

0.3 TIRO: Armor of Light

LEVEL Tier 1

AC = 16. Bright, sparkly magic armor around Caster.

| | | | | | |
|---------|-------|----------|---|-------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 30% Max | Self | 1 Minute | | Battle-Prep | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | Self | 4 Hours | | none | TRO |



Created by COPILOT

Details:
- Bright Sparkly armor surrounds the Caster.

WHAT THIS DOES:
- Does gives the caster the better of either,
- Magic armor with AC 16,
- Casters current AC.
- An image of bright light surrounding the caster shows regardless of option.

WHAT THIS DOES NOT DO:
- Does NOT provide enough consistent light to read by.

Bonds and Connections
- No Nae'Em connection.



Counter:
LVL: 3 Same Spell

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

| Enhancements: | | |
|---------------|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:
- Not required.


2

Triggered Forced Healing

LEVEL

Tier 1

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

| | | | | | |
|-------|--------|----------|---|-------------|-----------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | Self | 1 Hour | | Battle-Prep | Mundane |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 1 | Caster | 3 Days | | none | ORX-SYL-STM-EOL |

471-1



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

Creations:



Triggered Forced Health Draught

- 2d6 rolled. Dmg then 2x in Healing. Dur:Init.
- Bear Bones, Quicksilver, Dried Thistle.
- Creation: 12 Spell pts, 4 Hrs, Stack:9.
- Requires Kitchen/Lab. BUY:12 GP.



Enhancements:

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



Focus Items and/or Kits:

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

12 Circle of Containment

LEVEL Tier 3



Created by COPILOT

Creatures from exiting its area. Must Save to Exit.

| | | | | | |
|--------|-----------------|------------|---|---|---------------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 12 pts | Touch | 10 Minutes | | Battle-Prep | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 3 Sq Rad Circle | 4 Hours | | BRU 3  | DOK-SYL-STM-EOL-ORX |

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

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

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

- Bonds and Connections**
- No Nae'Em connection.



Counter:
LVL: 12 Same Spell

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

Enhancements:

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



- Focus Items and/or Kits:**
- Focus Item with crystal is NOT passive.
 - Creature may only leave the circle with BRU:>95.

13 Enchantment of Returning

LEVEL

Tier 4

510-1



Created by COPILOT

Creates a Dagger of Returning for 1 battle.

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

Details:

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

WHAT THIS DOES:

- Does make a small weapon return to its owner.
 - Read above for specifics.

WHAT THIS DOES NOT DO:

- Does NOT work on medium or large weapons, as well as two-handed weapons.
- Does NOT enchant weapons that are broken /cracked/damaged weapon.



Bonds and Connections

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



Counter:

LVL: 13 Same Spell

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

1 Protect vs Ranged and Thrown

LEVEL Tier 1

258-1



Created by COPILOT

Dodging (+2 AC) vs Ranged and Thrown attacks.


| | | | | | |
|-------|----------|----------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | Self | 1 Minute | | Battle-Defense | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 1 | 1 Battle | 3 days | | none | EOL |

Details:
- The caster gains +2 AC vs Ranged and Thrown attacks.

WHAT THIS DOES:
- Does provide +2 AC for the caster vs Ranged and Thrown attacks.

WHAT THIS DOES NOT DO:
- Does NOT inhibit other casting.
- Does NOT protect against attacks that are not Ranged or Thrown.
- Does NOT block or distrupt any attacks.

Bonds and Connections
- No Nae'Em connection.

 **Counter:**
LVL: 1 Same Spell

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

| Enhancements: | | |
|---------------|--------------|------|
| LVL | ENHANCEMENTS | COST |
| 14 | Duration X2 | 8 |
| 18 | Duration X4 | 10 |

Focus Items and/or Kits:
- Not required.

0.2 TIRO: Fire Crack!

LEVELTier 1

ToHit required. 1d3 Dmg. Metal armor requires Save.

| | | | | | | |
|---------|-----------|------------|---|----------------|-----|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | | OUTCOME |
| 20% Max | 6 Squares | Initiative | | Battle-Offense | | Magical |
| STACK | AoE | DURATION |  | SAVE | COL | CLASS GROUPS |
| 99 | 1 Target | Instant | | RM | 1 | TRO |



Created by COPILOT

Details:

- Caster throws a multi-colored splash of light.
- If the Target has metal armor then they must pass the Save.

WHAT THIS DOES:

- Does create a fizzle in the caster's hand to be thrown,
 - If thrown at a specific target then a ToHIT may be needed.
- Does explode upon impact, dealing 1d3 fire damage.
- Does does create a minor non-damaging, non-interfering explosion if ToHIT has failed.

WHAT THIS DOES NOT DO:

- Does NOT do any damage if the ToHIT roll fails.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

0.4 TIRO: Quick Flash Fire

LEVELTier 1

ToHIT needed. 1d12 Dmg. Save for no damage.

| | | | | | | |
|---------|------------|------------|---|----------------|-----|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | | OUTCOME |
| 30% Max | 12 Squares | Initiative | | Battle-Offense | | Magical |
| STACK | AoE | DURATION |  | SAVE | COL | CLASS GROUPS |
| 99 | 1 Target | Instant | | AGL | 2 | TRO |



Created by COPILOT

Details:

- The caster throws colorful embers at a target, dealing 1d12 fire damage.
- The magical fire disappears so quickly that this cannot be used as a signal.

WHAT THIS DOES:

- Does deal 1d12 fire damage.
- Does allow the Target to make a Save.
 - Success means no damage is dealt to the Target.
 - Failure means full damage is dealt to the Target.

WHAT THIS DOES NOT DO:

- Does NOT set anything aflame.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

1

Acid Mist

LEVEL



Tier 1

263-1



Created by COPILOT

Dmg: 2d4 +ACU for 2 rds, 1 square. No ToHIT.

| | | | | | |
|-------|-----------|------------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | 6 Squares | Initiative | | Battle-Offense | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 2 | 1 Square | 3 Rounds | | none | EOL |

Details:

- Evaporates once duration ends.

WHAT THIS DOES:

- Does cause 2d4 + ACU of Acid damage as it slowly rains down for the duration.
- Does effect all creatures in the square regardless of armor/clothing.

WHAT THIS DOES NOT DO:

- Does NOT cause any structural damage or damage to the armor.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|--------------|------|
| 9 | Damage +50% | 8 |
| 12 | Range X2 | 8 |
| 14 | Duration X2 | 8 |

Focus Items and/or Kits:

- Not required.




1

Acid Rash w/ Ongoing Fragility

LEVEL

Tier 1

Dmg: 2d4 +ACU for 3 rds. Lobbable ToHIT. Save or Sickness I.

| | | | | | |
|-------|-----------|--------------|---|---|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | 3 Squares | Initiative | | Battle-Offense | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 1 Square | until Healed | | HTH 1  | EOL |



Created by COPILOT

Details:

- Caster throws acid at the target, causing 2d4 acid damage.

| | | | | | |
|----------------|------------|-------|-------|-------|--------|
| Note: | Init/ToHit | Dmg | Move | Saves | HP/Day |
| - Sickness I | 0 | 0 | 0 | 0 | 0 |
| - Sickness II | -1 | -1 | 0 | 0 | 0 |
| - Sickness III | -2 | -2 | -1 | 0 | 0 |
| - Disease I | -4 | -4 | -2 | -1 | -4 |
| - Disease II | -8 | -8 | -4 | -2 | -6 |
| - Disease III | -12 | -12 | -8 | -3 | -10 |
| | Min 0 | Min 0 | Min 0 | | |

WHAT THIS DOES:

- Does cause 2d4 + ACU Bonus in damage
- Does put upon the enemy an advancement of fragility (Sickness/Disease/Death),
 - no battle effects. Minor cold.
 - Beginning of day must Save again:
 - Pass: demote sickness (possibly to 'not sick')
 - Fail: promote sickness(possibly to 'Disease I')
- Does allow for target to be affected with Sickness I,
 - but does not increment past one step within the fragility list during this battle.
 - Can't go beyond the given fragility during the battle,
 - May go beyond the given fragility during start of day from this point forward.

WHAT THIS DOES NOT DO:

- Does NOT poison the target.
- Does NOT leave a permanent physical mark.
 - any scarring/marks during battle are gone upon healing.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.



4

Conjure Native Beetles

LEVEL

Tier 1

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

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



Created by COPILOT

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

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

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

- Bonds and Connections**
- No Nae'Em connection.



Counter:
LVL: 4 Same Spell

Creations:



- Beetleroot Granules
- 1 Bag of Beetleroot (10 pnchs) Dur:Used.
 - Beetle shells, Coral Lime, Pine Wood.
 - Creation: 12 Spell pts & 4 Hrs & Stack:9.
 - Requires campfire. BUY:3 GP.



Enhancements:

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



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



6

Create Arcane Beetles

LEVEL

Tier 2

Save to conjure. Attacks nearest enemy for 1d8 dmg. X2x2

| | | | | | |
|-------|-----------|------------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | 8 Squares | Initiative | | Battle-Offense | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 3 | 1 Square | 3 Rounds | | SKL 2 | DOK-EOL |



Created by COPILOT

Details:

- Attempts to conjure Fire Beetles by succeeding on the Save.
- The Fire Beetles are not a thinking, living creature,

NOTE:

- If the beetles have done more than 5 points of damage within the battle,
 - the shells of the dead beetles are left behind.
- The shells are an ingredient for the creation of cinderroot.
- Some TIRO spells create enough messy magic to leave behind dead beetles.
- This spell purposely creates the beetles that stay when dead,
 - When the spell ends all living beetles vanish.

WHAT THIS DOES:

- Does create a small swarm of Arcane Beetles:
 - Battle stats: HP:30, AC:15, Init+6, ToHit+6 # of Attacks:x2x2, Dmg: 1d8,
 - Stats are for entire swarm and is treated as a single target.
- Does allow the Caster to direct the Fire Beetles to an enemy within the Range,
- Does continues through Duration even if caster is not aware.
- Does conintue if the Caster fall unconscious,
 - The Fire Beetles will continue to attack the Target the Caster designated and no others,
 - Caster must be conscious to direct the Fire Beetles to another Target.
- Does conjure the Fire Beetles to appear on the floor at the targeted area.
- Does require continued direction and attention from character on rounds 2 and 3.

WHAT THIS DOES NOT DO:

- Does NOT allow the Fire Beetles to cross a Circle of Protection.
- Does not have any effect if the Save fails.
- Does NOT work if the caster is not able to continue,
 - If caster is unconscious, dead, or out of range, etc.
- Does NOT continue if the caster chooses to end the spell.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Cinderroot powder



- 1 Bag (10 pinches) common ingredient. Dur:Used.
- Beetle Shells, Common Stone, Common Soil,
- Creation: Varied Spell pts, 8 Hrs, Stack:9.
- Requires campfire. BUY:45 GP.

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|--------------|------|
| 9 | Damage +50% | 8 |
| 12 | Range X2 | 8 |
| 14 | Duration X2 | 8 |



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Use of the Focus will set the Save to SKL:>05, for both conjuring and creation of cinderroot.


8

Acid Rain

LEVEL

Tier 2

ToHit not required. Dmg: 3d6+ACU for 2 rds.

| | | | | | |
|-------|-----------|------------|--|----------------|--------------|
| COST | RANGE | ROLL OUT |  2 Rds | COLLECTION | OUTCOME |
| 8 pts | 8 Squares | Initiative | | Battle-Offense | Mundane |
| STACK | AoE | DURATION | | SAVE COL | CLASS GROUPS |
| 99 | 1 Square | 2 Rounds | | none | EOL |



Created by COPILOT

Details:

- The caster summons acid rain.
- No damage to armor, but armor looks more weather worn.

WHAT THIS DOES:

- Does inflict 3d6 + ACU Bonus in acid damage in a 1-square area for two rounds.
- Does require the character to attend to the damage on the 2nd round,
 - GM does not automatically run this on subsequent rounds.

WHAT THIS DOES NOT DO:

- Does NOT corrode or poison anything, nor does it inflict diseases.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 8 Same Spell

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|--------------|------|
| 9 | Damage +50% | 8 |
| 12 | Range X2 | 8 |
| 14 | Duration X2 | 8 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Damage roll becomes 3d6 + ACU + 2




12 Class Power Attack

LEVELTier 3



Created by COPILOT

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

| COST | RANGE | ROLL OUT |   RDS | COLLECTION | OUTCOME |
|--------|-----------|------------|---|----------------|---------------------|
| 12 pts | 8 Squares | Initiative | | Battle-Offense | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 1 Target | 1 Round | | RM3 | DOK-SYL-STM-EOL-ORX |

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 12 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

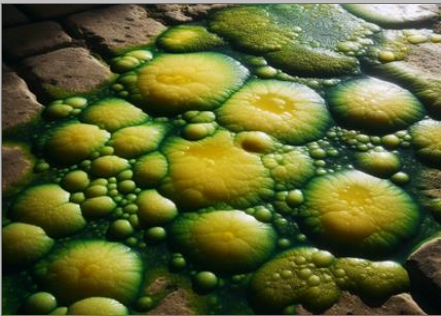
- Focus ITEM with crystal is NOT passive.
- Enemy to pass another RM:3 Save vs knocked back 1 Sq.

14 Acid Blobs

LEVEL



Tier 4

520-1



Created by BING AI

Dmg 3d6+ACU for 3 rds. 2x2 Sqs. No ToHIT.

| | | | | | |
|--------|-------------|------------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 16 pts | 12 Squares | Initiative | | Battle-Offense | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 2x2 Squares | 3 Rounds | | none | EOL |

Details:

- Dmg 3d6 + ACU Bonus to 2x2 Sqs for 3 Rds (DoT)

WHAT THIS DOES:

- Does deal 3d6 + ACU Bonus acid damage in a 2x2 area for 3 rounds.
- Does require the character to attend to the damage on the 2nd round and 3rd round,
 - GM does not automatically run this on subsequent rounds.

WHAT THIS DOES NOT DO:

- Does NOT makes anyone Poisoned or diseased, nor corrodes anything.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 14 Same Spell



Creations:

Scroll of Acid Blob

- Rng:12 Sqs. AoE:1 Sq. Dur:2 Rds. Dmg:2d6.
- Ingredient1, Ingredient2, Ingredient3.
- Creation: 48 Spell pts, 4 Hrs, Stack:9.
- Requires campfire. BUY:60 GP.



Enhancements:

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




Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- The area is 3x3.

0.3 TIRO: I Have Your Item!

LEVELTier 1

snatches item. Mgc armor: -1 Col.

| COST | RANGE | ROLL OUT |  1 RDS | COLLECTION | OUTCOME |
|---------|--------|------------|--|-------------|--------------|
| 30% Max | 4 Sqs | Initiative | | Call-Summon | Mundane |
| STACK | AoE | DURATION | SAVE | COL | CLASS GROUPS |
| 99 | 1 Item | 1 Round | RM | 1 | TRO |



Created by COPILOT

- Details:**
- The caster snatches someone's random, mundane item.
 - If the Target has metal armor then the Save is 1 column worse.

- WHAT THIS DOES:**
- Does allow the Caster to snatch someone else's random mundane object.
 - Does allow the item to visibly float towards the caster.
 - Does allow the owner a Save to grab the item.

- WHAT THIS DOES NOT DO:**
- Does NOT affect magical, metal or crystalline items.
 - Does NOT allow the caster to end the spell prematurely.
 - Does NOT affect more than one item.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

0.1 TIRO: Beauty Contestant:2nd Prize

LEVELTier 1

Recipient becomes more attractive by their race's standards.

| | | | | | |
|---------|-------|-----------|---|-----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 15% Max | Self | 5 Minutes | | Altered Reality | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | Self | 12 Hours | | none | TRO |



Created by COPILOT

Details:

- The caster makes themselves look more attractive by their race's standards.

WHAT THIS DOES:

- Does make the caster appear physically more attractive by their race's standards.

WHAT THIS DOES NOT DO:

- Does NOT permanently alter the caster's looks.
- Does NOT influence anyone's feelings about the caster or have any other effect on them.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |


Focus Items and/or Kits:

- Not required.

0.1 TIRO: Pie Fight!

LEVEL Tier 1

Blocks vision with Save.

| COST | RANGE | ROLL OUT |  1 RDS | COLLECTION | OUTCOME |
|---------|-----------|------------|--|-----------------|--------------|
| 20% Max | 4 Squares | Initiative | | Altered Reality | Mundane |
| STACK | AoE | DURATION | SAVE COL | | CLASS GROUPS |
| 99 | 1 Target | 1 Round | RM | 1 | TRO |



Created by COPILOT

- Details:**
- If the Target has metal armor then the Save is 1 column worse.
 - This is a magical pie, and thus cannot give any kind of sustenance.

- WHAT THIS DOES:**
- Does Require a Save to be rolled by the target:
 - Fail = Target's vision is blocked for one round.
 - Pass = Spell has no effect.

- WHAT THIS DOES NOT DO:**
- Does NOT have any other effect on the target outside of blocking vision.
 - Does NOT deal any damage.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

0.3 TIRO: 2 Rope Image

LEVELTier 1



Created by COPILOT

Roll Save to create illusion of a cut rope now 1 rope.

| | | | | | |
|---------|--------|----------|---|-----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 10% Max | 1 Rope | 1 Minute | | Altered Reality | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 1 | 1 Rope | 2 Hours | | SKL1 | TRO |

Details:

- The caster conjures a rope that looks like two short ropes made out of colorful ribbons.
- Any use or actions with the rope after conjuring reveals it as single length of 4 squares.

WHAT THIS DOES:

- Does allow the Caster to roll a Save to merge the ropes into one.

WHAT THIS DOES NOT DO:

- Does NOT allow the short ropes to be stretched beyond what the one rope's length is.
- Does NOT allow more than 2 of these illusions to be active at once.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.


7

Annie's Slow Alteration

LEVEL

Tier 2

Change age/clothes/carried items/hair/eyes/facial hair.

| | | | | | |
|-------|-------|----------|---|-----------------|--------------|
| COST | RANGE | ROLL OUT | <div>4</div> <div>RDS</div> | COLLECTION | OUTCOME |
| 8 pts | Self | 4 Rounds | | Altered Reality | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 1 | Self | 4 Hours | | none | EOL |



Created by COPILOT

Details:

- Caster changes appearance to a generic look.
- Caster can alter their look by:
 - changing their:
 - Age,
 - Clothes,
 - Carried items, (Does not work for weapons and armor not allowed by the caster class)
 - Hair color and style (even to 'bald' if wanted),
 - Facail hair style and color (even to 'none'),
 - Eye color
- allow the spell to conform to the current common look for crowd,
 - within the range of changes as listed above.

WHAT THIS DOES:

- Does a slow change of the caster's appearance to a generic look for their race.
- Does allow caster to change their age, clothing, carried items, hair, eyes, and facial hair.
- Does allow the caster to blend in with a crowd of their choosing,
 - within the range of the changes listed above.
- Does allow expanded choices of change when using a **Focus item** including:
 - Race,
 - Height,
 - Weight,
 - Gender.

WHAT THIS DOES NOT DO:

- Does NOT let anyone notice changes if the spell is cast in a large crowd. (10+ people)
- Does NOT allow the caster to camouflage non-classed weapons.
- Does NOT allow the caster to camouflage any spell casting.
- Does NOT allow the caster to appear as a member of a different race.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 4 | Aura Brightens | -2 |
| 6 | Subtle Casting | 4 |
| 10 | Rollout Halved | 6 |
| 14 | Duration X2 | 8 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Can change their race, height, weight, & gender.

9

Image of Nae'Em Rogue

LEVEL

Tier 3

Need current Nae'Em with Rogue. Uses Rogues current image.

| | | | | | |
|--------|-------|-----------|---|-----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 12 pts | Self | 3 Minutes | | Altered Reality | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | Self | 2 Hours | | none | EOL |



Created by COPILOT

Details:


- The caster creates an illusionary image of a Nae'Em Rogue.
- Caster must have a current conversation with the rogue to start and keep this going.
- This uses the rogues current image. Therefore will copy a disguise as well.

WHAT THIS DOES:

- Does allow the caster to create an illusionary image of their partner Rogue.
 - the image can seem to attack and move like partner Rogue (But not really) and will not inflict damage or complete any partner effects.
- Does allow the caster to make themselves look like partner Rogue current looks.
- Does the illusion breaks as soon the transformed caster or illusion are found out or if they engage in combat.
- Does allow the partner Rogue to don a disguise then the caster use this spell.

WHAT THIS DOES NOT DO:

- Does NOT allow the illusion of PR to inflict damage or any other effects.
- Does NOT allow caster to use any attacks/skills PR has access to if the caster is transformed.



Bonds and Connections

- This Is a Nae'Em connection with a person.



Counter:


SAME SPELL WILL COUNTER.

Creations:

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

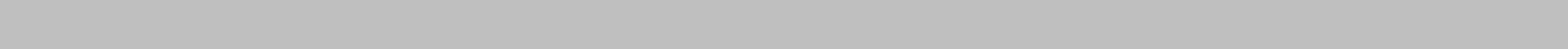
- No creations. Usable only as a spell/skill.

| Enhancements: | | |
|---------------|----------------------|------|
| LVL | ENHANCEMENTS | COST |
| 4 | Aura Brightens | -2 |
| 6 | Subtle Casting | 4 |
| 9 | Duration +50% | 6 |
| 10 | Rollout Halved | 6 |
| 14 | Duration X2 | 8 |
| 18 | Duration X4 | 10 |
| 18 | Nae'Em Clues Removed | 20 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows casters illusion to speak like the rogue.



11 Personal Decoy


506-1

LEVEL

Tier 3

Image of caster must stay in range and moves at 1/2 rate.

| | | | | | |
|--------|--------------|------------|----------------------|-----------------|--------------|
| COST | RANGE | ROLL OUT | <div>2RDS</div> | COLLECTION | OUTCOME |
| 12 pts | 25 Squares | 2 Rounds | | Altered Reality | Mundane |
| STACK | AoE | DURATION | <div>Hourglass</div> | SAVE COL | CLASS GROUPS |
| 5 | 25 Sq Radius | 20 Minutes | | none | EOL |



Created by COPILOT

Details:

- Image's stats:
 - 10 HP, (Focus Item can add 10 HP)
 - 10/10 AC,
 - Attacks:x1x1, Init+0, ToHIT+0, Damage 0d0+0
- Image cease to be at 0 HP
- If casters image changes within duration the image changes as well.

WHAT THIS DOES:

- Does allow the caster to create an image of themselves,
 - The image moves and speaks as the caster commands,
 - The image can cast spells the caster knows, but they won't have any effect.
- Does end if the image's HP reaches 0.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to use the image to cast spells.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:


- Focus orb with crystal is NOT passive.
- The image has 10 more HP.

20 Mirror A Person

LEVEL

Tier 5

HP:20(or 35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2

| | | | | | |
|--------|------------------|----------|---|-----------------|--------------|
| COST | RANGE | ROLL OUT | 2RDS | COLLECTION | OUTCOME |
| 20 pts | 15 Square Radius | 2 Rounds | | Altered Reality | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 1 | 1 Person | 1 Hour | | none | EOL |



Created by COPILOT

Details:

- The caster creates an image of a chosen person.

WHAT THIS DOES:

- Does create an image of a chosen person within range.
 - The image can speak in their own voice, move and say what the caster commands it to. but they have no effect unless the caster can also use those skills/spells and attacks.
- The image stats:
 - HP: 20 or persons HP. Whichever is LESS. Focus Item will add 15 HP.
 - AC: 10/10
 - Move: 6
 - Battle: Attacks x1x1, Init+2, ToHit+2, Damage +2.
- Spells cast must be from the caster, but look as if they are from the image.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to change into an image of a person.
- Does NOT allow the caster to use any of the person's skills/spells they wouldn't naturally know.
- Does NOT allow the image to use any skills/spells/attacks above their current level (max 20).
- Does NOT allow the image to retain the person's AC and lowers all their stats to 9.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Images have 15 more HP each.

1

Draw Up Ground Water

LEVEL

Tier 1

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

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



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

0.1 TIRO: Healing Bolus

LEVELTier 1

1d12 HP healing.

| | | | | | |
|---------|-----------|------------|---|-------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 30% Max | 1 Square | Initiative | | Health-Life-Death | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | Recipient | Permanent | | none | TRO |



Created by COPILOT

Details:

- A basic healing spell that heals 1d12.

WHAT THIS DOES:

- Does heal 1d12 painlessly.
- Does appear very bright.

WHAT THIS DOES NOT DO:

- Does NOT heal Undead or Living Dead.
- Does NOT heal any sicknesses, diseases or other ailments.
- Does NOT deal any damage prior to healing the Recipient.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

1

Forced Heal 1d6 HP (+more)

LEVEL

Tier 1

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

| | | | | | |
|-------|----------|------------|---|-------------------|-----------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | 1 Square | Initiative | | Health-Life-Death | Mundane |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 1 | 1 Target | Permanent | | none | SYL-EOL-STM-ORX |



Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does follow a pattern of roll/calculate, damage, then heal:
 - First roll the dice and calculate full healing with enhancements,
 - Then apply as force damage to the target, if the target is dead the next steps fail.
 - Lastly, apply the full healing time two (x2) to the target.

WHAT THIS DOES NOT DO:

- Does NOT heal if death is caused before the healing kicks in.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

10

End Current Dmg Over Time

LEVEL

Tier 3

502-4



Created by COPILOT

Stops current Damage Over Time (DoT) upon 1 target.

| | | | | | |
|--------|-----------|------------|---|-------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 12 pts | 8 Squares | Initiative | | Health-Life-Death | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 1 Target | Permanent | | none | EOL |

Details:

- Stops current Damage Over Time (DoT) upon 1 target.
- Enacted in next round on casters initiative.

WHAT THIS DOES:

- Does stop current DoT effects on a target or the caster.

WHAT THIS DOES NOT DO:

- Does NOT heal or cure the target of any diseases.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 9 | Range +50% | 6 |
| 12 | Range X2 | 8 |
| 18 | AoE = 2 Targets | 10 |



Focus Items and/or Kits:

- Focus orb of crystal is NOT passive.
- Applies d6 healing.

12

Ranged Forced Healing 2d8+2 HP

LEVEL

Tier 3

Roll 2d8+2. Dmg x1 then Heal x2

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



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

Focus Items and/or Kits:



- Not required.


0.2 TIRO: Garish Pup Tent

414-1

LEVELTier 1

xThe Caster creates a colorful tent.

| | | | | | |
|---------|-------------|----------|---|-------------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 20% Max | 8 Squares | 1 Minute | | Shelter-Rest-Protection | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 1x2 Squares | 8 Hours | | none | TRO |



Created by COPILOT

Details:

- The Caster creates a colorful tent.

WHAT THIS DOES:

- Does create a brightly colorful tent.
- Does allow the caster and their allies to rest inside (up to 3 people) and get rest bonuses.
- Does function like any other tent (can be blown away, soaked etc)
- Does require the tent to be set up after it is created.

WHAT THIS DOES NOT DO:

- Does NOT let the Caster choose the tent's color, it's random.
 - roll a d20 (1-5 is red, 5-10 is yellow, 10-15 is green, 15-20 is blue)
- Does NOT make a sturdy tent, it must be secured with rocks and the like.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

7

Circle of Protection vs Acid

LEVEL

Tier 2

Inside circle: reduce acid dmg 3 (min 1). Edge: take 1d6.

| | | | | | |
|-------|-------------|-----------|---|-------------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | 9 Squares | 5 Minutes | | Shelter-Rest-Protection | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 3 Sq Radius | 1 Hour | | none | EOL |



Created by COPILOT

Details:

- Caster draws a magical circle in green weave that protects against acid.

WHAT THIS DOES:

- Does require the caster to create a circle during the rollout.
 - At finishing of rollout the edge of the circle becomes bubbling acid.
- Does protects anyone within the circle from acid damage (reduces it by 3 points)

WHAT THIS DOES NOT DO:

- Does NOT protect against poisons/diseases.
- Does NOT completely nulify acid damage (minimum of 1)
- Does NOT reduce any other type of damage.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 7 Same Spell

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|---------------|------|
| 9 | Duration +50% | 6 |
| 12 | Range X2 | 8 |
| 14 | Duration X2 | 8 |





Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Edge of circle acid causes damage of 1d6.

0.4 TIRO: Aural Spark

LEVELTier 1

random color of sparks for 1d20 minutes.

| | | | | | |
|---------|------------|--------------|---|------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 10% Max | 10 Squares | Initiative | | Light- | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 2x2 Sqs | 1d20 Minutes | | none | TRO |



Created by COPILOT

- Details:**
- The caster creates colorful lights to be used as a light source.
 - The color changes in reaction to the proximity of other Casters.
 - It will change to the color of their chosen School of magic.
 - When not in the presence of any Caster's then the light shifts from color to color.
 - This happens once per minute.

- WHAT THIS DOES:**
- Does light up an area of 2x2 squares.
 - Does allow the caster to try and use this light to detect others' auras.
 - Roll Save, the spell only works on a success.
 - Does last for 1d20 minutes.

- WHAT THIS DOES NOT DO:**
- Does NOT set anything flammable aflame.
 - Does NOT allow the caster to use it as a signal flare.

Bonds and Connections

- No Nae'Em connection.



Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |



Focus Items and/or Kits:

- Not required.

0.2 TIRO: Amplify Own Speech

LEVELTier 1

Amplifies caster's voice to range of 1d20+4 Squares.

| | | | | | |
|---------|----------|------------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 20% Max | Self | Initiative | | Communication- | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 3x3x3 Sq | 5 Minutes | | none | TRO |



Created by COPILOT

Details:

- Amplifies the caster's voice from AOE out to range of 1d20+4 Squares.

WHAT THIS DOES:

- Does amplify speech from AOE out to range of up to 3 Squares away.
- Does amplify even whispers.
- Does allow sound to carry over walls/barriers as normal for the resulting volume.

WHAT THIS DOES NOT DO:

- Does NOT affect anyone but the caster.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

Creations:

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

Enhancements:


| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.



0.3 TIRO: Colored Signal Flare

425-1



LEVELTier 1

Random flare between Red, Blue, Yellow, and Green.

| | | | | | |
|---------|------------|------------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 15% Max | 20 Squares | Initiative | | Communication- | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 0 | 1 Flare | 1 Minute | | none | TRO |

Details:

- The Caster fires a colored signal flare from their fingertips, lighting up the sky.

WHAT THIS DOES:


- Does light up the sky with a random color.
 - roll a d20:
 - 1 - 5 is bright red,
 - 5 - 10 is bright blue,
 - 10 - 15 is bright yellow,
 - 15 - 20 is bright green.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to use it as a normal light source.
- Does NOT set anything aflame.
- Does NOT allow the caster to end the spell prematurely.

Bonds and Connections

- No Nae'Em connection.



Counter:
LVL: 3 Same Spell

Creations:

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

| Enhancements: | | |
|---------------|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

0.4 TIRO: Sloppy Spying

LEVELTier 1

1d5 for Taste, Smell, Hearing, Sight, or Touch to spy.

| | | | | | |
|---------|------------|------------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 25% Max | 12 Squares | Initiative | | Communication- | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 3x3x3 Sqs | 5 Minutes | | none | TRO |



Created by COPILOT

Details:

- Caster is the only one that sees the effects of this spell.
- All others have no indication other than a lot of multi colored magic floating around.

WHAT THIS DOES:

- Does allow the Caster to see the location, but no sound is available.

WHAT THIS DOES NOT DO:

- Does NOT affect anyone except the caster.

Bonds and Connections

- This is a Vae'Em connection to a venue/location.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

5



Arcane Interpretation - 1 Page


582-1


LEVEL

Tier 2

Save vs interpretation. Can recast 2 times with Col +1.

| | | | | | |
|-------|----------|------------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | Touch | 10 Minutes | | Communication- | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 200 Char | 1 Hours | | RM 2 | EOL |





Created by COPILOT

- Details:**
- Arcane text is a written set of words that has been inhabited by living magic.
 - Arcane text is usually obvious in that each letter appears to be constantly moving.
 - the caster must connect with the living words on a personal level.
 - the nature of Arcane life is so foreign there never has been any true understanding of it.
 - the counter spell of 'Tiro Mess' will not only end the spell,
 - will also cause the Save to become one column more difficult.
 - thus repeated 'Tiro Mess' spells could end up so extreme as to destroy the Arcane text.
 - Save vs interpretation. Each attempt requires a recasting of this spell.
 - 2nd attempt at 3rd column.
 - 3rd attempt at 4th column.

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

- WHAT THIS DOES NOT DO:**
- Does NOT allow a permanent 'learning' of arcane text,
 - Since arcane is living and constantly moving it cannot be decoded or learned.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

| Enhancements: | | |
|---------------|----------------|------|
| LVL | ENHANCEMENTS | COST |
| 9 | Damage +50% | 8 |
| 10 | Rollout Halved | 6 |
| 16 | Rollout 1 Min | 8 |



Focus Items and/or Kits:

- Focus Orb of crystal is NOT passive.
- Use of Focus Item will give a random benefit,
 - GM rolls 1d6 and reveals the specail connection

6

Overhear the Conversation

LEVEL

Tier 2

367-1



Created by COPILOT

Within sight & Range can hear as if within 1 Sq.

| | | | | | |
|-------|----------------|-----------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | 8 Squares | 5 Minutes | | Communication- | Mundane |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 1 Conversation | 1 Hour | | none | EOL |

Details:

- The caster can overhear a conversation within range as if it were within 1 Square.
- Conversations can be heard, but if in a very loud crowd won't be as effective.
Example: In the middle of a crowd celebrating and singing.
- If you would normally have to lean into someone's personal space this won't work.

WHAT THIS DOES:

- Does allow the caster to overhear a conversation as if it were within 1 Sq.
- Does end if the caster is discovered by the speakers.
- Does end in combat.

WHAT THIS DOES NOT DO:

- Does NOT make the caster understand the language.
- Does NOT work through materials sound wouldn't go through.
- Does NOT work in combat.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|---------------|------|
| 9 | Duration +50% | 6 |
| 12 | Range X2 | 8 |
| 14 | Duration X2 | 8 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows the caster to use this in combat.

6

Read/Write Language

LEVEL

Tier 2

Read/Write Recipients Language. Common & Ancient Languages.

| | | | | | |
|-------|----------|------------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | 1 Sqaere | 30 Minutes | | Communication- | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 1 Person | 4 Hours | | none | EOL |



Created by COPILOT

- Details:**
- Caster is able to read and write the recipient's language.
 - This can be used to create a 'Scroll of Read/Write Languages'.

- WHAT THIS DOES:**
- Does allow the caster to read and write the recipient's language.
 - Does make the text appear in the caster's language.
 - Does transform what the caster writes into the recipient's language.
 - Does work on ancient languages as well.

- WHAT THIS DOES NOT DO:**
- Does NOT work if the recipient is not willing.
 - Does NOT affect speech.



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

Counter:

No Counter Available.



- Creations:**
- Scroll of Read/Write Language
- Other common/ancient languages. No arcane.
 - Anise Leaf, Cherrywood Sap or strips, Marigold.
 - Creation: 24 Spell pts, 8 Hrs, Stack:9.
 - Requires campfire. BUY:5 GP. Dur:4 Hrs.
 - Kitchen/Lab. Creation SP: x3 spell cost.



| Enhancements: | | |
|---------------|---------------|------|
| LVL | ENHANCEMENTS | COST |
| 9 | Duration +50% | 6 |
| 14 | Duration X2 | 8 |
| 18 | Duration X4 | 10 |

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

10



Speak Language


503-1

LEVEL

Tier 3

Can speak an unknown language.

| | | | | | |
|--------|----------|-----------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 12 pts | Touch | 3 Minutes | | Communication- | Mundane |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | a person | 1 Day | | None | EOL |



Created by COPILOT

Details:

- Allows caster to speak the language of person touched.

WHAT THIS DOES:

- Does allow the caster to speak the language of the person touched.
- Does work if a caster touches a willing person who speaks the language.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to automatically pronounce words correctly.
- Does NOT allow the caster to speak the language.


Bonds and Connections

- No Nae'Em connection.

Counter:


No Counter Available.

Creations:




Scroll Of Speak Languages

- Nearby Language. Dur:3 Days.
- Amaranth leaves, Ethereal grass, Vellum
- Creation: 36 Spell pts, 4 Hours, Stack:9.
- Requires campfire. BUY:30 GP.



Enhancements:

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



Focus Items and/or Kits:



- Focus orb with crystal is NOT passive.
- Allows caster to come across as a learned person while using the new language.

16 Cultural Immersion

LEVEL

Tier 4

Non verbal & cultural naunces are learned upon 1st occurance.

| | | | | | |
|--------|-------------|------------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 16 pts | Touch | 10 Minutes | | Communication- | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 3 | 1 Recipient | 2 Days | | none | EOL |



Created by COPILOT

Details:

- The recipient is able to fit in using the appropriate cultural nuances.
- Also enables recipient to use a proper accent.

WHAT THIS DOES:

- Does affect the caster or a willing person.
- Does require the GM to update the character,
 - during/after each interaction which has demonstrated a cultural issue.
- Does allow the recipient to blend in as a member of the local culture by using proper cultural mannerisms, slang, accents etc.

Example: If a merchant claps his hands together upon meeting the character...
After this spell the GM would inform the character the hand clapping is this cultures way of saying "I'm busy, get to what you want!", even when smiling.
The GM may pause to see if the player understands without help.
If not, the GM would privately inform the player.

WHAT THIS DOES NOT DO:

- Does NOT allow the recipient to speak, read or write the local language.
- Does NOT change the recipient's appearance.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 9 | Range at 1 Sq | 6 |
| 10 | Rollout Halved | 6 |
| 14 | Duration X2 | 8 |





Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Caster wears traditional clothing of the culture.

0.2 TIRO: Random Friendship

LEVELTier 1

Potentially makes someone more tolerant of the caster.

| | | | | | |
|---------|------------|------------|---|----------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 40% Max | 10 Squares | Initiative | | Personal-Connections | Mundane |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 1 Target | Special | | SKL3 | TRO |



Created by COPILOT

Details:

- Creates a temporary bond of friendship with a Target.
- Allows the Target to make a Save.
 - Success means there is no change in disposition towards the Caster.
 - Failure means the Target is more tolerant towards the Caster.

WHAT THIS DOES:

- Does make the Target more tolerant and agreeable towards the Caster.
- Does last only 10 minutes (outside of battle) or one round (in battle).
- Does allow the Target to make a Save.

WHAT THIS DOES NOT DO:

- Does NOT force a binding friendship or change the view of the Target.
- Does NOT allow the Caster to force the Target to do anything.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

7

Create Permanent Nae'Em

LEVEL

Tier 2

Willing person & caster connect. Save required.

| | | | | | | |
|--------|-------------|-----------|---|----------------------|-----|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | | OUTCOME |
| 12 pts | 1 Square | 4 Days | | Personal-Connections | | Magical |
| STACK | AoE | DURATION |  | SAVE | COL | CLASS GROUPS |
| 3 | 1 Recipient | Permanent | | SKL | 2 | |




Created by COPILOT

- Details:**
- This bonds a person to the caster with a Nae-Em.
 - Limited: Both people must be on the same plane for this to work.

- WHAT THIS DOES:**
- Does create a Permanent mental bond and allows either party to initiate and/or accept.
 - Does support 3 (See Stack) connections to civilized creatures.
 - Require the

- WHAT THIS DOES NOT DO:**
- Does NOT send any tactile, olfactory, or audible senses.
 - Does NOT send any mental images.
 - Does NOT have any function/effect when the caster and connected are not on the same plane.
 - Does NOT continue (Is removed) by Arcane (Ancient Magic).



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

| Enhancements: | | |
|---------------|----------------|------|
| LVL | ENHANCEMENTS | COST |
| 10 | Rollout Halved | 6 |
| 18 | Range X4 | 10 |



- Focus Items and/or Kits:**
- Focus ITEM with crystal is NOT passive.
 - Improves the Save by 1 column,
 - from a SKL:2 to a SKL:1

9 Find Clues To True Name

LEVEL Tier 3

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT find the True Name itself, only the Clues.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

11

Connect To An Arcane Focus Item

LEVEL

Tier 3

Creates connection between caster and a Arcane Focus Item.

| | | | | | |
|--------|--------|-----------|---|----------------------|---------------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 36 pts | Touch | 3 Days | | Personal-Connections | Magical |
| STACK | AoE | DURATION |  | SAVE | CLASS GROUPS |
| 1 | 1 Item | Permanent | | RM 3 | DOK-SYL-STM-EOL-ORX |

627-1



Created by COPILOT

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

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

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



Bonds and Connections

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



Counter:

SAME SPELL

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

1

Create a Temporary Nae'Em

LEVEL

Tier 1

Short term bonding with a willing civilized creature.

| | | | | | |
|-------|----------------|----------|-----------------|-----|--------------|
| COST | RANGE | ROLL OUT | COLLECTION | | OUTCOME |
| 4 pts | 2 Squares | 2 Hours | N Nae'Em-People | | Magical |
| STACK | AoE | DURATION | SAVE | COL | CLASS GROUPS |
| 99 | 1 Civ Creature | 1 Week | SKL | 2 | EOL |



Created by BING AI

Details:

Short term bonding with a willing civilized creature.

WHAT THIS DOES:

- Does...

WHAT THIS DOES NOT DO:

- Does NOT...



Bonds and Connections

- This Is a Nae'Em connection with a person.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|--------------|------|
| 12 | Range X2 | 8 |
| 14 | Duration X2 | 8 |
| 14 | Save -1 Col | 8 |

Focus Items and/or Kits:

- Not required.

2

Rogue's Right Place, Right Time

LEVEL

Tier 1

X

| | | | | | |
|-------|---------|-----------|---|-----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | Touch | 5 Minutes | | N Nae'Em-People | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 1 | 1 Rogue | 1 Hour | | none | EOL |



Created by COPILOT

Details:


- Creates minor illusional changes which slightly alter the Rogue's appearance.
 - Changes will be appropriate to the situation.
- Gives the Rogue a sense of the right timing as well.
 - Example: when to be in the open vs when to be in the open.
- Rogue must be bonded to caster by Nae'Em.

WHAT THIS DOES:

- Does only affect the Partner Rogue of the caster.
- Does allow the Rogue a 2nd attempt at failed Saves.
 - regarding Saves for any attempts to fit in or not be noticed.

WHAT THIS DOES NOT DO:

- Does NOT allow the reroll of Saves not associated with trying to fit in.
- Does NOT hide the magical nature of the illusions if a revealing spell is used.



Bonds and Connections

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

Counter:


NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus Orb with crystal is NOT passive
- reveal spells now require a +1 Col MGC save to work.



7

Eavesdrop on Nae'Em Convo (Eolas)

LEVEL

Tier 2

Listen to a private convo and NOT give up sight.

| | | | | | |
|-------|-------------|------------|---|-----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | 8x8 Squares | 10 Minutes | | N Nae'Em-People | Mundane |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 1 | 1 Convo | 5 Min/Tier | | SKL2 | EOL |

875-3



Created by COPILOT

Details:


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

WHAT THIS DOES:

- Does require a Save,
 - Failing the Save ends the spell.
 - Passing the Save lets the caster listen while the people in the convo are unaware.

WHAT THIS DOES NOT DO:

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



Bonds and Connections

- This Is a Nae'Em connection with a person.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 10 | Rollout Halved | 6 |
| 12 | Rollout Init | 12 |
| 14 | Duration X2 | 8 |

Focus Items and/or Kits:

- Not required.

12 Eavesdrop on Nae'Em Convo

LEVELTier 3

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

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



Created by COPILOT

Details:


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

WHAT THIS DOES:

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


WHAT THIS DOES NOT DO:

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



Bonds and Connections

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



Counter:


LVL: 12 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



12 Portal To Nae'Em

LEVELTier 3



Created by COPILOT


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

| | | | | | |
|--------|--------------|------------|---|-----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 12 pts | Self | 30 Minutes | | N Nae'Em-People | Mundane |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 1 | PMP & 2 Uses | 2 Minutes | | None | EOL |

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

WHAT THIS DOES:
First to pass through must be either the Nae'Em or the caster.
Nae'Em/caster and one other person can pass through.
portal can't be opened/created unless Nae'Em agrees to the portal.

WHAT THIS DOES NOT DO:
First to pass through must be either the Nae'Em or the caster.
Nae'Em/caster and one other person can pass through.
portal can't be opened/created unless Nae'Em agrees to the portal.



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

Counter:
NO COUNTER AVAILABLE

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

Enhancements:

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

Focus Items and/or Kits:
- Not required.

3

Ethereal Return Portal

LEVEL

Tier 1

X

| | | | | | |
|-------|--------|-----------|---|---------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | PMP | 2 Hours | | N Vae'Em-Venue Site | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | Caster | 2 Minutes | | none | EOL |



Created by COPILOT

Details:

- Teleports to a preset 'Home Pad',
 - Eolas schools routinely cast 'Home Pad' from midnight to 1am.
 - Original school are non-Nae'Em locations which can be used.
- If no home pad has been preset then uses pad from caster's original school.
 - Any other location would need to be a Nae'Em Location

WHAT THIS DOES:

- Does teleport the caster and their carried possessions.
- Does only work if the destination has been set and a Home Pad identified.
- Does enhancement of 'AOE = 2' also allows a single item that only 2 people can carry.

WHAT THIS DOES NOT DO:

- Does NOT teleport other persons (unless you use AOE= 2 Recipients).
- Does NOT teleport possessions that can not be carried.
- Does NOT open a portal if the destination is not ready.
- Does NOT create sign posts.



Bonds and Connections

- This Is an Vae'Em connection with a venue/locaton.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Allows the caster to take one more carried item,
 - must be carryable by one person.

5

Scry Open areas - 5 Marks

LEVEL

Tier 2

887-3



Created by COPILOT

X

| | | | | | |
|-------|---------------|---------------|--|---------------------|--------------|
| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
| 8 pts | 5 Marks | 6 Minutes | | N Vae'Em-Venue Site | Magical |
| STACK | AoE | DURATION | | SAVECOL | CLASS GROUPS |
| 1 | 15x15 Squares | 30 Min / Tier | | none | EOL |

Details:

- Can hear Nae'Em from above IF using the Focus Item.
- Limited by thick solid materials:
- Save column may be more difficult.
 - Sometimes visibility is fully blocked.
- Limited by large amounts of civilized people.

WHAT THIS DOES:

This Skill DOES:

WHAT THIS DOES NOT DO:

This Skill does NOT:



Bonds and Connections

- This Is an Vae'Em connection with a venue/location.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- caster can hear from view point of the scrying.

5

Scry to a Nae'Em

LEVEL

Tier 2

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

| | | | | | |
|-------|----------|-----------|---|---------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | 8 Marks | 2 Minutes | | N Vae'Em-Venue Site | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 3 | 1 Nae'Em | 1 Hour | | SKL2 | EOL-ORX |




Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
xx



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

Counter:
NO COUNTER AVAILABLE

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

Enhancements:

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

Focus Items and/or Kits:
- Not required.



6

Create Ethereal Home Pad

LEVEL

Tier 2

X

| | | | | | |
|-------|------------|----------|---|---------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | 1 Square | 1 Hour | | N Vae'Em-Venue Site | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 1 | 1x1 Square | 1 Hour | | none | EOL |



Created by COPILOT

Details:

- Caster creates an Ethereal Home Pad.
- Eloas schools routinely cast this spell to create a Home pad at the same time every day.
 - Timing is usually midnight to 1am, as well as noon to 1 pm.
- The pad is bright green.

WHAT THIS DOES:

- Does allow the caster to create a Home Pad.
- Does allow any Eolas caster who knows the location to teleport to it.
- Does allow people the caster permits and who know the location to teleport to it.

WHAT THIS DOES NOT DO:

- Does NOT allow anyone who doesn't know the location or isn't permitted to teleport.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 9 | Duration +50% | 6 |
| 10 | Rollout Halved | 6 |
| 12 | AoE X2 | 6 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Allows the caster to change the pad's location once.

8

Scry - Dense Populations

LEVEL

Tier 2

886-3



Created by COPILOT

X

| | | | | | |
|-------|-------------|---------------|--|---------------------|--------------|
| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
| 8 pts | Community | 5 Minutes | | N Vae'Em-Venue Site | Magical |
| STACK | AoE | DURATION | | SAVE COL | CLASS GROUPS |
| 1 | 4x4 Squares | 10 Min / Tier | | none | EOL |

Details:

- Can hear Nae'Em from above IF using the Focus Item.

Limited by thick solid materials:
- Save column may be more difficult.
- Sometimes visibility is fully blocked.

WHAT THIS DOES:

This Skill DOES:

WHAT THIS DOES NOT DO:

This Skill does NOT:



Bonds and Connections

- This Is an Vae'Em connection with a venue/location.



Counter:

LVL: 8 Same Spell

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 4 | Aura Brightens | -2 |
| 9 | Duration +50% | 6 |
| 16 | Rollout 1 Min | 8 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- caster can hear from the view point of the scrying.

9

Scry To A Vae'Em (Place)

LEVEL

Tier 3



X

| | | | | | |
|--------|----------------|---------------|---|---------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 12 pts | Current Plane | 5 Minutes | | N Vae'Em-Venue Site | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 1 | Nae'Em 4x4 Sqs | 1 Hour / Tier | | none | EOL |

Details:

- Can hear Nae'Em from above IF using the Focus Item.

WHAT THIS DOES:

This Skill DOES:

WHAT THIS DOES NOT DO:

This Skill does NOT:



Bonds and Connections

- This Is an Vae'Em connection with a venue/location.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 4 | Aura Brightens | -2 |
| 14 | Duration X2 | 8 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- caster can hear from the view point of the scrying.

19 Permanent Portal

LEVEL

Tier 5

602-3



Created by COPILOT

x

| | | | | | |
|--------|------------|-----------|---|---------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 20 pts | PMP | 2 Days | | N Vae'Em-Venue Site | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 1 Landmark | Permanent | | none | EOL |

Details:

- Caster only needs to learn about the location.
 - But the information learned must be indepth, not just a name.

WHAT THIS DOES:

- Does work with a clear description of the location.
- Does require a safe spot to stand that is a minimum of 4x4 Sqs.
- Does require a TRUE NAME of the location.

WHAT THIS DOES NOT DO:

- Does NOT require the caster to have any information prior to learning.



Bonds and Connections

- This Is an Vae'Em connection with a venue/location.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|---------------------------------|---------|
| 4 | Cast from below level (Per Lvl) | 25%/Lvl |
| 10 | Rollout Halved | 6 |
| 18 | Nae'Em Clues Removed | 20 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Set the location within 2 Squares of the landmark.

4

Call/Return Nae'Em Item

LEVEL

Tier 1

298-3



Created by COPILOT

X

| | | | | | |
|-------|--------|------------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | PMP | Initiative | | N Tae'Em-Thing | Mundane |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 1 | 1 Item | Instant | | none | EOL |

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT affect any item that is held in place.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus Orb with crystal is NOT passive
- Allows weight limit up to 30 lbs / 13.6 Kg

7

Call/Send From Home Library

LEVEL

Tier 2

X

| | | | | | |
|-------|-------|-----------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | | 1 Minute | | N Tae'Em-Thing | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| | | Permanent | | | EOL |



Created by COPILOT

Details:

- The caster summons a book or item they have stored in their library.
- This spell uses a pre-designated library on the same PMP plane as the caster.

WHAT THIS DOES:

- Does summon a manipulatable image of a book or item previously stored by the caster.
- Does require the caster to be within range of their library.
- Does require caster to be on the same plane as their library.

WHAT THIS DOES NOT DO:

- Does NOT affect any libraries designated by other casters.
- Does NOT physically interact with items in the library.



Bonds and Connections

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



Counter:

LVL: 7 Same Spell

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|--------------|------|
| 12 | AoE X2 | 6 |
| 20 | AOE X4 | 20 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Creates a light bright enough to read by.



14 Curse Ionic Marker


544-3

LEVEL

Tier 4

X

| | | | | | |
|--------|-------|------------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 16 pts | PMP | 10 Minutes | | N Tae'Em-Thing | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | PMP | 1 Month | | none | EOL |



Created by COPILOT

Details:


- Creates a false image of sounds and location for the original caster to see

WHAT THIS DOES:

- Does create a cursed Ion Marker
- Does deliver one of the following effects,
 - Paralyzes the one who uncovered it for 5 minutes,
 - Makes the one who uncovered it acquire diseased I,
 - Saps 15 SP/Mana from the one who uncovered it.

WHAT THIS DOES NOT DO:

- Does NOT create an actual Ionic Marker.



Bonds and Connections

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

Counter:


NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 10 | Rollout Halved | 6 |
| 14 | Duration X2 | 8 |
| 18 | Duration X4 | 10 |




Focus Items and/or Kits:

- Focus orb with crystal is NOT passive
- Allows the caster to activate it prematurely.

0.4 TIRO: Tracking

LEVELTier 1

Find and follow a trail while leaving an obvious trail.

| | | | | | |
|---------|---------|------------|---|------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 30% Max | Self | Initiative | | Tracking- | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 1 Trail | 1 Hour | | none | TRO |



Created by COPILOT

Details:

- Finds a trail left at or near ground level by a passing creature and
 - allows the caster to follow it for one tracking period.
- Leaves physical signposts with no words every 100 Squares.
 - each sign post is brightly painted.

WHAT THIS DOES:

- Does find a given path,
- Does require a Save,
 - Pass = path found if it is within area. Signposts planted,
 - The skill will leave a massive and obvious trail of its own on top of the path found.
- Fail = path not found and a signpost planted in one spot,
 - It is considered a Fail when the Save was passed but the path is not in the area.

WHAT THIS DOES NOT DO:

- Does NOT obscure the original path with its own obvious trail.
 - only the part within the AOE and Duration.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

1 Detect Magic & Number of Aspects

LEVELTier 1

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

| | | | | | |
|-------|--------------|-----------|---|------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | 2 Squares | 5 Minutes | | Find-Hide-Reveal | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 1 | 1x1x1 Square | Instant | | RM2 | EOL-ORX |



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Scroll of Detect Magic



- Reveals Mundane, Magic, Epic, or God Power.
- Astral Specks, Ethereal Grass, Obsidian Shard, Trench Mold, and Vellum. Dur:Used.
- Need: Lab, 24 Spell pts, 4 Hrs, Stack:9. BUY:150 GP

Enhancements:

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



Focus Items and/or Kits:

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



2

Crack in the Wall

LEVEL

Tier 1

Caster & 1 other person moves into a visible crack.

| | | | | | |
|-------|--------------|------------|---|------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | 2 Squares | Initiative | | Find-Hide-Reveal | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 1 | Caster+Guest | 5 Rounds | | none | EOL |



Created by COPILOT

Details:

- Magically widens a crack far enough for mansized creatures to pass.
- Opens to a small Ethereal space,just large enough to cram 2 persons in.
- The Ethereal space is not connected with the entire Ethereal plane.

WHAT THIS DOES:

- Does allow the caster in first and then one other.
- Does hold the persons in an Ethereal space.
- Does have the portal remain open from the caster's initiative to the end of the round.
 - Due to the short time it is open does NOT allow for more than 2 persons.
- Does allows from inside the crack,
 - a seamless recasting of this spell,
 - spells with the category of 'Life/Death/Health' can be cast as well.

WHAT THIS DOES NOT DO:

- Does NOT inhibit the second person,
 - Friend or foe can attempt to be the second person.
- Does NOT hold the persons or contents in after the spell ends.
 - Persons/contents spill out if there is not a controlled exit.
- Does NOT allow attacks from outside to the inside of the crack in rounds 2 and 3.
 - This is due to the portal closing.
- Does NOT allow a person to straddle the line between the PMP and the Ethereal plane.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- When in the hiding place caster can cast spells.

2

Know Your Name

LEVEL

Tier 1

Locally known name of the person

| | | | | | |
|-------|------------|------------|---|------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | 20 Squares | Initiative | | Find-Hide-Reveal | Mundane |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 1 | 1 Target | Instant | | none | EOL |




Created by COPILOT

- Details:**
- Caster learns the name the target would use in the situation.
 - If 'Bob' is known as 'Muscles' where the group currently is,
 - then 'Muscles' would be revealed.

- WHAT THIS DOES:**
- Does allow the caster to see a bit of the target's magical essence.
 - Does reveals the name the target is known by in the situation.

- WHAT THIS DOES NOT DO:**
- Does NOT reveal codenames or ranks,
 - unless the person is routinely called by codename or rank.
 - Does NOT reveal any other names.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:


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

| Enhancements: | | |
|---------------|----------------|------|
| LVL | ENHANCEMENTS | COST |
| 6 | Subtle Casting | 4 |
| 9 | Range +50% | 6 |
| 12 | Range X2 | 8 |

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

4 Aspects Counted By Type



512-1




LEVEL

Tier 1

Get an accurate count of Aspects.

| | | | | | | |
|-------|----------|------------|---|------------------|-----|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | | OUTCOME |
| 4 pts | 1 Square | 30 Minutes | | Find-Hide-Reveal | | Mundane |
| STACK | AoE | DURATION |  | SAVE | COL | CLASS GROUPS |
| 99 | 1 Item | Permanent | | RM | 2 | EOL |



Created by COPILOT

- Details:**
- Aspect: A property of an item, making the item better or worse.
 - Aspects are magically added to the item.
 - The first Aspect is always an identifying mark of the creator.

- WHAT THIS DOES:**
- Does allows the caster to know the exact number of aspects on an item.
 - Does require a MGC:2 save by the caster
 - Pass: reveals the number of aspects
 - Fail: no effect
 - Does Also get a count of the type of aspects:
 - Informational,
 - Battle Effects,
 - Spell Effects (non-battle),
 - Intelligence Within,
 - or Diety Touched

- WHAT THIS DOES NOT DO:**
- Does NOT allow the caster to know beyond the counts and types.

Bonds and Connections

- No Nae'Em connection.

Counter:


No Counter Available.

Creations:

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

Enhancements:

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

 Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- The first Aspect is read immediately.

4 Direction to Ionic Marker

LEVEL Tier 1

581-1



Created by COPILOT

Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)

| | | | | | |
|-------|----------|----------|--|------------------|--------------|
| COST | RANGE | ROLL OUT |   | COLLECTION | OUTCOME |
| 4 pts | PMP | 1 Hour | | Find-Hide-Reveal | Magical |
| STACK | AoE | DURATION | | SAVE COL | CLASS GROUPS |
| 99 | 1 Nae'Em | Instant | | none | EOL |

Details:

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

WHAT THIS DOES:

- Does allow caster to determine the current location of the maker,
 - Location is determine as N,NE,E,SE,S,SW,W,NW.
- Does continue to work as long as it is on the same plane it was created on.

WHAT THIS DOES NOT DO:

- Does respond with a location if the caster is not on the original plane.
- Does have any effect on objects that already have magic on it.
- Does have any effect on objects that have been worked.
- Does NOT allow the location found as a point for some scrying spells.



Bonds and Connections

- This Is an Vae'Em connection with a venue/location.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Caster know which plane the marker is on.
- doesn't reveal the exact location within the plane.

4 Identify Aspects (1/Tier)

LEVELTier 1

Identify 1 Aspect per Tier.

| | | | | | |
|-------|----------|------------|---|------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | 1 Square | 30 Minutes | | Find-Hide-Reveal | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 1 Item | Permanent | | none | EOL |



Created by COPILOT

Details:

- Note: if this is cast twice then it reads the same lines.
- This spell is used to create the 'Scroll of Identify One Aspect',
 - The scroll can be used like another person casting in the case of multiple casters.

WHAT THIS DOES:

- Does identify one Aspect per tier. One at tier 1, two at tier 2 etc.
- Does require multiple CASTERS to simultaneously cast this,
 - Specifically to view more aspect than a spell allows more casters are needed.

WHAT THIS DOES NOT DO:

- Does NOT reveal the number of Aspects.
- Does NOT protect against negative effects of Aspects.
- Does NOT allow the revelation of aspects for more than one spell at a time.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Scroll Of Identify One Aspect

- Cannot use multiple scrolls on single item.
- Cinderroot, Wild Garlic, Pcs of Steel.
- Creation: 12 Spell pts, 24 Hrs, Stack:9.
- Requires kitchen or lab. BUY:150 GP. Dur:Used.



Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 10 | Rollout Halved | 6 |
| 12 | AoE X2 | 6 |
| 20 | AOE X4 | 20 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Rollout becomes 10 minutes.

5

Create Ionic Marker (Nae'Em)

LEVEL

Tier 2

Connects with an unworked mundane (non-magic) item.

| | | | | | |
|--------|--------|-----------|---|------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 48 pts | Touch | 1 Day | | Find-Hide-Reveal | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 9 | Caster | Permanent | | none | EOL |



Created by COPILOT

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

- WHAT THIS DOES:**
- Does allow a common non-magic unworked item to be a focus point for scrying.
 - If the scryer has the appropriate devices and/or spells.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the caster to see/hear without the use of a scrying spell.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE



Creations:

Ionic Marker Ingredients (Item Needed)

- Trackable item. Cannot be purchased. Dur:Perm.
- Beetleroot, Cinderroot, item= Comon wood or stone.
- Creation: 48 Spell pts, 24 Hrs, Stack:9.
- Requires campfire. BUY:0 GP.



| Enhancements: | | |
|---------------|----------------|------|
| LVL | ENHANCEMENTS | COST |
| 12 | Range X2 | 8 |
| 14 | Range At 3 Sqs | 8 |
| 18 | Range X4 | 10 |

Focus Items and/or Kits:

- Not required.

5 Know About You

LEVELTier 2

Tier-Class, HP%, SP%, Postion title (Wagon master, Prince...)

| | | | | | |
|-------|------------|--------------------|----------|------------------|--------------|
| COST | RANGE | ROLL OUT | 5 RDS | COLLECTION | OUTCOME |
| 8 pts | 8 Squares | 30 Seconds (5 rds) | | Find-Hide-Reveal | Mundane |
| STACK | AoE | DURATION | NOW | SAVECOL | CLASS GROUPS |
| 1 | 1 Creature | Instant | | SKL1 | EOL |

GM



Created by COPILOT

Details:

- This spell will be obvious unless Enhancements are used to lessen the cost of the spell.
- Enhancements that help to make casting less obvious:
 - 'Aura Dims To Almost Unseen'
 - 'Range X2'

WHAT THIS DOES:

- Does allow the caster to learn:
 - Locally known name,
 - Tier (NOT level) and Class,
 - Position title (Wagon master, Prince, Tavern owner...),
 - general health (HP% and SP%).
- Does allow caster to keep up none casting activity while casting... therefore can be cast and not be notice. (Save to not be noticed)

WHAT THIS DOES NOT DO:

- Does NOT allow specific information, only information within the following guidelines:
 - Targets name is only what is known and used in the current situation,
 - Tier is revealed, but no indication of level is given,
 - General title, but does not give any specific notations,
 - Give only the % of Health and Skill/Spell points.
- Does NOT work if the spell 'Block Scrying' is active.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 12 | Range X2 | 8 |
| 16 | Rollout 1 Min | 8 |
| 18 | AoE = 2 Targets | 10 |

Focus Items and/or Kits:

- Not required.

7

Sphere Of Privacy

LEVEL

Tier 2

Those within can talk without fear of being overheard.

| | | | | | |
|-------|-------------|----------------|---|------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | 8 Squares | 4 Minutes | | Find-Hide-Reveal | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 1 | 3x3 Squares | 2 hours / Tier | | RM2 | EOL |



Created by COPILOT

Details:

- Affects some connections and does not affect others.

WHAT THIS DOES:

- Does allow the reconnection of Nae'Ems and connections after the duration.
- Does block Nae'Em connections for the duration.
- Does block:
 - Nae'Em (connections to civilized people),
 - Vae'Em (connections to places),
 - Tae'Em (connections to things),
 - Ae'Em (connections to animals),
 - Cae'Em (connections to constructs).
- Does block attempts to scry on those within the sphere.

WHAT THIS DOES NOT DO:

- Does NOT normally permanently block Nae'Ems and connections.



Bonds and Connections

- This Is a Vae'Em connection with a venue (location).

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 10 | Rollout Halved | 6 |
| 12 | Range X2 | 8 |
| 14 | Duration X2 | 8 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- AoE becomes 5x5 squares.

9 Detect 'Ems (All Types)

LEVELTier 3

922-1



Created by COPILOT

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

| | | | | | |
|--------|-----------|------------|---|------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 36 pts | 4 Squares | 20 Minutes | | Find-Hide-Reveal | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 1 Square | Instant | | RM2 | EOL-ORX |

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT find the True Name itself, only the type and existence of the 'Em.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

9

Search for Arcane Focus Item

LEVEL

Tier 3

267-1



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

- Does let the caster specify what type of Arcane Focus Item is searched for,
 - It can be an item for any class, but must be specified.
- Does require the caster to be in a circle of protection (of any kind).
- Does require caster to pass the Save.
- Does allow the caster to designate how the signal is received (if Arcane Focus is found),
 - Vibration: Caster feels a vibration which grows as they near the item.
 - Audible: Caster hears a low siren which grows louder as they near the item.
 - Visual: Caster sees a glowing dot which grows brighter as they near the item.
- Only the caster receives the vibration, audible, or visual response.

WHAT THIS DOES NOT DO:

- Does NOT allow use of this spell by any Dokour.



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

11 Sight of the Statue

LEVEL Tier 3

504-1



Created by COPILOT

Used on art/sculptures with eyes.

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



GM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

16

Reveal True Name

LEVEL

Tier 4

This uses all the clues to find the True Name.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as the action.

Enhancements:

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



Focus Items and/or Kits:

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

18 Identify All Aspects

LEVELTier 5

Fully Identify a magical item

| | | | | | |
|--------|----------|-----------|---|------------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 30 pts | Touch | 6 Hours | | Find-Hide-Reveal | Mundane |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 1 Object | Permanent | | none | EOL |



Created by COPILOT

Details:

- Reveals all aspects of an item.

WHAT THIS DOES:

- Does reveals what every aspect is.

WHAT THIS DOES NOT DO:

- Does NOT reveal any other information about the item.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 10 | Rollout Halved | 6 |
| 14 | Range At 3 Sqs | 8 |
| 16 | Rollout 1 Min | 8 |

Focus Items and/or Kits:

- Not required.

0.1 TIRO: Quick Jump

LEVELTier 1

1d6 squares in direction indicated. Distance rolled.

| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
|---------|-------------|------------|---|---------------|--------------|
| 20% Max | 1d6 Squares | Initiative | | Travel-Planes | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | Self | Instant | | none | TRO |



Created by COPILOT

- Details:**
- The Caster jumps 1d6 squares in a direction, up to 2 squares high.

- WHAT THIS DOES:**
- Does allow the Caster to jump 1d6 squares in a direction, up to 2 squares high.
 - Does cause the colorful glow to follow the Caster as they jump, like a rainbow.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the Caster to teleport.
 - Does NOT allow the Caster to cast it on anyone but themselves.

- Bonds and Connections**
- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

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

| Enhancements: | | |
|---------------|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

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

0.3 TIRO: Quick Push!

LEVELTier 1

Caster moves an ally to a random spot 4 squares away.

| | | | | | |
|---------|-------------|------------|---|---------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 40% Max | 4 Squares | Initiative | | Travel-Planes | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 1 Recipient | Instant | | BRU2 | TRO |



Created by COPILOT

- Details:**
- The Caster moves an ally to a random spot 4 squares away.

- WHAT THIS DOES:**
- Does move a person to a random spot 4 squares away.
 - Roll a 1d8 for direction (1=N, 2=NE, 3=E, etc),
 - Roll a 1d2 for distance in number of squares.
 - The target always ends up facing the square they were originally in.
 - Does allow the target a Save.
 - If the Save is passed the target resisted and stayed in place.

- WHAT THIS DOES NOT DO:**
- Does NOT allow the Caster to choose the location.
 - Does NOT move more than one recipient per spell cast.
 - Does NOT work on the Caster.
 - Does NOT allow the Caster to end it prematurely.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.



6

Decrease Movement

LEVEL

Tier 2

Inhibits movement by 4 squares. (by 5 sqs with Focus)

| | | | | | |
|-------|-------------|------------|---|---------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | 4 Squares | Initiative | | Travel-Planes | Mundane |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 3 | 4x4 squares | 4 Rounds | | none | EOL |



Created by COPILOT

Details:

- Can be used as a direct spell in battle
- Creation of a rogue trap with this Eolas spell:

WHAT THIS DOES:

- Does make the target's movement 4 less. (by 5 sqs with Focus)
- Does also work on swimming and climbing if the roots/vines are in those areas.
- Does slow running/dashes to a walk.

WHAT THIS DOES NOT DO:

- Does NOT have any effect of anyone currently in flight,
 - If a target is enmeshed and wants to fly, they must first get free of the ribbons.
- Does NOT stop the target's movement entirely, Minimum of 1 square movement.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Scroll of Grabbing Roots

- Inhibits Movement. Move -2. AGL:2 for full Move.
- Ingredient1, Ingredient2, Ingredient3.
- Creation: 24 Spell pts, 4 Hrs, Stack:9.
- Requires campfire. BUY:10 GP. Dur:10 Min.



Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|--------------|------|
| 9 | Range +50% | 6 |
| 12 | Range X2 | 8 |
| 14 | Duration X2 | 8 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Slow moment an additional amount of 1,
 - Reduces movement by 3 squares total.

0.4 TIRO: Tasty Cumber Meals

LEVELTier 1

1d12 meals appear at waist height in front of the Caster

| | | | | | |
|---------|--------|----------|---|------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 25% Max | Touch | 1 Minute | | Utility- | Mundane |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | Varies | 1 Hour | | none | TRO |



Created by COPILOT

Details:

- 1d12 of cumber meals appear at waist height in front of the Caster,
 - Caster is able to time the appearance and grab them.
 - if not anticipated, the meals will fall to the ground.
- If not eaten within 1 hour then the magically created food disappears.

WHAT THIS DOES:

- Does provide low levels of nourishment,
- Does continue to provide energy (if eaten) after the 1 hour point.

WHAT THIS DOES NOT DO:

- Does NOT create more nutrients than is needed for 1 meal (1/3 of a day).
- Does NOT remain after one hour's time.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| | | |
|-----|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

1 Arcane Light with Class Hue

LEVELTier 1

Default Light: Candle light

| | | | | | |
|-------|--------|------------|---|------------|-----------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | Self | Initiative | | Utility- | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | Varies | 4 Hours | | none | SYL-STM-EOL-ORX |



Created by COPILOT

Details:

- Light Chart:

| Description | Viewing | Seen |
|-------------|---------|--------|
| Coal | 1 Sq | 3 Sqs |
| Candle | 2 Sqs | 8 Sqs |
| Torch | 6 Sqs | 20 Sqs |
| Lantern | 20 Sqs | 60 Sqs |
- Description is an example to indicate how bright the light is,

- Seen is the maximum distance an outside creature can be and still see the light

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



Astral Candle Light Powder

- Creates Candle light (2 sq sphere). Dur:20 Min.
- Astral Specks, Lye Soap, Standstone.
- Creation: 12 Spell pts, 4 Hrs, Stack:9.
- Requires Kitchen/Lab. BUY:45 GP.



Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 9 | Duration +50% | 6 |
| 14 | Duration X2 | 8 |
| 18 | Duration - EOY | 20 |




Focus Items and/or Kits:

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

4 Shadow of the Magi

LEVELTier 1

Darkness centered just above caster.

| | | | | | |
|-------|-----------------|-------------|---|------------|---------------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | Self | Initiative | | Utility- | Magical |
| STACK | AoE | DURATION | | SAVECOL | CLASS GROUPS |
| 99 | 3 Sq Dia Sphere | Conc +4 Rds | | none | DOK-SYL-STM-EOL-ORX |



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



Dust of Darkness

- Creates a dark shadow 2x2x2 sqs. Dur:5 Min.
- Ginger Oil, Grave Dirt. Sand, Fine Grit.
- Creation: 12 Spell pts & 24 Hrs & Stack:9.
- Lab required. BUY:20 GP.



Enhancements:

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



Focus Items and/or Kits:

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



6

Pause Magical Lock

LEVEL

Tier 2

Freezes magic in a specific trap for the duration if Saved.

| | | | | | |
|-------|-----------|------------|---|------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | 2 Squares | 10 Minutes | | Utility- | Mundane |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | Lock | Rollout | | RM3 | EOL |

GM



Created by COPILOT

- Details:**
- Freezes all magic within a specific lock for the duration.

- WHAT THIS DOES:**
- Does pause magic within a lock from being active.
 - This would allow a rogue to work a magical lock as if it were a mundane lock.
 - Does require the caster to maintain concentration while pausing the magic.
 - Does require the caster to pass the Save.

- WHAT THIS DOES NOT DO:**
- Does NOT pause all magic in the AoE,
 - only that magic of a specified lock.


- Bonds and Connections**
- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

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

| | | |
|----------------------|----------------|------|
| Enhancements: | | |
| LVL | ENHANCEMENTS | COST |
| 10 | Rollout Halved | 6 |

- 
- Focus Items and/or Kits:**
- Focus orb with crystal is NOT passive.
 - Sets range to 12 Squares.

8

Increase Nae'Em Rogues Grace

LEVEL

Tier 2

Increase Grace of a Nae'Em Rogue by 2. (Stack of 1)

| | | | | | |
|-------|---------|-----------|---|-------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | Touch | 3 Minutes | | Utility- | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 1 | 1 Rogue | 2 Hours | | none | EOL |



Created by COPILOT

Details:

- Uses a Nae'Em bond between the caster and the Rogue.

WHAT THIS DOES:

- Does increase Grace of a Nae'Em Rogue by 2

WHAT THIS DOES NOT DO:

- Does NOT increase any other stats.
- Does NOT affect the stats of any class, except those with Rogue base class.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE



Creations:

Scroll of Rogues Grace

- Scroll adds 1 Grace. Save to stay awake after.
- Java meal spice, Whale Oil, Hornet Stingers.
- Creation: 24 Spell pts, 24 Hrs, Stack:9.
- Requires campfire. BUY:20 GP. Dur:4 Hrs.



Enhancements:

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





Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Makes the range of casting on a Rogue 12 Squares.

0.1 TIRO: Water From A Plant

LEVELTier 1

The caster enchants a plant to pour water. 1/2 skin.

| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
|---------|----------|------------|---|---------------|--------------|
| 20% Max | 1 Square | Initiative | | Creation-Meta | Mundane |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 3 | 1 Plant | 10 Minutes | | none | TRO |



Created by COPILOT

Details:

- Water pours from a plant as if from a spout or spiggot.
- This only creates enough water to fill up a waterskin throughout the Duration.

WHAT THIS DOES:

- Does require a plant.
- Does make a plant spout water, but in small quantities.
- Does the water is safe to drink.

WHAT THIS DOES NOT DO:

- Does NOT spout a lot of water.
- Does NOT have any affect against plant-like creatures.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|-----------------|------|
| 0 | No Enhancements | 0 |

Focus Items and/or Kits:

- Not required.

2

Dispel Magic

LEVEL

Tier 1

Caster and GM both roll the Save.

| | | | | | |
|-------|--------|------------|---|---|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 8 pts | 4 Sqs | 10 Minutes | | Creation-Meta | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 1 Item | Permanent | | SKL 1  | EOL-ORX |



Created by COPILOT

Details:

Comparison process:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER IS AVAILABLE

Creations:



Scroll of Dispel Magic



- EOL/ORX magical disruption Dur:1 Day.
- Astral specks, Ethereal grass, Obsidian, Trnch mold
- Creation: 20 Spell pts, 2 Days, Stack:9.
- Requires Kitchen/Lab. BUY:85 GP.

Enhancements:

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



Focus Items and/or Kits:

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

3

Eolas False Magical Glow

LEVEL

Tier 1

Creates a glow that shows when using Dectect Magic.

| | | | | | |
|-------|-----------|-------------|---|---------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 2 pts | 4 Squares | 10 Minutes | | Creation-Meta | Magical |
| STACK | AoE | DURATION |  1 | SAVE COL | CLASS GROUPS |
| 9 | 1 Item | End Of Year | | none | EOL |



Created by COPILOT

Details:

- An item appears to be magical ONLY if Reveal of Magic is used.
- If a scroll is made with this spell, the magic glow stay visible to all.

WHAT THIS DOES:

- Does make an item appear magical.
- Does work only against spells that would reveal magic.
- Does give a count of 0 from the Eolas 'Count Aspect' spell.
- Does have more lasting and visible effect if put into a scroll then read.

WHAT THIS DOES NOT DO:

- Does NOT actually make an item have magical properties.
- Does NOT affect anything other than items.
- Does NOT give a positive count from the Eolas 'Count Aspect' spell.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 3 Same Spell

Creations:



Dust Of Arcane Glow

- Once read first item touched glows w/ magic.
- Ingredient1, Ingredient2, Ingredient3.
- Creation: 6 Spell pts, 4 Hrs, Stack:9.
- Requires campfire. BUY:5 GP. Dur:Dispelled.



Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|----------------|------|
| 4 | Aura Brightens | -2 |
| 9 | Range +50% | 6 |
| 12 | Range X2 | 8 |



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Can cast on 2 items.

3

Reveal Sign Posts

LEVEL

Tier 1

Make signposts visible (or not).

| | | | | | |
|-------|-------------|----------|---|---------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 4 pts | 15 Squares | 1 Minute | | Creation-Meta | Mundane |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 1 | 1 Sign Post | 2 Days | | none | EOL |



Created by COPILOT

Details:

- Reveals up to three sign posts created by portals to the caster.
- The caster must choose whether it's visible to everyone during casting.
- About sign posts:
 - Comes with two signs.
 - The origin is either pointing in a compass direction or down,
 - Pointing down indicates the origin was at the post,
 - The second sign is the compass direction the creator went,
 - It tracks the creator ONLY up to 5 Squares from the post,
 - If the creator has traveled from the post in the teleport the result is compass direction of destination.

WHAT THIS DOES:

- Does reveal sign posts created by portals to the caster.
- Does allow caster to decide whether the sign posts will be visible to others during casting!

WHAT THIS DOES NOT DO:

- Does NOT reveal any information about the creator of the sign post.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 3 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Reveals up to 5 sign posts in the area.