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March Cost Trite Description Description Description Case	20 20 pts Mirror A Person	HP:20(or 35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2	15 Square Radius	1 Person	1 Hour	2 Rounds	none	1
Battle-Offense								
Battle-Offense								Stack
Name	1 4 pts Protect vs Ranged and Inrown	Dodging (+2 AC) vs Ranged and Thrown attacks.	Self	1 Battle	3 days	1 Minute	none	1
0.2 20% Max TIRO; Fire Crackt To+Hit required. 1d3 Dmg, Metal ammor requires Save. 6 Squares 1 Target Instant Initiative RM1 99								
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1		· · · · · · · · · · · · · · · · · · ·	•	-				
1 4 pts Acid Rash w/ Ongoing Fragility Dmg: 244 +ACU for 3 rds. Lobbable ToHIT. Save or Sickness I. 3 Squares 1 Square until Heeled Initiative HTH1 99 4 4 pts Conjure Native Beetles Swarm. HP:15, AC:12, Init+4, ToHIT-4, Attacks: XI/1, Dmg: 1d8 4 Squares 1 Square 2 Rounds Initiative SKL 2 3 8 Squares 1 Square 3 Rounds Initiative SKL 2 3 8 Squares 1 Square 3 Rounds Initiative SKL 2 3 8 Squares 1 Square 2 Rounds Initiative RM 3 99 12 12 pts Class Power Attack Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class. 8 Squares 1 Square 2 Rounds Initiative RM 3 99 14 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2 x2 Squares 1 Round Initiative RM 3 99 14 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2 x2 Squares 3 Rounds Initiative none 99 18 14 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2 x2 Squares 3 Rounds Initiative RM 3 99 14 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2 x2 Squares 1 Target 1 Round Initiative RM 3 99 14 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2 x2 Squares 1 Square 2 Rounds Initiative none 99 14 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2 x2 Squares 1 Square 2 Rounds Initiative RM 3 99 15 Ttle Description Range Acid Acid Blobs 1 Initiative None 99 14 pts Acid Blobs Dmg 4d10+ACU. Squares 1 Range Acid Blobs 1 Initiative None 1 1 Small Wpn 1 Battle 5 Minutes None 1 1 Small Wpn 1 Battle 5 Minutes None 1 1 Small Wpn 1 Battle 5 Minutes None 99 1 1 Squares 1 Sq		*		-				
4 4 pts Conjure Native Beetles Swarm. HP:15, AC:12, Init+4, ToHIT+4, Attacks:x1x1, Dmg: 1d8 4 Squares 1 Mark 2 Rounds Initiative SKL 2 2 6 8 pts Create Arcane Beetles Save to conjure. Attacks: nearest enemy for 1d8 dmg. X2x2 8 Squares 1 Square 3 Rounds Initiative SKL 2 3 8 pts Acid Rain ToHIt not required. Dmg: 3d6+ACU for 2 rds. 8 Squares 1 Square 2 Rounds Initiative none 9 9 12 12 pts Class Power Attack Class Bolt Dmg 4d10+ACU. Save for 1/2 dmg IF same class. 8 Squares 1 Target 1 Round Initiative RM3 99 14 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2x2 Squares 3 Rounds Initiative none 99 18 15 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2x2 Squares 3 Rounds Initiative none 99 18 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2x2 Squares 3 Rounds Initiative none 99 18 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2x2 Squares 3 Rounds Initiative none 99 18 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2x2 Squares 3 Rounds Initiative none 99 18 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2x2 Squares 3 Rounds Initiative none 99 18 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2x2 Squares 3 Rounds Initiative none 99 18 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 2x2 Squares 3 Rounds Initiative none 99 18 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 Squares 3 Rounds Initiative none 19 18 16 pts Acid Blobs Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT. 12 pts Cicle of Containment Creatures from exiting its area. Must Save to Exit. Touch 1 Small Wpn 1 Blobs 1 No Initiative None 19 12 pts Cicle of Containment of Returning Creates a Dagger of Returning for 1 bettle. Touch 1 Small Wpn 1 Blobs 1 None 1 None 19 12 pts Cost. Title Description Snatches Item. Mgc armor: -1 Col. 4 Sqs 1 Item 1 Round Initiative none 99 10 3 15% Max TIRO: Amplify Own Speech Amplifies caster's voice to range of 1d20+4 Squares. Self		·	·					
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0.3 30% Max TIRO: Armor of Light AC = 16. Bright, sparkly magic armor around Caster. Self Self 4 Hours 1 Minute none 99 2 4 pts Triggered Forced Healing Dmg triggers 2d8 rolled. Dmg first, then 2x Healing. Self Caster 3 Days 1 Hour none 1 12 12 pts Circle of Containment Creatures from exiting its area. Must Save to Exit. Touch 3 Sq Rad Circle 4 Hours 10 Minutes BRU 3 99 13 32 pts Enchantment of Returning Creates a Dagger of Returning for 1 battle. Touch 1 Small Wpn 1 Battle 5 Minutes none 1 Call-Summon Livi Cost Title Description Snatches item. Mgc armor: -1 Col. 4 Sqs 1 Item 1 Round Initiative RM 1 99 Communication- Livi Cost Title Description Snatches item. Mgc armor: -1 Col. 4 Sqs 1 Item 1 Round Initiative none 99 0.3 15% Max TIRO: Amplify Own Speech Amplifies caster's voice to range of 1d20+4 Squares. Self 3x3x3 Sq 5 Minutes Initiative none 99 0.3 15% Max TIRO: Colored Signal Flare Random flare between Red, Blue, Yellow, and Green. 20 Squares 1 Flare 1 Minute Initiative none 99 0.4 25% Max TIRO: Colored Signal Flare Random flare between Red, Blue, Yellow, and Green. 20 Squares 3x3x3 Sqs 5 Minutes Initiative none 99 0.4 25% Max TIRO: Colored Signal Flare Random flare between Red, Blue, Yellow, and Green. 20 Squares 1 Flare 1 Minute Initiative none 99 0.4 25% Max TIRO: Colored Signal Flare Random flare between Red, Blue, Yellow, and Green. 20 Squares 3x3x3 Sqs 5 Minutes Initiative none 99 0.5 8 pts Arcane Interpretation - 1 Page Save vs interpretation. Can recast 2 times with 1 Sq. 8 Squares 1 Conversation 1 Hour 5 Minutes none 99 0.6 8 pts Read/Write Language Read/Write Recipients Language. Common & Ancient Languages. Touch a person 1 Day 3 Minutes None 99 0.0 12 pts Speak Language Can speak an unknown language.								
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Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	St
		TIRO: Water From A Plant	The caster enchants a plant to pour water. 1/2 skin.	1 Square	1 Plant	10 Minutes	Initiative	none	
2	8 pts	Dispel Magic	Caster and GM both roll the Save.	4 Sqs	1 Item	Permanent	10 Minutes	SKL1	
3	2 pts	Eolas False Magical Glow	Creates a glow that shows when using Dectect Magic.	4 Squares	1 Item	End Of Year	10 Minutes	none	
3	4 pts	Reveal Sign Posts	Make signposts visible (or not).	15 Squares	1 Sign Post	2 Days	1 Minute	none	
I-Hide-R	Reveal								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	S
1	4 pts	Detect Magic & Number of Aspects	Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind	2 Squares	1x1x1 Square	Instant	5 Minutes	RM2	
2	4 pts	Crack in the Wall	Caster & 1 other person moves into a visible crack.	2 Squares	Caster+Guest	5 Rounds	Initiative	none	
2	4 pts	Know Your Name	Locally known name of the person	20 Squares	1 Target	Instant	Initiative	none	
4	4 pts	Aspects Counted By Type	Get an accurate count of Aspects.	1 Square	1 Item	Permanent	30 Minutes	RM2	
4	4 pts	Direction to Ionic Marker	Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)	PMP	1 Nae'Em	Instant	1 Hour	none	
4	4 pts	Identify Aspects (1/Tier)	Identify 1 Aspect per Tier.	1 Square	1 Item	Permanent	30 Minutes	none	
5	48 pts	Create Ionic Marker (Nae'Em)	Connects with an unworked mundane (non-magic) item.	Touch	Caster	Permanent	1 Day	none	
5	8 pts	Know About You	Tier-Class, HP%, SP%, Postion title (Wagon master, Prince)	8 Squares	1 Creature	Instant	30 Seconds (5	SKL1	
7	8 pts	Sphere Of Privacy	Those within can talk without fear of being overheard.	8 Squares	3x3 Squares	2 hours / Tier	4 Minutes	RM2	
9	36 pts	Detect 'Ems (All Types)	Use of this spell will reveal clues about a True Name.	4 Squares	1 Square	Instant	20 Minutes	RM2	
9	12 pts	Search for Arcane Focus Item	Detects focus item within range. Vibration/Audible/Visual.	Self	1 Mark	4 Hours	1 Day	SKL2	
11	12 pts	Sight of the Statue	Used on art/sculptures with eyes.	1 Mark per Tier	1 Object	1 Day	30 Minutes	SNS 2	
16	64 pts	Reveal True Name	This uses all the clues to find the True Name.	1 Square	1 Square	Permanent	12 Hours	none	
18	30 pts	Identify All Aspects	Fully Identify a magical item	Touch	1 Object	Permanent	6 Hours	none	
d-Water									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	
1	4 pts	Draw Up Ground Water	Pull water from ground. 2 skins/Tier. Dry areas 1 skin.	Touch	2 Skins/Tier	Permanent	5 Minutes	none	
lth-Life-	Death								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	
0.1	30% Max	TIRO: Healing Bolus	1d12 HP healing.	1 Square	Recipient	Permanent	Initiative	none	
1	4 pts	Forced Heal 1d6 HP (+more)	Roll dice. Apply as force damage. Apply x2 as healing.	1 Square	1 Target	Permanent	Initiative	none	
10	12 pts	End Current Dmg Over Time	Stops current Damage Over Time (DoT) upon 1 target.	8 Squares	1 Target	Permanent	Initiative	none	
12	12 pts	Ranged Forced Healng 2d8+2 HP	Roll 2d8+2. Dmg x1 then Heal x2	6 Squares	1 Target	Permanent	Initiative	none	
ıt-									
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	
0.4	10% Max	TIRO: Aural Spark	random color of sparks for 1d20 minutes.	10 Squares	2x2 Sqs	1d20 Minutes	Initiative	none	
ae'Em-P	eople								
Lvl	Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	
1	4 pts	Create a Temporary Nae'Em	Short term bonding with a willing civilized creature.	2 Squares	1 Civ Creature	1 Week	2 Hours	SKL2	
2	4 pts	Rogue's Right Place, Right Time	X	Touch	1 Rogue	1 Hour	5 Minutes	none	
7	8 pts	Eavesdrop on Nae'Em Convo (Eolas) Listen to a private convo and NOT give up sight.	8x8 Squares	1 Convo	5 Min/Tier	10 Minutes	SKL2	
12	12 pts	Eavesdrop on Nae'Em Convo	Listen to a private convo. But give up the ability to see.	20 Sq Radius	1 Convo	5 Min/Tier	5 rounds	SKL2	
12	12 pts	Portal To Nae'Em	portal can't be opened/created unless Nae'Em agrees to the portal.	Self	PMP & 2 Uses	2 Minutes	30 Minutes	None	
e'Em-T	hina								

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4 4 pts	Call/Return Nae'Em Item	X	PMP	1 Item	Instant	Initiative	none	1
7 8 pts	Call/Send From Home Library	X			Permanent	1 Minute		
14 16 pts	Curse Ionic Marker	X	PMP	PMP	1 Month	10 Minutes	none	99
ae'Em-Venue Sit	e							
Lvl Cost		Description	Range	AoE	Duration	RollOut	Save Col	Stac
3 4 pts		X	PMP	Caster	2 Minutes	2 Hours	none	99
5 8 pts		X	5 Marks	15x15 Squares	30 Min / Tier	6 Minutes	none	1
5 8 pts		View from 4 squares above, but will lower the view if needed.	8 Marks	1 Nae'Em	1 Hour	2 Minutes	SKL2	3
6 8 pts		X	1 Square	1x1 Square	1 Hour	1 Hour	none	1
8 8 pts	Scry - Dense Populations	X	Community	4x4 Squares	10 Min / Tier	5 Minutes	none	1
9 12 pts	Scry To A Vae'Em (Place)	X	Current Plane	Nae'Em 4x4 Sqs	1 Hour / Tier	5 Minutes	none	1
19 20 pts	Permanent Portal	X	PMP	1 Landmark	Permanent	2 Days	none	99
onal-Connectio	ns							
Lvl Cost	Title	Description	Range	AoE	Duration	RollOut	Save Col	Sta
0.2 40% Ma	ax TIRO: Random Friendship	Potentially makes someone more tolerant of the caster.	10 Squares	1 Target	Special	Initiative	SKL3	9
7 12 pts	Create Permanent Nae'Em	Willing person & caster connect. Save required.	1 Square	1 Recipient	Permanent	4 Days	SKL2	3
9 24 pts	Find Clues To True Name	Use of this spell will reveal clues about a True Name.	4 Squares	1 Item	Permanent	2 Hours	RM2	9
11 36 pts	Connect To An Arcane Focus Item	Creates connection between caster and a Arcane Focus Item.	Touch	1 Item	Permanent	3 Days	RM3	1
ter-Rest-Protec	tion							
Lvl Cost		Description	Range	AoE	Duration	RollOut	Save Col	Stac
0.2 20% M	ax TIRO: Garish Pup Tent	xThe Caster creates a colorful tent.	8 Squares	1x2 Squares	8 Hours	1 Minute	none	9
7 8 pts	Circle of Protection vs Acid	Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.	9 Squares	3 Sq Radius	1 Hour	5 Minutes	none	99
king-								
Lvl Cost		Description	Range	AoE	Duration	RollOut	Save Col	Stac
0.4 30% M	TIRO: Tracking	Find and follow a trail while leaving an obvious trail.	Self	1 Trail	1 Hour	Initiative	none	9!
el-Planes								
Lvl Cost		Description	Range	AoE	Duration	RollOut	Save Col	Sta
	TIRO: Quick Jump	1d6 squares in direction indicated. Distance rolled.	1d6 Squares	Self	Instant	Initiative	none	9
	ax TIRO: Quick Push!	Caster moves an ally to a random spot 4 squares away.	4 Squares	1 Recipient	Instant	Initiative	BRU2	9
6 8 pts	Decrease Movement	Inhibits movement by 4 squares. (by 5 sqs with Focus)	4 Squares	4x4 squares	4 Rounds	Initiative	none	3
y-								
Lvl Cost		Description	Range	AoE	Duration	RollOut	Save Col	Sta
	TIRO: Tasty Cumber Meals	1d12 meals appear at waist height in front of the Caster	Touch	Varies	1 Hour	1 Minute	none	9
1 4 pts		Default Light: Candle light	Self	Varies	4 Hours	Initiative	none	9
4 4 pts		Darkness centered just above caster.	Self	3 Sq Dia Sphere	Conc +4 Rds	Initiative	none	9
6 8 pts	Pause Magical Lock	Freezes magic in a specific trap for the duration if Saved.	2 Squares	Lock	Rollout	10 Minutes	RM3	9
8 8 pts	Increase Nae'Em Rogues Grace	Increase Grace of a Nae'Em Rogue by 2. (Stack of 1)	Touch	1 Rogue	2 Hours	3 Minutes	none	1