield is the earth shield. This element protects you from all hazards or disruptions. An earth shield also reduces damage by a certain amount and removing the damage after. This element can be called a ward.
	accipio	Understanding is the language earth. This forms the basis of all languages and makes intelligence possible. What makes this work is information. Gathered information makes ideas flow and understanding fluent. This element can be called intelligence.
	vacuus	Inductive earth is suction that pulls things toward or away from you. This allows for hydraulics and air suction to happen as it causes the sucking force that allows it by varioous means. Including shifts of subatomical particles to cause suction. Electrical flow is negative to positive and will make most appliances work plus is a Electrical engineerist viewpoint. Another name is suction force or induction.
	indomitus	Wild earth is wild energy construed as wild magic. Wild magic is just pure force without conditioning being raw energy thus mostly chaotic. To use this force you need to work with logic to plot its course by use of conditions the energy uses to conform itself to. Another name is raw energy.
	candor inanis	White void, is white earth that is an improving element. Where void magick itself degrades the mind. White void magick actually improves it. Every negative thing the dark void does, the white void reverses. This proves that you don't need black magick to achieve results that uses black magick.
		Lava is in essence melted rock and at a temperature of 400 degrees kelvin

lava	liquentis	or hotter. It can melt most metals. It will burn a forest near a volcano as it leaks from the volcano itself.
	inversio taura	The inverse lava is the lava of meta infusion. This lava will be at any heat the caster will but its heat will heal the body, mind and soul. Its heat is infusive.
	penetro commutatus	The adverse lava is the lava that can phase moments. When using this lava there is a phase change to everything around it. It can melt anything as its 500 degrees kelvin or more.
	medicatus mutus	Manipulation Lava is the charm mutation lava. It will charm anyone near it to destruction. It will mutate anything near it as it moves. This lava is extremely dangerous. It burns at 600 degrees kelvin.
	occultatio simulo	Cloning Concealment Lava is the stealth lava. This lava will cover a landscape in minutes as it makes more of itself. It is non detectable. There is very few that can outrun it. The temperature of this lava is around 500 degrees kelvin.
	opacus reductio	Space and Earth is Dark Earth and is the Shadow element. Shadow can drain on touch or at a distance and is a live force given power by earth. Shadow can remove things without notice and it would seem like it was never there. You can move with shadow and go places or see with shadow. A shadow attack is always ended in death. Shadows prefer dark places.
	genero elevo	Life Light Lava is Light Lava. This is the only lava that will restore people while it flows. It brings spell resistance that aids in spell fights. It also brings an unnatural light to the area. Life Light Lava will raise people by infusive heat and it burns at whatever the caster wills. It can melt people or objects in an attack. This is only found as a usable source.
	chao disturbatio	Chaotic Destruction Lava is Strife Lava. This Lava will destructively kill and morph things as it flows. Its temperature is 700 degrees kelvin. This is called by the caster of spells.
	efficio descriptio	Imitation Lava is Power Copying Lava. This lava will spread itself across the land and spread power waves while doing so. It will literally cause malformed copies of anything near it. A wielder can use this to create power items.
	appono multus	Additive lava is Energy Glamour. Use this in force craft as making a glamour permanent through Heat infusion. The Heat of this lava causes a permanent glamour change. This lava can only be used as force.
	caecus retexo	Subtraction lava is Unseen Reverse. Use this force of lava to heat yourself and to force a removal unseen. When this lava runs along the ground it will undo any anything in the area. The heat of this lava is decided upon by the wielder.
	ferreus aevus	Indirect lava is the Anti-magic Time. This is the time of motions and thoughts. When used it will make moments happen anywhere in the spacial plane. This has no heat except for background radiation. Thus this time flows backwards. Stay in it only as long as one dares.
	cognitio avidus	Corruption lava is Greedy Knowledge lava. This lava will bring fire to the power of control. Corruption lava will make most people do anything to gain the grasp of power. The information pull s them in and makes the pull undeniable. People will always want more. Sometimes the person will go to great lengths.
	declino avocatio	Avertive Diversion is the diverted lava. This is the lava that uses disruptive and diversive actions to make it work.
	impetus visus	Vision lava is third eye vision. This force is of internal vision and allows for the third eye to reach out and discover things for you that it relays to your mind at its choice.

		ancile commendo	Shield Protection is the lava shield. This element keeps you absorbing excess damage and protects from all hazards. Lava shields also reduces damage recieve plus remove damage on the body and returns the damage to the atacker. Another name is the restoration shield.
		accipio avis	Transition is the language lava. Understanding projection is the alternate name and this element rules transition of state. Any language must be trnsitioned to where it is percieved. This is using understood knowledge and a projected message to get across your meaning.
		navitas	Hyper Inductive lava is subatomical energy flow. Hyper inductive lava introduces new elements to an area thru atomic displacement. This causes power to flow through lines or electrical discharge to the human body. Electricity flows thru lines of pliant (shapeable) metal by focus of subatomical particles to shift forward by negative atomic valence movement. Also probable is the persons movent of displacement as eplained by einsteins law of gravity (E=MC Squared) that means a person moves forward displacing subatomic particles to flow around said person or airstreamed to be behind them thus the person moves forward. The atomic bomb is a good example of this as it proves what happens when you split the atom by hyper inductivity. A hyper inductive energy field will effect an abnormal growth of size shape or tissue by cause of the cells taken new energy in as fuel and inducement of growth mutation. This can be called gravity or energy.
		exedo	Wild devour lava will makedestroying a city block easy as there is no control of it whence its unleased except for wild mages with expertise. This lava will melt with wild energy anything in its path as it flows along an area fairly quick. It has no heat except what the person wants to feel. Another is wild lava.
		candor liquentis	White lava is White earth fire that is improving faith by its influence and it can induce terror by feeling, in those it effects.
		pyro	The fire element is the element that gives life or takes life destructively and is the life around us. It gives life by forcing you to move on when it destroys your old life in some manner or form. Also it can give life by the healing act of the worker targeting only the disease cells with fire. Causing the body to cope by healing quicker. Fire takes life by burning the intended victim on focus of the worker. What doesn't kill you makes you stronger as a person. It can heat up places to warm you. Healing with fire heals open wounds. Fire is for the soul. It finally is light
		inanis pyro	The negative element of fire is black fire which allows for instant incineration of anything you will it to touch. Its formed from fire and void. It also can resurrect someone or restore something you direct its energies at. Black fire can dispel the death of the person if focused on destroying the death.
		inversio pyro	Adverse Fire is the fire of change. Use this fire to make changes through imagination. This fire does not burn. It can heat up anything. Its up to the caster to how hot it is. This fire is unseen but felt. Its other name is change.
		mutus	Manipulation Fire is also called Mutation. This fire can change anything to anything without ever being detected. When it works it is like the person was never changed. Thus the end point of the change is like it was always that way. Objects are the same way. They can start off one way and end up another. This fire has no heat and will not be seen. It is felt by the mutated.
		simulo	Cloning is the element of Stealth Fire. Use this element to make perfect copies of anything. This element is useful for making unlimited amount of money. Thus Cloning is unseen except to the person who clones. One can even clone themselves.
			Restoration flame is Dark Fire and is truly amazing to see. Dark Fire is seen

fire	reductio	as a black flame without any substance. It supports shadows and strengthens people who use shadow. The flame itself doesn't actually exist on this plane of existence but in the shadow realm itself. It regenerates the dark beings that include lichs, shades, shadows and dark mages. This element will give peace to the one who looks upon it.
	elevo	Light is Fire from the earth and the sun. One sees Light as a way of Sight. Light can dispel shadows and banish bad enchantments. It can recharge one the more one works in it. The Light is a force of guidance that will aid in darkness or day. This force will always aid in winning through a fight. Focused light can hurt anyone. One can travel using the Light.
	disturbatio	Destruction Fire is Strife Fire and will destroy anything in its path. It is fed by destruction. This includes incinerating objects or attackers. Burning from within to destroy the victim or object. The Strife Fire will only cause more destruction and it is fed by destruction. .
	descriptio	Imitation Fire is Copying fire. Use this fire while imagining another duplicate of the item of person beside the original to make a copy. Thus you can copy anything but it will be flawed in some manner. This fire gives no heat.
	multus	Additive fire is Energy. This is the manipulated force that will add to anything at your will or make an effect that you want to happen such as a force field. Amplify any effect that you want or spell. This is the guiding force of Force Craft and Jedi abilities.
	retexo	Subtractive fire is Reverse. The power of Reverse is the power to render any attack effect opposite. Thus one can also make a negative effect positive or vice versa. This will only effect what the caster desires and will make a suitable shield. Make behavior modifications by this force. This is only a force to be used.
	aevus	Indirect Fire is Time. Time comes from Space and Aether. The combined effect make Astral energies. These energies create the time effects. Time is the change of event and moment in a persons lifetime. Thus time is the moment of change. One can manipulate time, change the speed of attacks or moments by speeding the moment up or slowing it down and thats it.
	avidus	Corruption fire is Greed. The fire of greed is the moving force of change behind the corruption. To know is to find power. The power of controlling is another nature.
	avocatio	Diversion fire is the fire that distracts and makes getting near you difficult. To provide diversion is to make use of multiple tricks that put attention away from you. Use of these tricks are the main staples of diversion.
	visus	Vision fire is Vision itself. Vision is the sight of the mind that allows for great things to be seen. Its visible sight and third eye sight which is the vision of the mind. Things in meditation can be focused upon as vision easier. Think of the works that with training the mind senses can be focused and honed to see. This is psionics and it provokes visions from within. Use this vision to see the future and events related to the self.
	commendo	Protection is the fire shield. This element absorbs damage and returns it in fire damage to the attacker. The fire shield will keep absorbing the damage plus removes the damage on the body. Another name is damage shield.
	avis	Projection is the language fire. When projection happens one sends his thoughts in the form of a message. Thus thought projection is immediately understood by the mind. There is also image projection that makes its presence known only to the intended person or group. This is also called telepathy.
		Hyper fire is subatomic fire that allows for subatomic particle interchange.

Fire		traiectio	Like the mathematics for algebraic number replacement that switches equal numbers through an equation. This allows for the particles smaller than an atom to produce heat thru activity or moment particle placement causing gravity suction. Another name is particle heat.
		flamma	Devour fire is wild fire that is so concentrated it devours anything in its path. This includes wood, fabric, stone and other material cuz of fire concetration being wild making anything be eaten as fuel in its path. Devour fire can also destroy the death of a victim if focused right. Another name is wild fire.
		candor fides	White fire is faith fire. This is the fire of faith made from white void and fire, it is empowered by how much you believe and can overwhelm nearly anything. This can kill demons.
		pyrus hydrus	It can burn the tongue as it enters the throat. Firewater takes a medium to separate the water and the fire. Such as a hot substance and the water combined with a powder as carrier medium. Another idea is to use liquid as the carrier for the hot substance. A light film of oil on top of the water allows it to mix and coats the substance. Examples are greek fire, hot sauce in water or others.
		inversio pyrus hydrus	Inverse firewater grants the user an undestructible nature. It regenerates any body part. Makes the person unkillable as it eats the damage. It heightens the sight of mind and can use any source to keep it working. Its the hot firewater of immunity.
		potus commutato	Adverse firewater is the changing absorption firewater. Its the water that cures any disease. It can change anything while it absorbs the properties. To drink it you become able to take any damage while it comes on you. Will the damage away.
		mutus moderato	Manipulation Firewater is also called Mutation Control. With this water ye can combine anything with anything at a distance. This firewater is undectable and changes things fast. Another idea is it contains heat if drunken.
		reductio solido	Restoration Substance firewater is the dark firewater that restores substance. Even if its destroyed it restores itself. This firewater if used to create with will become self-restorative of itself. Another name regenerative materia.
		elevus facio	Positive Light is Light firewater. Positive light serves as force and electricity. This force force can cure or heal as well as cook with the right amount of force. Recharge is possible with this force. Another name is electricity or bioelectricity.
		disturbatio maledicus	Destructive abuse is Destruction strife fire water. This water will mesmerize, cause divorce, make messy events out of fear jealousy misunderstanding and abuse. This water is called ugly argument.
		descriptius imago	Imitation firewater is mirror copy. Use this firewater with care as ye can clone a mirror image of a person or yourself. Copy anything with it and attempt to make a clone of yourself thru this element. This is very useful for fighting yourself for alot of experience. Another name is mirror image.
		multus conformus	Energy adaption firewater is energy fire plus adaption water. This water is the energy of a masking nature that can conceal anything. It can change print on a page, anything written, make a notebook communication journal, make adaptable what is hard and other things. Finally, it can conceal entrances and make its name as masking firewater.
		retexo fabricatus	Subtractive firewater is Reverse Undoing. Use this firwater to undo while reversing events to wipe the event from history. The usage of this always leaves a storm while in effect so another name is erasure firewater.
			Indirect Firewater is time death. Usage of the timedeadth causes death of

water	aevus necrus	the moment you don't want as it happens. Getting the moment right is easy with the timedead firewater. Another name is timely death.
	avidus attentus	Corruption firewater is Corrupt Greed. This firewater is known for corruption by luring the enticed to an end designed by somone else. Thus the person becomes a puppet by lies, truthes, deceit and falsehood. The ideas of face are based off this which is false honor. Another name is falsehood firewater.
	avocatio distineus	Hidden distraction is divertive firewater and makes long range distraction divert attentive eyes to aid your win. This firewater allows people to be unseeing of your activity even if upclose. Taking advantage of the moment is using this technique as you find what they dun look for. It is never seen as a distraction as this is also called unseen distraction firewater.
	visus conspecto	Vision firewater is Prescienc of the mind and allows you to see future before it happens. The viewer is often gifted of an event as it might happen of themselves or others when doing something. Reflection or Glimpse is another name for this as this firewater is reflective of events.
	commendo antevertus	Protection prevention is the firewater shield. A firewater shield will ward away the damage and absorb excess energy to return it to the attacker. It can pass the damage to someone else warding away unknown possible danger. The protected of this shield is never hurt. A name for this is pass shield or intervention.
	avis transferus	Reaction is the language firewater. This is where the reaction on the projected message through translation water to make the message transferred. There are several obstacles along the way to reach its destination. These are distractions and blockers and can be overcome. Another name is the medium.
	adhuc	Hyper intro firewater is subatomic away flow that streams away from you. Hyper intro energy can make something flow backwards including time as this energy flows backwards while it flows away causing changes through replacement effect. Heat exchanges of subatomical particles are cold heat that is below zero cuz the flow away reverts as it flows. You could stand seeing an event happen before your eyes backwards while this energy interacts. Events could flow forward too with future consequence making time flow. Another name.is time events.
	peredo	Mana devour firewater is wild firewater that is capable of devouring any power source. This source can be directed by outside forces like magnetics, magic or channeling. When it eats a souce up it destroys by usurping from within to form a false power plus mana devour firewater has possibility to be used as an inner channel of any power to deliver a hidden message alluding people to make believe that its something that it isn't as in allusion (misleading). Another name is ability loss or false power.
	candor fidelis pius	White firewater faithful holy water this firewater is hot and holy made up from fire and water and white void. It can create holyness by spreading its flames to others.
	cyro	Water can heal people, overcome things, or change things. Healing with water can happen on infusion of energy with the thought of rapid regeneration for 5 minutes at a drink. Any other thought is also enacted. Your thought becomes the waters actions to the body. It can overcome things by being in a large enough body of movement like a tidal wave. Water can change things with an infusion of energy into water while someone imagines what they want to happen. Water is for the heart.
	inversio hydro	Inverse water is water that is not water. Another name is faery water. Its apparent by touch and sense and it heals on touch. It cleanses negative and positive energies. If you drink it you become immortal. You cannot see it. This element heightens anything its used with. Cast a spell near this water and the spell is stored as an enchantment. Change something from

Water			within.
	potus		Adverse Water is absorption. To use this water you absorb anything that is energy. Bathing in it absorbs scent and sometimes memory. The memory comes back. To drink it you become absorbant to all energies. The water of absorption is a boon to any defense. This water is unseen.
	moderatus		Manipulation Water is also called Control. When this water is used you literally can make anyone do something. All one needs to do is call it into existence. The water will know. It has no flavor and it has no substance except for essence. You can cause fear with this effect.
	exhaurio		Draining is the element of stealth water. Use this water to remove any evidence of the energy that was there. Remove energy from a clog and you clear the drain quickly. This water is useful for removing bindings. The element of Draining is unseen and is only a force.
	solidus		Substance water is Dark Water. With dark water one can make anything that is imagined. It keeps its form however long the wielder wants. It can keep on reforming until it disappates in the sun. It cannot be in direct sunlight unless formed into a shape. It is strengthened by darkness and Dark Flame. Dark Flame will kill those of good alignment.
	facio		Positive water is the Light Water element. With this water one can revert insane people to sanity. One can make resurrection possible with the thought of raise while administering the positive water. Using Positive water with items will make the item charged. This is the miracle water that can do anything. It looks like normal water.
	maledico		Abusive water is Strife Water. The water of Abuse will cause disturbance, destructive behavior, and stupidity. It will also cause poor coordination of body. Bad words at any time. Disturbance of spell casting and purposeful destruction of projects. Abusive water is also called water of corruption. Abusive water is seen as normal water.
	imago		Imitation Water is Mirroring water. This water can mirror anything that is living. If made to look like you it will copy your actions in every way. The Mirroring water will also be able to copy object form actions. This is useful for copying voice everywhere that you want it heard from another location. The Mirroring water can ultimately be used for simulacrum. The exact copy of yourself except somewhere else.
	comformo		Additive water is Adaptation. This water will cause literal instant acceptance of the situation and manipulation of the moment for the wielder. Use this as a force to get over problems that won't go away. Make the dissolution of nightmares and stress possible through understanding.
	fabricatio		Subtractive water is Undoing. This water will make anything undone when used with feeling and imagination. There can be feeling manipulation of the Undoing force as well. Make mistakes disappear with the use of this force. This is only a force of water like vapors.
	necro		Indirect Water is Death. Death is Voids indirect reaction to life. It leaches and causes decay. Death can be used for raising by destroying the death. It is the force that kills. Death has no mercy. But one can cheat death by many means. Disease and Pestilence come from the interaction of death with life.
	attento		Corruption water is Corruption and can make two forms of itself known in two ways. Physical and Inphysical. The physical is actual corrupted water and the inphysical is the need for protecting and craving more for yourself. This is represented in politics very well. With water of corruption come disease and pestilence as in physical manifestation.
	distineo		Water of diversity is distraction. The distraction techniques will make this element work. Use this technique to make enemies and people not see that one do

			things. The use of distraction includes using objects and traps set at certain times to attract attention not to oneself.
		conspectus	Vision water is the water of Sight. Sight is the moment of elements that consist in some part of water to induce sight. Thus to use sight one makes visions from without. Use this element with scrying of people or events.
		anteverto	Prevention is the water shield. This shield acts by warding away the damage or danger leaving the protected unharmed. Water shields can be used to go unnoticed through areas or avert many destructive personalities. Another name is a preventative.
		transfero	Translation is the language water. Translation effects through understanding the given and known information. One who understands the information that is there is on top of the moment. This is also the information element.
		inductio	Introductive water is flow away push that allows for things to be pushed away. This flow away from yourself makes easy tranlocation somewhere else cuz the current will drag an object or person with it. Introductive water will also cause shrinkage as it will take energy away from the live person or subject to cause conservation of the cell making it shrink. Positive to negative electrical flow will occur by this introductive energy field supported by phycisists. You can weaken the subject effected with this energy field as well as other things. Another name is weakening firld.
		cannalis	Channel water is wild water that does any number of possible effects that can be channeled to make occur by meditation and focus.Use this water to channel effects thru as it has no outside control except for the channeler. Another name is wild water.
		candor hydro	White water is refreshing water that is holy made from water and white void. This is the water you use to repel vampires and evil from an area. It can replenish you and create energy in the body. This water is thought holy and made so by the faith you have. This is empowering the subconscious to create it.
		cyro	Ice comes from air flowing around water. Ice can form from the air through the water particles with imagination. This is useful for cooling things down.
		inanis cyro	Waters negative element is black ice. Black ice melts at absolute zero and forms when elemental water heats up. Its actually hot in its nature and in an environment. Black ice is formed from the union of water and void, which causes it to be an opposite in its nature, instead of cold. It is black in color and makes body parts disintegrate when touched. It can store unlimited spells if it can be harvested as force. It looks like a constantly reforming black substance and draws its properties from void, while it keeps some properties of water. Basically, its flowing nature.
		inversio cyro	The inverse ice formed by interaction of inverse air and inverse water can increase the casters strength by 10% to 120%. It depends on how pure it is. Used in a drink it will empower the drink. Use it for enchantments and it will increase the enchantments effect.
		potus abfabricatio	The adverse ice is the absorption remaking. Make this ice to cool off drinks and make changes while absorbing until the event is done. This ice is unseen.
		moderatus enervatus	Manipulation Ice is also called Controlled Domination Ice. It has the normal coldness of ice yet it will control and dominate anyone who drinks with this ice. With the wielders direction this could be deadly.
		exhaurio aspectus	Remove illusion ice is stealth ice. This ice will allow you to be seeing right through illusion. Drink with this ice and you embued yourself to to se illusions.

Ice	solidus integumentum	Substance Cloaking Ice is the ice that can cloak the person even in sunlight. One drink with this ice will make the person unseen.
	facio incalfacio	Positive Heat Water is Light Ice. Light Ice is the ice that is warm and positively charged. It keeps it clear form by the magic of the Light. The use of this ice will infuse a drink with a powerful curative. If other enchantments in the water the ice will enhance the positive and banish the negative spells.
	maledico incursio	Abusive Collision Ice is Strife ice. The ice looks like normal ice and yet will kill the victim who drinks of the drink with this in it. Strife ice will bring panic attacks within minutes. It will then turn the victim upon said victims friends and then uponst said victim from within as the killing stroke.
	imago communio	Imitation Ice is Mirroring Sharing Ice. This is the ice that can copy the actions of and look real because its shared the properties of the object or person. The drink with this ice in it will give you the ability of a doppleganger. This ice is unstable and looks like normal ice unless used to create a perfect simulacrum. It can also be formed, of dopplegangers.
	comformo efficio	Additive Ice is Adaptive effects ice. This ice will cause effects that make the person accept the effect shown as natural if used in force craft Additive Ice will make the drinker of the drink with this ice in it adapt to any situation and accept any event of effect as natural.
	fabricatio redeo	Subtractive ice is Making. This ice when in effect as a force will make the item return that is imagined. To make an effect or event come back as the caster wills it. Make any event or item with this force. Sometimes when making it alerts people.
	necro cedo	Indirect Ice is the Death Change ice. The ice of death change is just moments when the time comes for people to die. This can be anytime so this ice is very effective. It has no temperature except of etherical coldness. When the time for death comes it is the moment of death change ice that causes it.
	attento dominus	Corruption ice is the ice of corrupted control and will make people wonder why they sought power in the first place. This is the power of gluttony. One must watch for this or suffer the price. The price is the loss of control and the consequence is not knowing anything.
	distineo molior	The ice of diversion is the ice of distractive displacement. Use this to displace any object or person to another place without notice by imagining the object appear in that place.
	conspectus adduco	Vision ice is the mind sight ice. It produces vision enhancement to the mind by sharpened perception. The person affected by this ice only needs to think or need to gain a vision of desire. The psychic moment comes from within but seems without and is undetectable to its happening until the seer tells of it. Another name is omnipotence as the affected could recieve any number of visions.
	anteverto defendo	Prevention deflection is the ice shield. This shield causes rearrangement of any attack to be cast on the attacker meaning the attacker attacks himself. Ice shields can also prevent attacks by warding them away. An added benefit is the energy of the attack returns useful energy to the protected. Mostly the ice shield can be used to take out attackers as they attack. Another name is the rearrangement shield.
	transfero communico	Perception is the language ice. How one percieves the message is how one reacts to it. There are several distractions depending on circumstance of the message. Thus its not always recieved. This uses Translation and Communication.

		deicio	Phase shift ice allows the body to be able to phase to other existences or place things in storage This being true makes it possible for physical shifts of person or object cuz the subatomical particles flow away while it induces a shift of said target. Thus the object or human is temporarily not there yet is there in a different form. So this force can preserve things or move things to other places from within to without as it effects from within to effect the whole thing. Another name is phase out.
		derivo	Channel mana ice is wild ice that strengthens thru events to make a person better from within. To use it try to focus it into existence making it condense from mana air and channel water to form into some type of ice cube. Its exact temperature is below zero so you want it to form in a sealed area. Another use is to channel its effects inside someone to gain the chaotic effect of desire. Another name is choas ice thus its useable by chaotacists.
		candor glacies	White ice is holy enlightenment ice that is the ice that you can use and enlighten people with as you cool things off. This is made of white void and water and cold air.
		aero	Air can choke, destroy, enforce, or change things. Air choking is the act of the worker to close air in a circle around a person's throat. This is also called collaring. Air enforcement is the act of the worker to create a wall by imagination or to cause yourself to float in the air by air itself through imagination. How does air change things? Air can change things by the worker using it as a medium in their acts to influence moments. Finally air can be used as a mass spread medium. Air is for the mind.
		inanis aero	Air's negative element is space. This is the physical representation of void. Some consider space an idea, not even an element, energy type or similar, but it can be an element of emptiness that contains other elements. Space is infinite whereas air is contained. Space contains things such as earth elements. Space has vacuum which sucks a person dead as when air supports people on a planet. Compress space into energy and you get a warp field that can be turned into a black lightning effect or a Void Gate that can bring you anywhere. Only the worker can dispel his/her shield.
		inversio aero	Inverse air is air that is not air because it is metaphysical in sense and like mist. It restores and youthens the body that breathes it and makes a person immortal. A mass spread effect of inverse air effects everything. This element heightens anything its used with and can be called Faery Air.
		abfabricatio	Adverse air is remaking. Use the air of remaking to make events as you want. Use imagination to remake the event. The air of remaking to make things work again if broken.
		enervatus	Manipulation Air is also called Domination. It is the air that is breathed and can dominate your mind. People use this air to make body switching happen. The mind dominated can make it easy to change to a new owner. This air is not detectable except by the controlled.
		aspectus	Illusion is the element of stealth air. Use this element to make make people believe in the fact of something being there but not there. This is truly an amazing element. It is seen as the person believes it is to be. Anything formed with this will be an illusion.
		integumentum	Cloaking air is the Dark Air. This air will make cloaking of any person or object that the caster desires. The cloak literally drapes in shadow the person or object until they aren't seen. Thus the shadow cloak will last in dark dark places and sheltered areas. Sunlight will disappate it.
		incalfalcio	Heat is Light Air. This comes from Fire and Air. Heat grants mages a power source. It is the key to staying warm. Finding warmth in the night is to use fire that transfers heat particles to the air. Heaters also deliver warmth. An infusion of heat can enchant an object faster. Using an object in heat will strengthen spells. Casting spells in heat will make the spell stronger. Heat

Air			travels on a convection current.
	incursio		Collision air is Strife Air. This will attack by many means the people around. The attacks include objects. This is the perfect shield that will kill an army and leave the wielder in peace. Collision air is called the strike air.
	communio		Imitation Air is Sharing air. Use this air to share any property. The properties of any object can be shared by focusing on one item or person and thinking the properties in the other item or person. Thus you can copy the properties of anything.
	effectus		Additive air is Effects. The air of effect is to make a moment happen When imagined the the effect of choice will appear as the caster wills. When the caster imagines the effect it will make a drawing of energy from the element represented.
	redeo		Subtractive air is Nothing or Dark Matter. Dark matter supports 98% of the universe and is unseen. The power of Nothing is Dark Matter manipulation. This power will support everything. Call forth a lost memory if the one so desires. This Force is a great storage device of everything lost or destroyed. This force is controlled by belief or Forcecraft.
	cedo		Indirect Air is Change. With change there are events and moments. The moment of life is change itself. When change is influenced one must be willing to accept the responsibility if questioned. Thus face applies in which one can lie straight faced. Yet it would still be counted honor. Find a reason for change and the action is not questioned.
	dominus		Corruption air is the Control Air. This is the power of control by knowledge and skill gained. It is knowing that you can do things. This control will give you self-esteem of mind. Another name is mastery.
	molior		Air is the air of displacement. This air can displace any object or person. Imagine the place to send it to and then imagine the object appearing at that place. This place can be in your hands or any other place.
	adduco		Air of vision is mind. With the mind comes peace or disruption and panic. This air can also bring visions as one sees them in the air. These are sometimes called phantasms of the mind. One can be psyched out by the moment of disturbing phantasms. Mind is often used for the impulsive actions in someone else to urge the person on. Use mind to make moments of peace or disruptive panic. Another name is influence. This is a tool of the telepath.
	defendo		Deflection is the air shield. Air shields act by deflection of any element thrown at it and remove the damage if any. The air shield makes its use also to prevent projectiles from touching the protected person. Another name is the countershield.
	communico		Communication is the language air. The act of getting understood by those you speak with. There are two parts of it. Sending and recieving. One sends a message and one recieves it. A medium is always used to send the message and there will be distractions from that message. Making it possible to miss the message. This is also called the speaking element.
	muto		Inducement air is shift air that makes objects or people phase to another place or form. This air is pure concentrated effect force that works with both induction and introduction forces to create the phase effect. Phasic effect fields are instant shift at someones will or a machines energy manipulation by various ways to various effects. It can displace people or objects to any other place or form cuz of induction or introduction fields.

Lightning			Another effect is to create effect fields in any area or of anything such as images or air conditioning. Another name is inducement force.
		caput	Mana air is magical source air that can be used for anything of magical purpose. This air supports any magical purpose in which is magick in itself such as a magical rite. This is the true source of power that can strengthen any rite or person to lengthen a persons life infinifetly if possible. It can deter problems from happening as long as possible so it can support in many ways. This is an olden power far older than it seems that comes channeled from the gut thus not to be misused as its a very strong source. Another name is mana source or old power.
		candor aero	White air is enlightenment air made from white void and air. This is air that enlightens you as you breathe it. This air lets you know intuitively and be able to cope with many things creatively.
		thundora	Lightning is the energy destruction form of air is formed by Energy fire and Air. This lightning is destructive as it can blast things in an area.
		inanis thundora	Black lightning incinerates when it hits a victim. It always hits and it never loses energy. Any energy cast at it only strengthens it and only the worker can dispel the workers attack of black lightning. This lightning comes from space and energy fire.
		inversio thundora	Focus a inverse lightning effect and you make an attack of a youthening This lightning comes from faery air and energy fire buildup.
		defluo	You can compress adverse air into adverse lightning and make a person appear as if said person never existed. This lightning comes from Remaking Air and Energy Fire.
		fulmeneus	Domination lightning makes the victim of the lightning attack formed from this air will become dominated. This is from Domination air and Energy fire.
		similtudo	The lightning formed from this air will be an illusion. This illusion lightning comes from Illusion and Energy fire.
		obsкуро	The lightning formed from this air will be hidden and kill on sight. It comes from the Cloaking air and Energy fire.
		exuro	The lightning from this air will form with a lot of heat and strike with deadly force. This lightning comes from heat air and energy fire.
		conlido	The lightning formed from this air will make quite an impact before it hits. The victim could die by being near it. This lightning is formed from Heat air and Energy fire.
		transcribo	The imitation lightning air formed will give you the victims attributes as it strikes. This lightning comes from Sharing air and Energy fire.
		compello	The lightning formed by this air compressed is showy and deadly as its formed from force and compels if not killing. This is lightning formed by Effects air and Energy fire.
		cesso	The lightning formed from this air by compression will make the person do nothing. It is formed from Nothing air and Energy fire.
		demutatio	Lightning from air of control is the lightning that will control others by mastering them. Lightning from this is Control air and Energy fire.
		molior multo	Lightning from the air of displacement and energy fire is the moment of a dazzling light and a disappearing person or object. It seems like the person died or the object destroyed. In truth the caster put them somewhere of their own desires.
		decursus	Lighting of the the vision air is formed from energy fire and mind. This is the lightning of phantasms and will have the person screaming before it hits.

			Meaning the strike of the lightning will always hit because the victim or victims will be panicked into not moving. They will see phantasms in the mind.
		multus defendo	Shield lightning is energy heat plus deflection air and acts as shield against electrical current plus lightning effects. This lightning has a bluish purple glow.
		adfero	Message is the language lightning. This lightning is the act of getting a message understood through distractions. Communication is a part of this and so are the rest of these elements in this group. This lightning will burn to get attention then deliver its impact as its main meaning through various means.
		muto multus	Phase lightning is heat lightning that allows for people to move outta existence. This lightning is the force which is energy allowing the shift to occur phasing out things from existence. Focused subatomical effect force is represented by this lightning as it builds on an target to cause the phase out.
		invidia	Blue lightning is mana lightning that can succumb anything to its will plus be undetectable before it hits. Its an energy that strikes with incinerative force or a force that makes the victim succumb to the casters will. Another name is magic lightning and is directed by will.
		candor fulgur	White lightning is creative destruction lightning of thunder without thunder and is made of white void and an energy charge. This lightning can destroy any machine and cause demons to flee. Hit a person with it and you give them a creativity spurt.
			<p>Most the elements together be aether. Aether is the element of the mind and is the root of conscious energy. The effect of the aether is to affect or influence other elements. Aether is like allot of the elements together, they make up the gray ness about it as different colors that blend together. When the element is called you can form any object by imagination of it forming or of any effect by the imagination of it. This is its compressed form.</p> <p>To manipulate the aether requires imagination and manifestation of aether with ether, after you understand what it is. This is the key to its manipulation. And to manipulate it by imagination, is to need the idea to occur by seeing the sigil, or to feel it happening. Then, sometimes the knowledge will come to you to do the idea and the deed is done even further. To change the symbol of knowledge in the idea that you receive, will summon a change of it in some manner. This will cause the idea as its represented in the aether to be representative of a change. As its manifested into its compressed form, using the ether to make the aether manifest into its compressed energy of its form. This symbol changing, may require that you understand what the symbolic meanings are as it is. If you draw the sigil it gives you understanding, that will happen if you don't already know what it means.</p> <p>This is to summon the aether to here as for it to effect. As to change the symbol the minute that you see it or you allow it to be the same. You can use a free hand rune or sigil to draw it. To draw the rune or sigil of knowledge, causes it to occur a summons of an aether effect. To add to the symbol that you see and that is which you add to the symbol you decided on, you decide what the meaning is, an after or before. Or, decide what the meaning is of the new rune and then change the symbol of knowledge in your mind to it. To imagine the color forming of the element of aether in the area, then think to it what ya want or just feel its effects will get results as well. Aether may draw on the experience you have, and</p>

Group	neuro	<p>give you a symbol of what you know as its also glimpsed from the aether after this.</p> <p>Aether can influence void. Where aether is the layer that contains all information about the physical, and about people. Its also a source of information and the universal consciousness. Finally aether can influence the other elements and you can sometimes get aether to change the past, to make an effect of the future present. Again, its a source of information and the universal consciousness.</p> <p>Aether is referred to by the planes of existence outside, but they are also inside your mind too. As the consciousness works as a portal, you can change it's frequency like a radio to enter these different planes. Then you can think of what is desired and feel it occur, or think of the color and imagine it forming or pulsating into the object or possible event through manipulated elements. The aether is more like a higher layer of encrypted and stored information, and it's usually never changed by the typical individual, not directly. The aether is the roots to what happens in the physical world, and the spiritual worlds too, so it's somewhere on top of it all.</p> <p>The aether contains streams and rivers of elemental forces, the spiritual energies of fire air water and earth, and the directions of these rivers and streams indicate the things moving in the world beneath it. But, everything on the aether is made of the same energy, the aether energy, which would be comprising the 5th element. The aether energy takes form of different things as we go there, adapts to our mind to show us symbols so that we can understand what each thing represents.</p> <p>The symbolic color of time is gold, and space is silver. There is a golden river of time that is running through the entire aether to indicate that the world is always moving. The aether is also symbolically the roots of the world tree, Yggdrasil, in germanic mythology. But the world tree is also symbolically the consciousness we have. We climb the tree to the world of the gods by shifting our conscious frequency, into higher dimensions.</p> <p>Their are different symbolic colors of the elements as well, where the symbolic color of fire is red, the symbolic color of air is very light blue or white, the symbolic color of earth is brown and green and the symbolic color of water is blue. The symbolic color of lava is red brown or purple violet, the symbolic color of ice and cold is light blue, amongst others. These colors are in splashes, sometimes together, in the aether.</p> <p>The practice and philosophy of those who deal with the aether, is that through knowing the aether you can know the physical world, because you can see the cause for everything that happens in the world by symbols. So one small change in the aether can do great changes in the physical world, if you know how to do it.</p>
	animus	<p>Aether's negative element is ether. Ether resides in the etheric and is the spiritual element, or the active element. The etheric is with chaotic and spontaneous creation of imagination, and that's where all ideas are first created. Then the idea get's reinforced and goes lower and lower in frequencies such as the astral, to then manifest in the quickest way possible on the physical. Ether is part of the fundamental principle of magic and manifestation in general.</p> <p>This is such in which all you do is focus enough and what you imagine happens. Otherwise the more you focus on an idea, the more chance of it happening. Ask the spirits to guide you for better results or feel and think what you want to happen when using ether, to always get the act desired.</p>

effect		<p>However where aether responds to your imagination. Ether responds to the mind and thoughts with feeling and is instant. Ether works with you as you desire.</p> <p>You can focus the spirits to aid in anything, again for a better result. As, it is with the etheric plane where all our imagination manifests, and where the creation of our lives begin. This includes forming any object. The physical world is inputted as ideas on the ether, that manifest closer and closer to the physical. If the spirits are angered, they won't do anything at all. Always thank them afterwards. Aether is very similar to Ether as it too can influence void.</p>
	magicus	Magick is the culminative results of the inverse elements and is like Aether and Ether. Magick has the possibility of reaching any place of existence. It can effect any place of existence. It can do anything that you can imagine. It is pure meta energies of the Astral Plane. It guides the rest of the elements. This elements heightens anything its used with.
	iniquus	Adversity is the effect of all four elements and if one can control adversity one can control life. Adversity is also events that take place. Its effects are everywhere.
	maleficus	Evil is the total effects of the combined elements and may lead to evil if not controlled. Thus have the effects you want in mind before using it. Then firmly control its power. Only then will not turn into a demon. These elements are also the invisible elements.
	subduco	Stealth is the combined effects of the four stealth elements. It is the thieves best friend. Use it to best effect for hiding things. One does not want to find themselves caught or sometimes bad things can occur.
	caecus	Dark is the element of darkness and represents all the Dark elements. Thus it is nightfall that can allow for shadows to exist. When Dark is used it is undetectable and the choice element of magic users.
	apricatio	Sunlight is the cumulative effects of all the Light Elements. This is the Solar energy that powers the human body. The power of the Sun is that which one can use directly as a power source. Transform into a Sun Dragon and make yourself invincible to attack. Used as an attack the Sunlight can incinerate an attacker.
	concertatio	Strife is the ultimate element of destruction and the cumulative effect of all the strife elements. It will destroy a victim or object and determine the best method to destroy by itself. Use this as a source and you will find yourself stronger. Assasins make use of strife. Another name is the Strike Element.
	imitatio	Imitation is the cumulative effect of all the imitation elements. Using these you can perfect the arts of Illusion. This will also save your life when attacked. The hologram is the ultimate illusion.
	adigo	Additive Forcecraft is the full collaborative effect of all the Additive elements. The effect of Additive is to make effects of Forcecraft. Make any effect visible or invisible with force craft and use all the the other elements with it if you want. Forcecraft will pull the other elements into service.
	obliquus	Subtractive Forcecraft is the art of subtractive weaving. This is the collaborative effort of the entire Subtractive Elements. The Subtractive art is a solitary art that will literally bring the weaver to power. Abuse is possible so do not overuse.
	turpificatus	Indirect is the actions of indirection. This is where the actions are done and never noticed until its too late. The actions can be caught and changed so its never too late in truth. Another name is wizardry. Wizards are the primary users of indirect actions.

	confero	Diversity is all the elements in this group altogether. To use the diversity of the moment will make winning easy. Thieves and Assasins use diversity. Use these to great great effect.
	videre	Psychic is all the vision group together. This element is the symbol of all that is vision. Being phyctic grants you a gift of always knowing the events without being told.Most scryers, visionaries, investigators are phyctic.
	cingo	Shielding is the group effect of all the shield elements. This is all aspects of shields that can work for you. The shielding of a person will protect until overcome in some manner.
	lingua	Language is all the elements in this group put together. Making things understood between two people or an audience. This is assured as an thing people express for understanding, This also used for socializing.
	classis	Hyperforce is the hyper energy forces that allow for most object or people interactivity plus it makes things manipulatable. It has the possibility to be called gravity effects or teleportation plus other things and this is the hyper forces combined to makes the bend in matter occur that effects time.
	feritas	Wildness is the force of uncontrolled nature that will turn the tide of any battle or make seem the person to be of uncontrolled wildness. This is the force of the wild element altogether and is totally unpredictable as its raw nature force at the hands of wild mages or chaoticists. Only dragons and fey can use this force without problem as they are wild benenergy beings.
	egredior	Ascension, this element causes you to ascend as you use it. Its made up of all the White elements. This is the culmination of all white elements that you can use in a moment.

More Element Combinations		
Element	Latin spellword	Description
Earth elements	trapetus	Earth water that is oil, where the oil is formed from bones and earth being heated and compressed. Then, it stays where it is, till it comes up somehow.
	severitudo	Earth air is gravity, that causes support, by pulling us down. This is through centrifugal force, of the spinning charged planet core. The nickel iron or heavy element in the planet core, will cause gravity in conjunction through an orbit around a sun. When the sun charges the core, through unseen electromagnetic pulses. The core of the planet holds the moon in orbit around the planet itself. The nickel iron core or other heavy element, will take the particle charge and form gravity from the spinning of the planet. An apple will fall to this force, through cause and effect. This gravity will also allow effects to be spread through a spread mass effect.
	aestus	Firey air is normal heat and as the 'fire in air' tornadoes. This heat shares its properties with the Light air element. Where, heat moves in waves and patterns that cause the effect of fire, if intense enough, or rain, if intense long enough. However if the air pattern is circular, then their is possibility of fire tornadoes, where the heat is so high it appears, as fire. This is where heat is enough in concentrated form, and fire will appear.
	luteus	Water earth, mixed together is mud, flows as a force, enmassed free from solid earth constraints. it slippery, walk on and to touch. finally, mud be soiid looking, in the quicksand pit. where, can sink till you suffocate.

	aerus taurus	Air with earth is blown or dirt devils and can come in the form of flying debrees.
Inverse Faery Elements	inversio trapetus	Faery earth water magical healing cleanse oil. this of magic oil is the type that heals cleanses an area. not just yourself. it can form on intent and idea spoken about it.
	inversio severitudo	Inverted faery earth air metainfluence gravity. gravity influence, of what be desired by intent. all one needs is focus their will desire through intent and the influence or magic meta, to make occurance easier.
	inversio aestus	Firey faery air be fire meta heat. this where focus your will through intent heat up, near and away from you. as you influence things to become existant, the area is with a blue glow, too.
	inversio luteus	Faery water inverted earth is a type of mud that be considered healing and cleansing, as it causes magic.
	inversio aerus taurus	Faery water inverted air is healing cleanse influence. this combination be whatever you want to be, in influencing idea as it cures heals and cleanses.
Adversity Elements	iniquus trapetus	Adverse make pass-through absorption oil. this earth water combo, makes oil that to pass things and absorb nearly anything you d desire. it also allows a passing through of others absorption.
	iniquus severitudo	Adverse earth adverse air makes pass-thru gravity, where it can cause you another, to pass through energy and do a remaking events or idea, in presence of the gravity.
	iniquus aestus	Firey adverse air be heat. this is the heat causes change and remaking of things that it affects.
	iniquus luteus	Adverse water and adverse earth makes that causes absorption of a pass-through effect. this mud spread everywhere, where anything near it can feel grainy, suddenly.
Manipulation Elements	maleficus trapetus	Manipulation earth water is charm control oil. Its seeming as to control charms by suggestion, this oil allows it. Spread about, it makes the charm easy to control and dissipate.
	maleficus severitudo	Manipulation earth air is a charm of domination. This is a lesser form of domination charm, can make charming of another, to dominate them by earth, is some degree.
	maleficus aestus	Firey manipulation air is considered Mutation Domination heat. This heat allows mutation domination and control, by thinking of the idea and the person.
	maleficus luteus	Mutation water and mutation earth is control charm mud. This mud allows you to control a charm, with suggestion and spoken words.
	enervatus modicatus	Manipulation air with manipulation earth is a domination air charm. The domination charm that is greater in effect that the charm of domination. Where, it makes control of another by domination with air charming.
Stealth Elements	subduco trapetus	Stealth earth water that is concealment stealth oil. This oil will make concealed stealth easy.
	subduco severitudo	Stealth earth air is concealment illusion gravity. This type of gravity is generated by the self, and will cause concealment of illusions, in the area.
	subduco aestus	Firey Stealth air is cloning illusion heat. This heat be with the effect of cloning an illusion that be near the heat.
	subduco luteus	Stealth water and stealth earth is draining concealment mud. This mud thats applied or flowing in an area, will cause an effect of draining a concealment. So you will see the area, much more clearly.
	aspectus occultatio	Stealth air with stealth earth is illusion concealment. This is the air effect of illusion concealment.
Dark	caecus trapetus	Dark earth water is shadow substance oil. This oil will become very unique, as it ages, for once formed, it can cause corruption and empathy. This be the substance of shadows, where it is in oil formation. It starts out, by being spread and it causes ability to appear, along with some dark suggestions that come from nowhere.
	caecus severitudo	Dark earth air is shadow cloaking gravity. Similar to the stealth earth element, it seems to use gravity to cause shadows for cloaking people and things.
		Firey dark air is restorative cloaking heat and is as the effect is suggested.

Elements	caecus aestus	This heat will cloak the person or thing in a restoring substance, that acts in an area when darkness is there.
	caecus luteus	Dark water and dark earth make substance shadow mud. As it dries, it does the same as shadow substance oil, except its not oily, there's muddy shadow substance instead.
	integumentum solidus	Dark air with dark earth is cloaking shadow substance. It forms where you intend and focus it to exist, and causes cloaking through dark air and shadow substance through dark earth.
Light Elements	aprecatio trapetus	Light earth water is life positive oil, wherever this oil is, theres a life positive attitude and positive energy, that is there as a source.
	aprecatio severitudo	Light earth air is life heat gravity, that is self generated and spreads the heat of life.
	aprecatio aestus	Firey light air is light heat. This is the heat of the light that be near and is in the area.
	aprecatio luteus	Light water and light earth is positive life mud. This mud causes you to tink of positive life idea and do positive actions.
	incalfacio generus	Air with earth is heated life energy. This is the arguement energy that can cause arguements of many sorts.
Strife Elements	concertatio trapetus	Strife earth water that is chaotic abuse oil. This oil spreads and causes a chaotic activity thats abusive. To be avoided, if you can.
	concertatio severitudo	Strife earth air is chaotic collisive gravity. The gravity of this self generated type, be to cause chaotic and impulsive collisions.
	concertatio aestus	Firey strife air is destructive collision heat and it can make any destruction from a collision.
	concertatio luteus	Strife water and strife earth is a abusive chaos mud. This mud be spread and is generated from the self action. Its made on intent and idea to be done and then formed as a muddy action. Its interesting and to be avoided as it causes abusive chaos.
	incursio chao	Strife air with strife earth is collisive chaotic war. This is sometimes unavoidable, but it is very bad to get caught in this wind.
Imitation Elements	imitatio trapetus	Imitation earth water that is power mirroring oil. The oil that is spread about and becomes able to mirror powers that are in the area and becomes a shadow of that power.
	imitatio severitudo	Imitation earth air is power sharing gravity. This gravity can be safely generated using a magical object. As, it shares its gravity of idea and whatever power is placed in the object.
	imitatio aestus	Firey imitation air is copying sharing heat energy. This element will cause a copying and sharing heat thats energy based and hard to dispel.
	imitatio luteus	Imitation water and imitation earth is mirroring power mud. This mud, once created, will mirror a power and make what is coated in it, to be be like the power that be.
	communio efficio	Imitation air with imitation earth is sharing power energy. This is like the power sharing gravity, except it does things oppositely, as this element first shares and then causes power to be shared by an air-like effect.
Additive Elements	adigo trapetus	Additive earth water that is glamour adaptation oil. The oil, that once spread, will cause a glamour adaptation and this will change the glamour. To, whatever you would like it to be adapted to.
	adigo severitudo	Additive earth air is glamour effects gravity. This is self generated gravity that causes the lamour effects, as though it were done, by the mind and withought you knowing.
	adigo aestus	Firey additive air is energy effects heat. This heat be the energy effects source, when there is heat, the effect can come about more easily.
	adigo luteus	Additive water and additive earth is adaptation glamour mud. The mud spreads itself about and causes an adaptation to the glamour effect, thats whatever is spoken and thought on and near it.
	effectus appono	Additive air with additive earth is the effects of glamour energy. This element combination represents the effects that glamour energy casts about. Whatever

		they be.
Subtractive Elements	malus trapetus	Subtractive earth water is unseen undoing oil. This be the oil that causes an unseen undoing of actions and events.
	malus severitudo	Subtractive earth air is undoing dark matter gravity. this be the gravity of dark matter thats undoing whatever is near.
	malus aestus	Firey subtractive air is reverse nothing heat. This be the reversing of events and by a seeming nothingness heat.
	malus luteus	Subtractive water and subtractive earth is undoing unseen mud. This mud is enchanted by the idea thought to it, of 'undoing the unseen'. It is spread about or allowed to spread, and it undoes the unseen to you actions.
	redeo fabricatio	Subtractive air with subtractive earth is dark matter undoing energy. This is the energy of the darkmatter and is similar to void energy. It causes an undoing of events by it effecting or affecting the area.
Indirect Elements	obliquus trapetus	Indirect earth water that is antimagic death oil. This oil be the cause of antimagic death effects where its applied. As it can be an applied direct force.
	obliquus severitudo	Indirect earth air is antimagic change gravity. This gravity be caused by the antimagic changing the nature of the item or person. The effect on a person is to be more stronger and yet slightly deteriorated.
	obliquus aestus	Firey indirect air is time change heat. This heat causes a time change effect, of whatever you think of, in the area you placed the energy type element.
	obliquus luteus	Indirect water and indirect earth is death antimagic mud. This mud can cause the death of something its on, and thats by antimagic influence.
	cedo ferreus	Indirect air with indirect earth is change antimagic energy. The energy itself can suddenly cause change in an essence of nearby people or things, through antimagic.
Corruption Elements	turpificatus trapetus	Corruption earth water is knowledge corruption oil. Spread this oil, using whatever means you intend to be effective. And, most knowledge that a person has, who's in the area of the oil, or even has it on. Will be corrupted.
	turpificatus severitudo	Corruption earth air is knowledge control gravity. This is the gravity of knowledge control, to cause knowledge control, you get this gravity around you.
	turpificatus aestus	Firey corruption air is greed control heat. This heat causes the control of greediness and idea. Where, it is noticed and looked for. This element doesn't effect unnoticeable things, unless its in energy form.
	turpificatus luteus	Corruption water and corruption earth is corruption knowledge mud. This mud be spread and is able to cause corruption through knowledge being told near it. The influence is the key and the vibration of the words are the turning of the key.
	dominus cognitio	Corruption air with corruption earth is control knowledge. This is knowledge that can be example or statements and its designed to control.
Divertive Elements	confero trapetus	Diversive earth water is aversion distraction oil. This oil be on use, to cause aversion distraction. It can make aversion and sometimes distraction of the people who be near the element.
	confero severitudo	Diversive earth air is aversion displacement gravity. This gravity causes aversion to events and displacement of idea or actions. By the idea of what you want, you can direct the element.
	confero aestus	Firey diversive air is aversion diversion heat. This is the heat of an event, that causes aversion to events and diversion to the facts and idea presented.
	confero luteus	Diversive water and diversive earth is distraction aversion mud. This is a mud created by actions. It causes distraction and aversion, to the moment and by people being near it.
	molior declino	Diversive air with diversive earth is displacement aversion energy. This be the energy of the earth that causes displacement and some aversion, to the moment of the the displacement.
	visio trapetus	Vision earth water is third eye sight oil. This oil causes your third eye to be sightful. Rub it near your third eye and on your forehead, to get effect. It may be invisible, to the eye especially. But, by imagining the oil being spread, will cause the spreading.

Vision Elements	visio severitudo	Vision earth air is third eye mind gravity. This gravity can be caused by the intent usage, and the third eye making the intent real. Where its to cause mental gravity and importance, on things.
	visio aestus	Firey vision air is vision of the mind heat. This heat causes the vision to appear in your mind, of the things nearby, that you would want to cause a person to see. It is summoned by the third eye.
	visio luteus	Vision water and vision earth is sight of the third eye mud. Basically, this element energy type will be a part of the mud suddenly, and where it spreads is likely to cause sight of the third eye, on thinking of the area.
	adduco impetus	Vision air with vision earth is third eye mind energy. This is a combination, of elemental energy types, that makes energy and this energy makes the third eye cause mental events, to be real enough.
Protection Elements	cingo trapetus	Protection earth water is shield prevention oil. This oil acts as a shield of prevention to that which its placed.
	cingo severitudo	Protection earth air is shield deflection gravity. This element energy type causes gravity by actions that make up a shield deflection.
	cingo aestus	Firey protection air is protection deflection heat. This is the heat that causes a protection motion to deflect the momentary element.
	cingo luteus	Protection water and protection earth is prevention shield mud. This enchanted mud will cause the state of prevention by protection. In and of things and people.
	defendo ancile	Protection air with protection earth is deflection shield energy. This energy protects by causing an energy that starts of the aura and is by the soul. The protection is formed into a deflective shield.
Language Elements	lingua trapetus	Language earth water is the understanding translation oil. This be the oil that is spread by imagination and thought provoking. The idea is what rules this and the moment be what details the action, for understanding the trtranslation of events and words.
	lingua severitudo	Language earth air is understanding communication gravity. This be the gravity of the moment, thats brought about by actions. And, the gravity of the understatement. By, understanding the communication, of the moment. Good use of the gravity, can draw attention to things and then the things can be spoken about.
	lingua aestus	Firey language air is projection communication heat. Also known as fighting, where fighting is one step farther than arguing. This figurative element uses projection as communication and the words projected, themselves.
	lingua luteus	Language water and language earth is translation understanding mud. This is a energy type of mud, that is making your mind or anyone near the mud, able to translate and understand.
	communico accipio	Language air with language earth is communication understanding energy. This mix of the figurative elements, makes use of energy, for understanding by communication. Where the energy of the moment brings the understanding.
Hyper Elements	classis trapetus	Hyper earth water is inductive introductive oil. Where, you get the pull and push of inductiveness with introduction of energy, by action. As in a suddenly more energetic item or idea being spoken on. This includes better output of effort and effect.
	classis severitudo	Hyper earth air is inductive inducement gravity. This be the gravity that pushes and pulls on will and triggering a shift effect. By enough activity giving the phase shift energy.
	classis aestus	Firey hyper air is hyper inducement heat. This be where there is a upping of energy and a phase shift, to a farther away place or somewhere.
	classis luteus	Hyper water and hyper earth is introductive inductive mud. This mud is enchanted, by an introductive inductive effect. Its spread to an area or placed on someone, and it causes a pull and push to become phasing, of object or people. Sometimes on will.
	muto vacuus	Hyper air with hyper earth is inducement inductive energy. This be energy generated by usage, of two figurative element energy types. To cause the effect, of phase shifting by the push and pull, of something or someone.

Wild Elements	feritas trapetus	Wild earth water is wild energy channel oil. This be an idea energy, starting out, that induces a thought which makes a wild energy surge channeled to some place.
	feritas severitudo	Wild earth air is wild energy mana gravity. The gravity that starts out as a mental creation. Then becomes something, from wild energy and mana being focused by your intent and will. The intended will can be expressed. At first, the effect is to kill the action, then the actions build up the wild energy, to create the effect. As though it were a gravity, for the right actions.
	feritas aestus	Firey wild air is devour mana heat. This heat energy type, be to cause devouring by mana and heat is generated, from the activity. This can drive you insane, if gone too much in working with it, or if your effected by it.
	feritas luteus	Wild water and wild earth is channelling wild energy mud. This created mud from enchantment, be from channeling wild energy, for the effect of placing the mud and getting a powerful, but somewhat unpredictable effect. The general intent is what be done, most times. If too much stress and wild energy, then you could go crazy.
	caput indomitus	Wild air with wild earth is mana wild energy. This be the energy of deferrment. Where the actions you do, causes the energy and by what you do in deferrment, can you direct it. Otherwise, its somewhat interesting to control it. As it refuses direct control, it becomes hard to be within control. Be within becomes be without things and idea and you lose energy.
White Elements	candor amurcae	White oil is White earth water that improves and refreshes. Squeezed plants and things can emulate this oil. This is where essential oils improve things as they work.
	candor severitas	White earth air is white gravity that is made of white void and earth air. This is improving things as it enlightens the mind. This is the gravity that makes the aura be able to enlighten people as you get near them.
	candor empyrus aero	White firey air is Faith enlightenment in activity, this is pretty to see but isn't really useful except to help your faith in things to come.
	candor lutum	White mud is white void with water and earth, this mud can make holy anything by improving it.
	candor aero taura	White air earth is enlightening improvement that is made of white void and air with earth. This makes it so that you improve yourself as you enlighten off of it.

Element	Latin spellword	Description
	cosmio	Cosmeria is the general conjoining of Ether and Aether into Akasha or united spirit (Animus) and mind (Nuero), it defines the wholeness of the universe and is the giant container. Ether and Aether act as messangers and gain divided power, they also act as the rules and boundaries for the universe. Basically Akasha also has the attributes from both Ether and Aether making gray matter that is imprintable only once and it forms in any shape the wielder wants plus invisible at first. It transcends dimensions and is reality itself. This gray substance, Akasha, is usually impossible to wield but with the third eye and imagination you can wield it. With Akasha you can make anything work for you or do things. Its the strongest boost for any spell.If you tamper with this element, would be tampering with the fabrics of Reality. This may not be safe for those who do not look ahead to consider all possible consequences.
	cosmio turpificatus	There exists a negative form of it known as Corrupt Cosmeria or Corrupt Akasha, its very existance is shrouded in mystery, but it has the ability to deform space and time, corrupting anything in its way to the will of the person. It forms a addictive unseen substance called corrupt red matter that is used by demonkind mostly.Something forged of this substance has the ability to slice through the boundaries of reality while immuring the wielder to addictive substance giving a good feeling to the person all the time of use. Yet again this substance is normally considered unwieldable unless wielded thru chaos or void to corrupt the

		person in a general direction and is always imprintable with no actual form.
	infini	<p>As for Infini, every living thing contains it, obviously. When something is used, Infini is acted as the fuel, though Infini is never actually 'consumed'. Everything, including Cosmeria, was derived from Infini. You could think of Infini as the light that hits a prism before it divides into seperate colors of light. And because of this you'd need enough power to force the seperate colored lights (elements) back through the prism to attain and control Infini. A feat that has thus far been unaccomplishable. There have been some cases of people all of a sudden encompassed in a golden light. Everywhere they look is goldent, though this doesn't last long it's a wonderful feeling. This is the closest (in my opinion) that man has ever gotten to infin.</p> <p>I know there are several types of infin with different colors other than Golden. I just know the brown Earth one of shit and stuff power, the golden one that's Fire, and the blue, water one of lightning like watery butanol flame. And now that Ice/Air is clear or menace of psychic wave with a white/pale blue and (forget what one that comes from) freezes of liquid nitrogen works like light or an addictive substance known as drugged item, as to just call it an inverted item is a truth, or spirit manipulation of grey, And that void is black devoid of most effect except for what is manifest of death and gaseous states..The voidal infin one is not reccomended to do, nor is the normal void sight because it can drive you insane and the water/ice one is addictive.</p>
	universa	<p>Universal be Void and Wild earth plus this force is very strong as it construes two earth forces together. When this happens it triples the outcome result plus this force makes it use negative with raw energy. The effect is obvious when using this power cuz it gets instant result with no indication except area power drain depending on the spell strength.. The result for even a little of this power can be limitless effect plus its unseen till the caster wants it to be. Another name is negative wild magic and this power gives power to the wishes of people plus its limitless. It makes for the underlying energy support for the universe itself.</p>
	magicus neuro	<p>Inverse Aether is also called Faery Aether. Intuitive magick works by imagination.</p> <p>This magic is the magic of high magic. Guide the positive and magical energies with it.</p>
	magicus animus	<p>Inverse Ether is called Faery Ether. This magick is used by feeling for the effect sought. This is the magick of empathists. Empathic people can use this easily.</p> <p>This guides magick and spirits.</p>
	magicus cosmio	<p>Inverse Akasha is the forces of the Aether, Another name is Faery Akasha. Ether and Magick combined. This force is the universal energy that is the meta energy backbone.</p> <p>You can can do anything with it through imagination.</p>
	magicus iniquus	<p>Inverse Adversity is the forces of adversity and inversity. Another name is Faery Adverse. This force will allow manipulation of both inverse and adverse elements. Use imagination and feeling to manipulation.</p>
	iniquus cosmio	<p>Adverse Akasha is the forces of Aether, Ether and Adversity. Control all three with the calling of this force.</p>
	magicus iniquus cosmio	<p>Adverse Inverse Akasha is the forces of Aether, Ether, Adversity and Inversity. Control all four with focused mind and imagination.</p>
	inanis pyro	<p>Absorbtion black fire is the forces of Void and Inverted Fire. This black fire is lethal as it will absorb all energies around it while it is in existance.</p>
	inversio pyro	<p>Black fire change is Void and Adverted Fire. This black fire is the incineration fire that will morph a person while it kills them..</p>
		<p>Black fire mutation is Mutation fire and Void. This black fire will mutate the body</p>

	inanis mutus	and then kill the person leaving nothing behind. It will also mutate other things around it.
	inanis simulo	Black fire cloning is the Cloning fire and Void. This fire will clone itself and strike simultaneously from all sides incinerating the victim.
	inanis reductio	Dark restorative black fire is Dark Flame and Void. What this fire does is to make incineration and restores dark people and creatures.
	inanis elevo	Light Black fire is Light fire and Void. This black fire will cast a killing light while it incinerates the victim. The light will kill those near it.
	inanis disturbatio	Destructive black fire is Destruction and Void. This black fire will incinerate the target and those around the target. This fire is vastly improved over the normal black fire.
	inanis descriptio	Copy black fire is Copy and Void. Fire that will take out its victim while giving the caster the victims energies.
	inanis appono multus	Energy Black Fire is the forces of Energy and Void. Fire of this attack will incinerate the person with increased energy potential. Making it possible to kill everything in the area.
	inanis retexo	Erasing black fire is the forces of Undoing and Void. The fire of this attack will incinerate the person erasing the existence entire of the victim.
	inanis aevus	Time black fire is the black fire formed from time and void. This black fire will move through subspace and hit with lethal intensity. Thus the time it hits the target is the same moment its formed..
	inanis avidus	Corruption of black fire is the fire formed from Greed and Void. This fire will attack anyone corrupt. It will make a mockery of the persons feelings and pass off anything of importance to the attacker. The attacker will end up with power and the victim will be killed by guilt. This is the most subtle black fire in existence. The fire it produces will spread to others and produce shame in the end. There is no heat to this flame.
	inanis avocatio	The black fire of diversity is formed of diversion and void. It will mislead the people around it into not seeing it but the victim will die unknown and incinerated.
	inanis visus	Vision black fire will make the person see ones death before it hits. Effectively killing the person because by the time it hits, the victim will be paralyzed already thinking they were dead.
	inanis commendo	Protection black fire protects the person while it destroys the power of the attacker as if the ability did not exist in them by a black fire backlash..
	inanis avis	Language black fire is the death projection. This black fire will project death to the person before it strikes. Making doom felt before it hits because they will want to be dead, before it happens.
	inanis traiectio	Hyper black fire is subatomical death. This be the black fire that destroys through instant desolvation of the target as if it didnt exist before. Another name is instant death yet death itself can easily be turned with this.
	inanis flamma	Devour black fire has possibility of enveloping death fire. This fire will devour from without to within causing death to the targets thought on at time of casting. Plus a use can be of destroying energy from without. Another name could be enveloping death.
	inanis inversio cyro	Strengthened black ice is the forces of Void on Inverted Ice. This black ice has greater absorbing capacity. It will heal on touch instead incineration.
	inanis potus abfabricatio	Remaking absorbing black ice is the forces of Void and Adverted Ice. When in existence it will remake anything around it. It will absorb at a higher capacity then black ice.
	inanis moderatus enervatus	Controlled Domination Black Ice is black ice with Control and Domination. Use this ice to control and dominate the victims. This ice can also if used as an attack to incinerate the victims. It forms, on an unstable moment.

	inanis exhaurio aspectus	Removing illusions black ice is Draining, Illusion and Void. Use this black ice to dispel any illusions and illness. The attack form of this ice will cut through illusions and incinerate the victim.
	inanis solidus integumentum	Cloaking substance black ice is Cloaking, Substance and Void. Use this black ice to make an unseen attack that kills with incineration. Summon this black ice to make an invisible black ice column.
	inanis facio incalfacio	Positive heat black ice is Positive, Heat and Void. The effect of this ice is to reinforce positive and make a warm area affect. This is not for attack.
	inanis imago communio	Abusive Collision Black Ice is Abuse water, Collision Air and Void. Making this ice will cause death by abusive influence and psychic punches. Summoning it is even more funner because on summoning it clears negativity from the area. Summon this as a defense.
	inanis comformo efficio	Mirroring Sharing Black Ice is the Imitation black ice. This black ice will mirror the the attacks back to the attacker. It will also make sharing of their abilities to you. It makes an excellent shield.
	inanis comformo efficio	Adaptive Effects Black Ice is Adaptation water, Effects air and Void. This black ice is the effects of making the person adapt by accepting whatever the caster wants the person to accept It kills if used in an attack by a caster. The victim never realizes that death occurs. Incineration is that death. A shield of this black ice is perfect.
	inanis fabricatio redeo	Making black ice is Undoing water, Nothing Air and Void. This black ice will by the caster make any event happen unseen. It is not meant for direct attack.
	inanis necro cedo	Death change black ice is the black ice that will make death occur in some manner. Thus the black ice of death change is very powerful as it can can be a great defense. If used as the attack it will decimate the victim. Often, in an unstable moment, where it unstabilizes a person.
	inanis attento dominus	Corruption black ice is twisted desire and control. It only leads to disaster and disruption of the mind and family. This ice is self contained and only affects those who are willing. The rewards are great and the balance in the mind must be kept Sanity is kept if balance is maintained. Its existence is completely hidden, as its only found, as for what it is not. Even if the person is aware of it, it will always control no matter the circumstance. Once called into existence, a sacrifice can only get rid of its effects and, of any sort. Unsummoned, its effects are completely erased, as if it never happened. A person of complete calm will never be effected. Its not detectable by any means. It can steal any knowledge, for the summoner.
	inanis distineo molior	Distractive Displacement black ice will displace anyone or anything that the caster wills. If left on its own it will make anything displaced. One cannot find this ice as it has no form in the prime material realm. But one can hear it as its true form is displaced in its own spacial pocket. It continuously reforms itself.
	inanis conspectus visus	Mind sight black ice will grant people visions and store spells. It will also store visions. Thus the form of this black ice is a vision only. One will not hear it as its disguised by visions it makes the person perceive.
	inanis anteverto defendo	Protection black ice absorbs without being seen as though the damage never happened being that it was absorbed to feed the blace ice itself. This will also weaken the weapon that tries to attack it.
	inanis transfero	Removal black ice will remove the message in the air to make obstacles dissappear and messages not heard. This black ice removes unwanted things and can act as a filter. This ice unseen but felt.

	inanis delcio	Phase black ice will make people disappear within a certain distance as it will take thier life force to do so and on success make the person disappear. Also it can make other things including memory to the same effect. One can't detail theblack ice itself but its effects are felt. This black ice has a cloaking effect for the object at the callers will.
	inanis derivo	Infinite channel black ice allows for the person to use a little energy to create any number of results that the person chooses. A mere focus with this element will cause effect with an imagined scene. This is imagination magic an sustains itself as long as possible.
	inanis neuro	The space of the mind is where people make mental constructs. Void and Aether make this space. This is also called Aerth or Aether space. People can range infinitely in this space. The time variance is 10 years there and 1 millisecond here. Thus test your ideas out there. This is your personal space and each person has there own space.
	inanis animus	Ether Space is the soul space and is where people go when they die. Void and Spirit make this space up. This is a place of pure emotion and thoughts. One happens amongst a dimensional pocket and then gets reborn. One can also build spiritual constructs in this space.
	inanis inversio aero	Breathable space is Void and Inverted Air. This is the space that you can breath. Travel through space in a shield made of this. In a limited air area use this element. There is a heightened sense of space.
	inanis abfabricatio	Remaking space is Void and Adverted Air. Remaking space is used by pre-scientific people. This space has no existence except for moments. Use this by trained focus.
	inanis enervatus	Domination Space is Domination and Void. Enter into this space and your mind will be dominated by an invisible force. Which will ensue control of the victim until they leave the space. It is also used by body jumpers.
	inanis aspectus	Strife Space is the spaces of strike and strife. This space will kill you in instances. Use this space as the trap space that cannot be escaped.
	inanis incalfacio	Heat Space is the space of heat. When the visitor enters they will be warmed and reenergized immediately. Thus they never need to eat there and the person can receive visions.
	inanis incursio	Chaos space is the hidden space that chaos beings live in. Thus chaos runs as the law there. The chaos is the ultimate force there as well. Trust not what you see.
	inanis communio	Illusion Space is Illusion and Space. This is the space of pure illusions. One only has to enter and it gives the Vision which suits to the needs of the visitor the best. One almost never wants to leave. Be wary of people who use vision magic as they can usurp control if allowed to.
	inanis integumentum	Shadow Space is the space of shadows and dark magic. Enter warily as the shadows can lie. One can be usurped by the merest spell from the shadows.
	inanis communio	Sharing Space is Sharing and Void. Enter this space and pull in from other spaces of existence materials or objects that can copied. The copying will be a sharing of one object to another.
	inanis multus	Energy Space is Energy air and Void. Enter this space and you will be energized in

		seconds. Attack from this space and you will never run out of energy.
	inanis redeo	Making Space is the Nothing air and Void. This is also Nothing space and is the space of dark matter. Imagine there as its only concepts and most likely to happen. Nothing space is good as a storage for anything lost or broken.
	inanis cedo	Reverse space is the space of indirections. This is Change and Void. Reverse space is always going backwards. When on entry the space will preserve your age and time will stop. Then a slow unaging will happen. Thus do whatever necessary and then do things there. When leaving you will be unaged slightly.
	inanis dominus	Corruption space is called the book world. This place is entirely of books in a library and money of any sort. Find any type of money transaction in the book world. The dimensional traders live there and so do the dimensional bounty hunters. Everyone is a psi master of some degree in that space.
	inanis molior	Avertive space is the space of prevention. This made from Void and displacement. This space prevents anything from ever happening. If one does an action its undone at some point in time. The other name is counter space for in truth everything done there is countered. This space is also the space of displaced objects or people.
	inanis adduco	Vision space is the space of visions. One can see anything they would like here. The visions come however the person wants. What one expects will be seen. People who are negative will only see negative. People who are positive will see positive.
	inanis communico	Language space is the space of which languages exist and are understood by all. The space of languages is also used for study in languages to understand them. Just focus on the name of the language and you will hear it.
	inanis muto	Inducement space is a space that can be used to call into existance most anything the person desires. This space tends to make a good business area as you dun need to pay for it unless you want to. Now the other aspect is it may grant you visions at will.so you could spy unnoticed on people. Hyperspace is another name as this space also reflects a hyper reality where time is nonexistant and people or ships of many sort can jump to other places by will or engines.
	inanis caput	Mana space is the space of the source of mana as it looks like a endless lake and a shore all in blackness. Enter this space for instant recharge of life and restoring abilities. However, just think on the effect to gain the event as you might feel like a god dun abuse it.
	candor dein	White space is literally the space of beauty and developement. It makes life worth seeing as you visit the white space. Its literally the beautiful version of the world on its own.
	inanis aero pyro	Space and fire make plasma. Plasma can melt anything and typically burns at 700 degrees kelvin or hotter.
	inanis aero commutatus	Absorbing plasma is Space and Inverted Fire. This plasma which burns at the temperature of which the caster desires can absorb the energy around it to keep on going. It can melt anything.
	inanis aero mutus	Morphing plasma is Space and Change. This plasma will burn at 800 kelvin. It will morph anything while it melts the surroundings.
	inanis aero reductio	Mutating plasma is Evil and Space. The mutation plasma is for effecting object and people only. It won't mutate unless the wielder wills it. Otherwise it will melt everything near it.
	inanis aero exhaurio	Draining energy plasma is Draining Water and Space. The plasma is very deadly as it will drain the victim first. Then give it to the caster while killing the victim. It burns at what the person wills it to be burning at. This plasma can only be summoned.
		Dark Restorative Plasma is Restorative Flame and Void. Use of this plasma is in

Elemental interaction	inanis aero reductio	essence only and will give life to dark peoples. It will raise dead and make them shadows. It gives permanent strength to the wielder. There is always a seductive pull to this plasma as it pulls the person down into the soul. The person must have control of influences around said person. This plasma has no heat and resides on the plane of shadows.
	inanis aero elevo	Light plasma is the plasma of heat. Use this to heal or raise someone with heat emanations. This is used for warmth as well. This plasma has no true form except for essence. It is up to the caster to what temperature it is. This lava felt.
	inanis aero disturbatio	Destruction plasma is plasma that will kill more effeciently and will burn at 1000 degrees kelvin. This can melt a small chunk of land. Throw this a an foe and it will kill several more people.
	inanis aero descriptio	Copying plasma is the plasma that will copy the attributes of the victim as it kills the victim. This burns at 700 degrees kelvin.
	inanis aero multus	Energy plasma is the supernova plasma that melts half a planet. 1500 degrees kelvin is its temperature.
	inanis aero retexo	Erasing plasma is the plasma that will erase the existence of everything around it including the victim from the heat emanation. It burns at 600 degrees kelvin.
	inanis aero aevus	Timed plasma is the plasma that will time itself to the target and attempt to kill the victim while time seems to stand still for it. Make a note. do not be the target or it could be fatal.
	inanis aero avidus	Corruption plasma is the corruption of greed and space. The corruption plasma is the type of plasma that will kill by desires of greed. Its temperature can be any temperature of the casters desire. The caster will make the desire be amplified in the victims which are melted from within. The hotter the plasma, the more disaster by desire.
	inanis aero avocatio	Misleading Plasma is Diversive Fire and Space. This plasma will destroy people around it and the victim as well. While misleading them into thinking the attack is not aimed at them it will melt them into death.
	inanis aero visus	Vision plasma will kill on sight as it is made from Vision fire and Space. The visions it sends will be phantasms of death. Freezing the victims while it melts them if they are too near the 1000 dergress kelvin heat.
	inanis aero commendo	Plasma language will kill by you hearing hot or bad language. Distracting you to be melted by the plasma to death. This plasma puts nasty sounding words in your mind. Everything you hear will be a probable bad word. Another name is cursing.
	inanis aero traiectio	Subatomic plasma is the plasma that is felt but not seen as it burns at 1200 degree kelvin. It can melt even the most hardest metal or mineral in its path. It can only exist at calling it so it will melt anything at the persons desire.
	inanis aero flamma	Devour plasma is the plasma type that will melt objects from the outside in and this includes people. This plasma is most likely to occur at the will of the caster plus at 1000 degrees kelvin making it unpredictable results except to be certain of melting things in its path.
	candor inanis sol	White plasma is the plasma that is of the sun and white void. This white plasma makes anything better and it increases stamina with the body energy going up. This can increase the heat level dramatically.
	inanis aero visus	There is mental time which comes from Aether and Time. This is the time where your mind controls the moments. People plan in this time.
	inanis aevus	Reversed time is from Void and Time. The effect of both is the reversal of time events. When this happens you can remove age. Confuse your enemies. Make spells disappear or use it as a shield to be unkillable as the damages just disappears.
	animus aevus	There is soul time which is the time of spirits. This time is where the spirits do what they please and all other time is frozen. The spirits control this time.
	inversio aevus	Magical time is from Magic and Time. This time goes forward yet stands still. This is the time of the faeries. Many things can be done in this time compared to

		normal time. Plus it lengthens the lifetime.
	iniquus aevus	Moment time is Adversity and Time. This time is the time of moments. It stands still until a moment happens. When that moment happens, it occurs as quick as you want or an eye blink.
	maleficus aevus	Manipulated time is the time of which you manipulate everything and it happens your way. All you need is imagination and then watch it occur during the day. Use complete scenes.
	subduco aevus	Concealed time is the time of which you are not seen yet the time goes normal. The time of which you can walk unseen and everyone averts their eyes. This is the thieves time.
	caecus aevus	Dark restorative time is the time that stands still and the shadows, liches, shades, wraithes, dark mages and other dark creatures heal completely.
	aprecatio aevus	Positive time is the time of healing as it heals perfectly as time goes at the rate wanted. This aids regeneration.
	concertatio aevus	Chaotic time is the time of no time at all whereas everything stands still. Thus this time is outside of time and only found in the chaos realm.
	imitatio aevus	Sharing time is the time where you find no time and only in the sharing space. This time will move 1/10 normal time.
	adigo aevus	Adaptive time is the time of which you adapt to a circumstance but afterwards time goes normal again. While adapting time does not move.
	ininitio	Infinity time is the power of the space, mind and spirit. It is also subtractive in nature. The power of infinity is stillness. This means that it is an entropy effect. You can use entropy to slow down anything. To make yourself untouched by any effect. You can work to extend spells to infinity. you can extend the effects of anything.
	turpificatus aevus	Corruption time is the time of books. Read a book or see a movie and you live in that time as it happened. One cannot change the story in any way or the dimensional police will correct it. If not that, then natural energy will do the exact same thing to that one when the person returns. Thus balance is kept. Do nothing bad in other worlds or bad will happen to the person in their world.
	confero aevus	Diversity time is the time of distractions. This is the time that the caster can use to make use of escape. This is the time of distraction moments. Thieves and assassins use this time effeciently.
	visio aevus	Vision time is the time of vision manipulations. Make visions here for all or whomever the target is to see. The visions can be perfect or not but they will be believed. The only way to tell the false vision is a slight droning sound in the background. There are ways to hide the drone.
	cingo aevus	Protection time is the time of protection and when evoked it will make the wielder unhurtable plus some actions not otherwise possible. This is an excellent time shield effect.
	lingua aevus	Language time is the time of messages. Say a message of any sort except derogatory and you find no time passes and its instantly heard. If derogatory then it might get a nasty response.
	classis aevus	Hyperforce time is the time of relative actions that one lives thru as they do things. Most the rules of physics are possible to make happen at which people or objects can move at the speed of light. Gravity can be adverted or made to happen to the willer necessity. Physics time is another name.
	feritas aevus	Wild time is the time of dimension as it will make use of any time the wielder wants. and allow access to any place without showing signs you were there. That is till a movie, show or some report shows signs as your behavious pattern.
	egredior aevus	White time is the time of Ascension. This time lets you see things that are beautiful visions and makes things better as the time works on your behalf.
	chao liquentis	Black lava is the effect of chaos on lava. What is black lava? Its a voidal lava that will morph anything it runs over while it melts it to create a new but different and somewhat bizarre element.
	chao inversio	Mutation lava is Chaos and Inverted Lava. This lava will restore with its heat and

	liquentis	mutate the person or object. Creating a diversion and stronger form.
	chao penetro commutatus	Aversive Diverse lava is made from aversion, diversion and chaos. This lava will mutate the land around it while making people avert their eyes and ignore it. It will kill by melting everything it flows across. Its temperature is 600 degrees kelvin.
	chao medicatus mutus	Charm mutation black lava is made from charm mutation and chaos to create a disastrous energy that mutates things around. This black lava energy makes everything charmed to strike at the wielders willing and work for the wielder as he wants including manipulation of others..
	chao occultatio simulo	Rapid destructive black lava is stealth lava with chaos. This lava will cover a landscape in minutes as it makes more of itself spreading rapid mutation. It is non detectable and there is very few that can outrun it. The temperature of this lava is undetectable..
	chao opacus reductio	Shadow destruction black lava is chaos plus shadow restoration lava plus sends draining shadows which twists anything near it with undetectable nature to destruction. Lava of this nature is black in color and has no heat except that in which the person thinks it has. It has no substance so it will be undiscernable..
	chao genero elevo	Death Light Lava is Chaos and Light Lava. This is the only lava that will restore people to undeath while it flows. It brings spell resistance that aids in spell fights and it also brings an unnatural deathly light to the area. Death Lava will raise people by infusive heat into the person causing an unnatural lich like state. The death light lava has no temperature and it can melt people or objects in an attack. This is only found as a source of death.
	chao disturbatio	Warp Copy Lava is Power Copying Lava and Chaos. This lava will spread itself across land with warping power waves of corrosive effect. It will literally cause malformed corrosive deterioration of anything near it plus a wielder can use this to create .blight
	chao efficio descriptio	Mirroring sharing black lava is imitation lava plus chaos creating a effect of destructive blackish lava that has no substance and corruptly mirrors with full bizarre attribute all things effectable..
	chao appono multus	Adaption lava is Energy Glamour and Chaos. Use this in force craft as making a permanent glamour changed through Heat infusion to the wielder will. The Heat of this lava causes a permanent glamour to change into something else. This lava can only be used as modification force.
	chao caecus retexo	Unseen erasure lava is Unseen Reverse lava with chaos so use this force of lava to force erasure unseen in an area of anything at all nearby as if it did not exist. and disappears anything in the area. There is no heat with this lava so its undetectable plus it could erase the wielder..
	chao ferreus aevus	Antimagic time black lava is the Anti-magic Time plus Chaos. This is the time of warped motions and thoughts. When used it will make warps moments happen anywhere in the spacial plane. This can be detected of background radiation thus this time flows backwards so stay in it only as long as one dares.
	chao cognitio avidus	Greedy Knowledge black lava is lava that will bring control by blind desire. This lava will make most people do anything to gain the grasp of power by emotion and hate. The pride pulls them in and makes the pull undeniable to do as if the wielder was charismatic. People will always want more and sometimes the person will go to great lengths to please the wielder. Hitler was one such to be controlled by it as it appears like a unseen winning force.
	chao declino avocatio	Avertive Diversion black lava is the diverted lava with chaos. This is the lava that uses destructive and chaotic actions to make it work. If it flowed along the area it would make destructive activity and its only revealed by a strange high pitch sound heard by the victim.
	chao ancile	Shield protection black lava is chaos plus shield protection and pushes people away thru deterrence while making certain the protected never gets hurt. A side

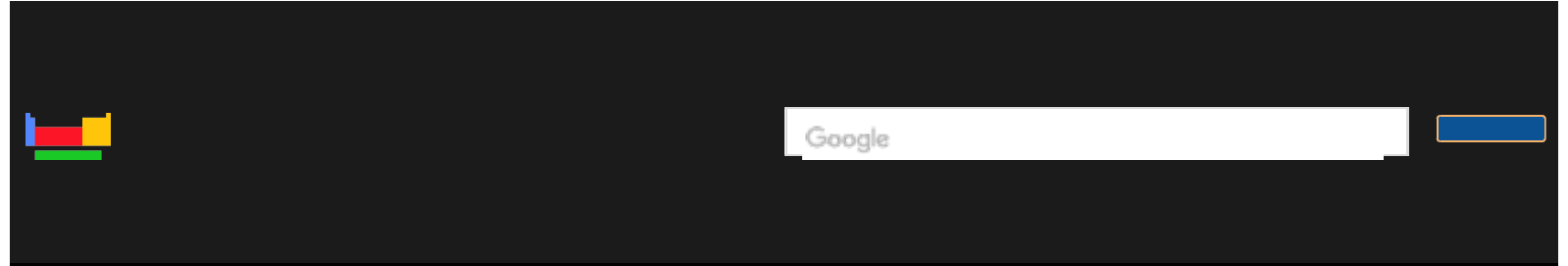
	commendo	note on this is that is always alone in some manner and cold.
	chao impetus visus	Manipulation vision lava is made from Third eye earth, Vision fire and Chaos. The chaos tinges the third eye vision to manipulation of peoples vision into an impulsive destructive impulse and a false vision that only leads to destruction. It has no heat and only exists as force. So only casters can summon this black lava.
	chao accipio avis	Transition black lava is made from language lava and void and is the black lava which transitions two things into one or mutates two things apart. This black lava works with objects to accomplish a transition of some sort. It always uses void as its medium. There is no heat except of the transition radiation to this black lava. Another name is genetics.
	chao navitas	Hyper Inductive black lava is subatomical twist flow. This element can twist any event thru gut feeling and desire into happening. Know the event be what this is called by gut and it happens to make itself done thru any available path that the energy wants. The ability to manipulate it is called telekinetic ability plus its considered making miracles as it uses the twist of a subatomical twist flow to change events. This energy is undetectable plus another name is the will and a way.
	chao exedo	Wild warp lava will makewarping destruction of a city block easy as there is no control of it whence its released except for wild mages with expertise. This black lava will warp anything with wild energy in its path as it flows altering along an area fairly quick. It has no heat except a slight evil radiance. Another is wild warp.
	chao candor liquentis	White warped lava is the white lava that chaos turns into a warped lava with a terror effect that gets to any that get near it. Instead of improving things it makes them worse. White warped lava is likely to create more chaos that feels good to be near.
	neuro ancile	Mental shields are the shields for the mind and will reject mental intrusion. The mental shields are strong if one believes in the strength of survival.
	animus visus	Soul shields are the breaking type that are Aura shields that can not be broken unless they are thought to be breakable by the person using the Aura shield. If the spirit is strong then one can survive anything. The Aura shield can cause regeneration. This is the strongest shield their is.
	inanis ancile	Void shields are the reversed shields that are impossible to break. This is void and shield. When used the void shield make time very fast. There is unaging slowly and said practitioner seems unaging. This allows winning against anything as the spells get converted to spell energies for personal use. The Void Shield will not fade until the caster wills it. You can damage others that you can choose while you are protected. These are shields that support themselves only focus is needed.
	inversio ancile	Inverted shields are Inversion and Shield. These shields make the person invisible and slow time down for the person. Making the person unseen and the shield unbreakable as the shield absorbs any energies. These are easy shields to hold with three times the power.
	iniquus ancile	Adverted shields are Adversion and Shield. These are the unbreakable shields that stop time around you and allow you to go anywhere without detection. The shields of averted nature divert the eye from the caster. Aversion shields are the shields that allow you to choose the moment. These are easy shields to hold with three times the power.
	maleficus ancile	Manipulation shields are the shields that allow the wielder to manipulate everything in the area. Imagine the thing to be manipulated and think of what you want to be done. Feel the event if so desired.
	subduco ancile	Concealed illusion shields are the shields that allow the person to be seen as something else and almost invisible. These take only a little bit of life force to make work. If the shield almost fails imbue it with more force. This is the disguise shield.
	caecus ancile	Shadow shields are the shields that cloak in shadow. The person is not seen as they are in an unpiercable shadow shield and eyes see through you. The shadows

		protect the shielded person by taking the extra force of attacks in to strengthen it. These shields disappate in direct sunlight.
	aprecatio ancile	Sunlight shields are the shields that make a person unkillable as the force of spells sent at the shield only strengthen it. Thus the shield never fails and imparts converted energy to the caster. This shield uses the sun as its source. It can also kill with attacks of its own.
	concertatio ancile	Strife shields are the shields of strife and will cause distress or death to anyone the caster chooses to target. Otherwise it absorbs the violence as its fuel. Any attack strengthens it. This shield almost always guides the caster to a critical kill.
	imitatio ancile	Illusion sharing shields are the shields of Illusion that copy the abilities to you of the attacker and cloak in illusion the protected. These shields absorb the energies as the source for which allows it to work.
	adigo ancile	Force shields are the shields that turn things or people away from the protected as if an invisible barrier existed. The Jedi's shield as its called. This shield will keep a person alive even afterwards.
	malus ancile	Negative force shields are the shields that use negative feelings, thoughts and ideas to fuel it. It will reject any ones presence that the person does not like. It will absorb any energy that is cast at the protected. This shield will not fail.
	obliquus ancile	Time shields prevent anyone from attacking and look like a bubble. The time shield is the moment of backward space. Thus the damage passes away from the protected. Yet time moves forward. One won't age in a time shield or feel hungry.
	turpificatus ancile	Corruption shields are shields of desire and mastery. These shields give whatever the attacker wants and yet never gives everything. Ending result is the victim will not be killed and thus the knowledge disappears from the attackers mind never to come back when its safe.
	confero aevus	Diversive shields are the shields that divert attention away from the protected person rendering the person invisible. It has no other protection of itself but it costs very little to upkeep. Its called a cowards shield.
	visio ancile	Vision shields are the shields that give people false visions to protect the protected. So, in truth the person can manipulate what the people around the protected will see endlessly.
	lingua ancile	Language shielding is the shields that block out anything said person doesn't want to hear or see as a message. This shielding also allows language manipulation endlessly and effort free.
	classis ancile	Hyper shields are shields that can deflect anything without having to work at keeping the shield up. It has multi variable phasing capability as it is undetectable to the senses. This has capabilities of morphing the body to survive a blow or struggle.
	feritus ancile	Wild shields.make it so you can use any energy and indirectly as it will aid as it needs. So this shield will do as it feels necessary being the protecteds will. It wun go down till necessary.
	egredior ancile	White Shield is the shield that Ascends you and makes you more aware of what you want and can get. This shield protects you from demons as it raises your vibrations and makes you unaffected by lower plane beings.
	animus visus	Soul sight allows you to see the soul of others and know what they know with ease of thought. This is instant as one sees everything of the person and also called aura vision.
	inanis visus	Black sight is the sight that uses void as the source of the visions. It is made from space with sight. The psychic visions can go to deep space or other dimensions for the visions. Thus it is the greater of the sight. One can also use this to see in black shades at any time of day thus one does not need light. Black psychic visions are great for viewing other planets.
	inversio visus	Inverted vision is the magical vision. When this vision is used the third eye is used. This sight will work in place of normal vision. There is possibility of using this for easier psychic vision. See ghosts and other invisible beings with it.
	iniquus ancile	Adverted sight is the sight of moments. See the events as in psychic visions. This is what psychics use as in when they stare into a crystal ball. When the

		vision is received there are only moments that you remember. The other name is Psychic Vision.
	maleficus visus	Demonic sight is the sight of demons and evil people. This sight allows you to see all the evil going on at will at a mere thought. This sight is in particles.
	subduco visus	Night vision is the vision of nighttime and allows for you to see at night without a single bit of light. Thus you can do whatever you want at night. This is the sight of vampires. This sight is in shades of normal color.
	caecus visus	Shadow sight is the sight of shadows and they can see equally well in the daytime or night time. This sight is in shades of gray.
	aprecatio visus	Star vision is the sight star energy. No light at all is needed but you see in heightened vision at night or day. Thus the vision is never impaired. There is infinite vision possibility.
	concertatio visus	Violence vision is the vision of nightmare where the sights you see are the bad things in life and these vision are called at any time.
	imitatio visus	Illusion sight is the sight of illusionists which allow for the sight of both illusion and normal vision. This allows for easy set up of illusions.
	adigo ancile	Force sight is the vision of aura and powers. See anything in force and see magical objects. The night and day are almost the same.
	malus visus	Sightless sight is the sight of particles and does not use normal sight. Yet again it appears like normal vision in the light of day or night. This is sight without sight and uses the third eye. See anything with this sight. This sight does not even appear as sight.
	obliquus visus	Indirect sight is the sight that sees everything. When one looks in indirect Vision, have a thought in mind for what you seek to know. the vision will come. But, one must allow for it and remain separate from the sight. One can read minds with this sight.
	turpificatus visus	Corruption sight is the sight of the complete mind and soul. Its the sight of knowledge. One can read anything as if in a book and make the correct decisions always. A keen mind is only needed to see it. Prescience is gained by using this sight. The necessity is only that one has an open mind.
	confero visus	Diversive vision is the vision of the maneuvers to make in moments. Its moments that come when one needs to survive. These will only be warnings. One can learn of survival tactics while getting these visions. These visions usually come minutes to hours before the events.
	cingo visus	Shield sight is the vision of many type of shields in general as it allows the caster to see the shields of your enemies and other people too.
	lingua visus	Language sight allows the worker to see languages as translated words plus makes possible to translate spoken words as in the language you understand thus the language spoken will be instantly understood by the caster. Just listen to the speech patterns and the understanding will come clear in your mind.
	classis visus	Hyper sight allows the person to see in the hyper dimensional world. Its just a peek as it will probably draw unwanted attention from a very powerful hyper worlder somewhere. So the sight will not be there if the seer doesnt want to look. With this sight a person can look into any other world as the hyper world links to all of them.
	feritas visus	Wild sight allows you to see into alternative worlds or any place else as well. cuz it uses wild energy that cannot be detected as the source of the seeing. This energy allows the peerer to see anywhere without detection.
	candor visus	White sight allows you to see things as they are and it shatters illusions. This sight reveals the truth behind anything your curious about. It reveals anything your curious about.

Zackal, Djihin and Skyhawk contributed to Aether and Ether. Zackal solely owns Cosmeria, Corrupt Cosmeria and Infini. Skyhawk contributed the rest. with help from others.

skyhawk



The periodic table is an arrangement of the chemical elements ordered by atomic number so that periodic properties of the elements (chemical periodicity) are made clear.WebElements welcomes four new elements to the periodic table: element 113, nihonium (Nh); element 115, moscovium, Mc; element 117, tennessine, Ts; and 118, oganesson, Og. These are now accepted as discovered and officially part of the periodic table. Their provisional names were announced 8 June 2016 from which there is a five-month consultation period after which the new names are lilely to become official.

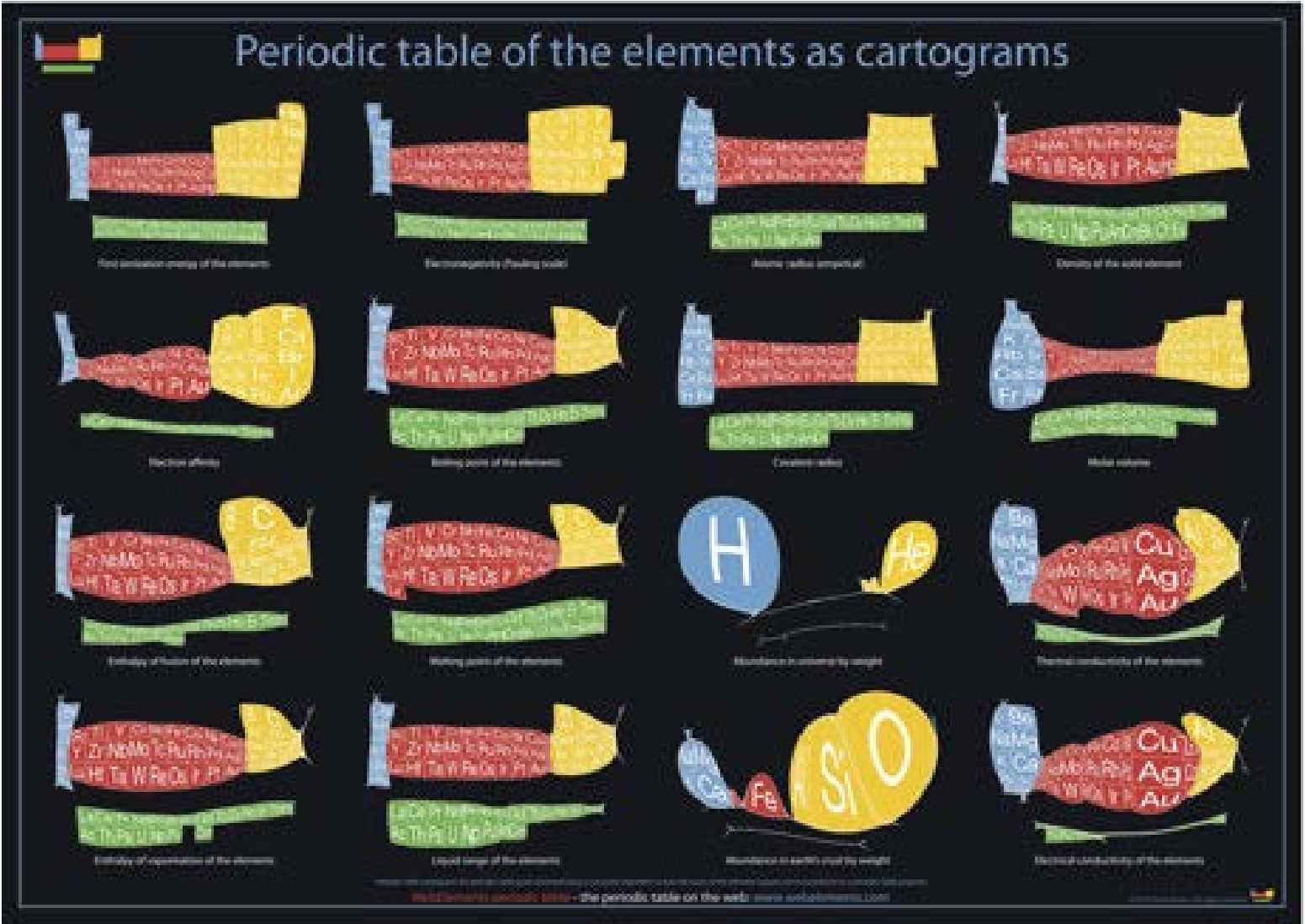


Explore the chemical elements through this periodic table

Group	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Period 1	1 H 1.008																	2 He 4.0026
2	3 Li 6.94	4 Be 9.0122											5 B 10.81	6 C 12.011	7 N 14.007	8 O 15.999	9 F 18.998	10 Ne 20.180
3	11 Na 22.990	12 Mg 24.305											13 Al 26.982	14 Si 28.085	15 P 30.974	16 S 32.06	17 Cl 35.45	18 Ar 39.948
4	19 K 39.098	20 Ca 40.078	21 Sc 44.956	22 Ti 47.867	23 V 50.942	24 Cr 51.996	25 Mn 54.938	26 Fe 55.845	27 Co 58.933	28 Ni 58.693	29 Cu 63.546	30 Zn 65.38	31 Ga 69.723	32 Ge 72.63	33 As 74.922	34 Se 78.96	35 Br 79.904	36 Kr 83.798
5	37 Rb 85.468	38 Sr 87.62	39 Y 88.906	40 Zr 91.224	41 Nb 92.906	42 Mo 95.96	43 Tc [97.91]	44 Ru 101.07	45 Rh 102.91	46 Pd 106.42	47 Ag 107.87	48 Cd 112.41	49 In 114.82	50 Sn 118.71	51 Sb 121.76	52 Te 127.60	53 I 126.90	54 Xe 131.29
6	55 Cs 132.91	56 Ba 137.33	* 71 Lu 174.97	72 Hf 178.49	73 Ta 180.95	74 W 183.84	75 Re 186.21	76 Os 190.23	77 Ir 192.22	78 Pt 195.08	79 Au 196.97	80 Hg 200.59	81 Tl 204.38	82 Pb 207.2	83 Bi 208.98	84 Po [208.98]	85 At [209.99]	86 Rn [222.02]
7	87 Fr [223.02]	88 Ra [226.03]	** 103 Lr [262.11]	104 Rf [265.12]	105 Db [268.13]	106 Sg [271.13]	107 Bh [270]	108 Hs [277.15]	109 Mt [276.15]	110 Ds [281.16]	111 Rg [280.16]	112 Cn [285.17]	113 Nh [284.18]	114 Fl [289.19]	115 Mc [288.19]	116 Lv [293]	117 Ts [294]	118 Og [294]
*Lanthanoids	*		57 La 138.91	58 Ce 140.12	59 Pr 140.91	60 Nd 144.24	61 Pm [144.91]	62 Sm 150.36	63 Eu 151.96	64 Gd 157.25	65 Tb 158.93	66 Dy 162.50	67 Ho 164.93	68 Er 167.26	69 Tm 168.93	70 Yb 173.05		
**Actinoids	**		89 Ac [227.03]	90 Th 232.04	91 Pa 231.04	92 U 238.03	93 Np [237.05]	94 Pu [244.06]	95 Am [243.06]	96 Cm [247.07]	97 Bk [247.07]	98 Cf [251.08]	99 Es [252.08]	100 Fm [257.10]	101 Md [258.10]	102 No [259.10]		

The standard form of the periodic table includes periods (shown horizontally) and groups (shown vertically). Elements in groups have some similar properties to each other. There is no one single or best structure for the periodic table but by whatever consensus there is, the form used here in WebElements is very useful. The periodic table is a masterpiece of organised chemical information. The evolution of chemistry's periodic table into the current form is an astonishing achievement with major contributions from many now famous chemists and other eminent scientists.

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The image shows a large, detailed periodic table of elements. The elements are arranged in their standard periodic layout. Each element is represented by a box containing its atomic number, chemical symbol, and full name. The boxes are color-coded: blue for alkali metals, light blue for alkaline earth metals, red for transition metals, yellow for post-transition metals, green for nonmetals, orange for halogens, purple for noble gases, and dark green for lanthanides and actinides. The table includes elements from Hydrogen (1) to Oganesson (118), plus the newly discovered element 117 (Uus) and its decay products (Uut, Fl, Uup, Lv, Uus, Uuo) shown in yellow boxes at the bottom right. A small logo for WebElements is visible in the bottom left corner of the table area.

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Element 117 discovered

On 1 May 2014 a paper published in [Phys. Rev. Lett](#) by J. Khuyagbaatar and others states the superheavy element with atomic number $Z = 117$ (ununseptium) was produced as an evaporation residue in the ^{48}Ca and ^{249}Bk fusion reaction at the gas-filled recoil separator TASCA at GSI Darmstadt, Germany. The radioactive decay of evaporation residues and their α -decay products was studied using a detection setup that allows measurement of decays of single atomic nuclei with very short half-lives. Two decay chains comprising seven α -decays and a spontaneous fission each were identified and assigned to the isotope ^{294}Uus (element 117) and its decay products.



WebElements:

the periodic table on the WWW

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