

2

Portal Blocking

LEVEL

Tier 1

249-1

Glowing blue-white perimeter blocks portals from forming.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	4 Squares	1 Target Spell	Instant	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Prep	EOL	SKL3



Created by COPILOT

Details:

- Caster attempts to interfere with the casting of a portal spell.

This DOES...

- Does allow other casters to try Save.
- pass = the target portal is interrupted
- fail = this spell has no effect on the target portal



This does NOT...

- Does NOT do any damage,
- Does NOT interfere with any other type of casting than portals



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Save becomes SKL:1

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
20	Rollout Instant	16

2

Triggered Forced Healing

LEVEL

Tier 1

471-1

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



Created by COPILOT

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

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.

This DOES...

- Does stay in effect until duration is over or is used.

This does NOT...

- Does NOT allow the caster to choose not to use it indefinitely.
- Does NOT allow multiples of this spell to be used beyond the stacking limit.



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
10	COUNTER: Block Healing	Instant	SKL	13



Creations:

Triggered Forced Healing Potion: Buy:12 GP.

- 2d6 rolled. Damage then 2x in Healing.
- Bear Bones, Quicksilver, Dried Thistle.
- Requires campfire. Creation SP:x3 Spell.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
18	Healing +4	10

13

Enchantment of Returning

LEVELTier 4510-1

Creates a Dagger of Returning.



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



Created by COPILOT


- 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.

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

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

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

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

- 
- Xxx'Em Spells (Bonds/Connections):**
- This is a Tae'Em connection with a thing.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	AoE X2	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

1Protect vs Ranged and Thrown

LEVELTier 1258-1

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



Created by COPILOT

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

Details:

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

This DOES...

- Does provide +2 AC for the caster vs Ranged and Thrown attacks.

This does NOT...

- Does NOT inhibit other casting.
- Does NOT protect against attacks that are not Ranged or Thrown.
- Does NOT block or distrust any attacks.

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Remove Magic D	Instant	SKL	12

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
14	Duration X2	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

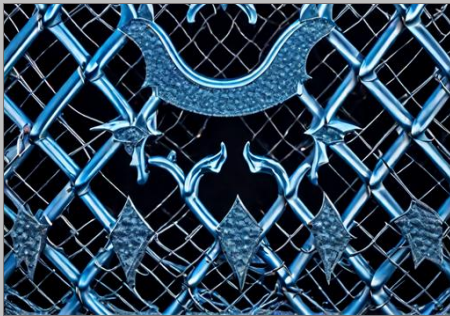
12 Circle of Containment

LEVEL Tier 3 454-1

Creatures from exiting its area. Must Save to Exit.



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



Created by COPILOT

- 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.

- This DOES...**
- Does inhibit creatures from leaving the circle.



- This does NOT...**
- Does NOT inhibit the Caster from leaving the circle.



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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

9

COUNTER: Remove Shelter

LEVEL

Tier 3

569-1

Ends Magical shelters.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magic->Mundane	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL3



Created by COPILOT

- Details:**
- Forces another casters shelter spell to end their spell.
 - May cancel a current effort of another casters shelter spell after casting but before creation.

- This DOES...**
- Does work on currently active magical shelter spells.
 - Examples of Spells this will Counter:
 - TIRO Garish Pup Tent
 - STM Quarantine Isolation
 - STM Strumos Waystation
 - STM Astral Shed
 - SYL Tree House
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does NOT affect any mundane shelters, even if it

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

10

COUNTER: Block Healing

LEVEL

Tier 3

567-1

Save blocks a person using a healing spell.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL3

GM



Created by COPILOT

- Details:**
- COUNTER SPELL
 - Forces another casters spell to end.
 - It MAY take effect before it takes effect.

- This DOES...**
- Does work on currently active spells.
 - This Spell counters spells like:
 - ALL: Forced Healing.
 - STM: Basic Healing, Slow Healing, Triggered Healing, Common Healing, Extra Healing,
 - STM: Heal, Healing Bolt, Group Heal.
 - SYL: Animal Healing.
 - DOK: Healing Flames.
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does NOT affect automatic healing from :
 - regeneration.
 - Start of Day gain of health.

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

10 COUNTER: Remove Magic Defense

LEVEL Tier 3 571-1

Ends a currently active defensive spell.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL 3



Created by COPILOT

- Details:**
- COUNTER SPELL
 - Forces another casters spell to end.
 - It MAY take effect before it takes effect.

- This DOES...**
- Does work on currently active spells
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

11

COUNTER: Disrupt Images

LEVEL

Tier 3

570-1

Can dispell unreal visages.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL2

GM



Created by COPILOT

- Details:**
- COUNTER SPELL
 - Forces another casters spell to end.
 - It MAY take effect before the other casters spell takes place,
 - If another caster has started a spell this spell may interrupt it before it starts.

- This DOES...**
- Does work on currently active magical illusions and visual spells.
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does NOT affect anything that is physical.
 - Does NOT affect a Rogues disguising, since that is a mundane effort.

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

12

COUNTER: End Ongoing Damage

LEVELTier 3564-1

Counters ongoing damage that is damage over time.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	10 Squares	1 Spell	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL4



Created by COPILOT

- Details:**
- COUNTER SPELL.
 - Forces another casters spell to end.

- This DOES...**
- Does work on currently active spells.
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does NOT have any effect with ongoing damage from non-spells.

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

1

Acid Mist

LEVELTier 1263-1

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



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



Created by COPILOT

Details:

- Evaporates once duration ends.

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.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Damage Increased +50%	8
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
14	Damage X2	12
14	Duration X2	8
18	Duration X4	10
18	Range X4	10

1

Acid Rash w/ Ongoing Fragility

LEVEL

Tier 1

332-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	3 Squares	1 Square	until Healed	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Offense	EOL	HTH1



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		

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.

This does NOT...

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

Focus Items and/or Kits:
- Not required.

Xxx'Em Spells (Bonds/Connections):
- No Nae'Em connection.

Endings:	LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
	0	Caster Ends Skill	Initiative	none	0

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

Enhancements:	LVL	ENHANCEMENTS	COST
	6	Aura Dims To Almost Unseen	4
	9	Range +50%	6
	12	AoE X2	6
	12	Range X2	8
	18	Range X4	10
	20	AOE X4	20

4

Conjure Native Beetles

LEVEL

Tier 1

295-1

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



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	4 Squares	1 Mark	2 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
2	Mundane	Battle-Offense	SYL-ORX-STM-EOL-DOK	SKL2



Details:

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

Creation of beetleroot:

- 4 hrs & SKL:4 makes 1 vial (10 pinches) of cinderroot.
- Beetle shells, Palm root, oil
- Needs campfire.
- Duration (Shelf life): EOY.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

- Damage by Insect Swarm is not rolled, set to 5 Dmg.
- Focus Item with crystal is NOT passive.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12



Creations:

- Beetleroot Granules (Bag). BUY:3 GP.
- 1 Bag of Beetleroot per 4 hrs.
 - Beetle shells, Coral Lime, Pine Wood.
 - Campfire. Creation SP: x3 spell cost.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Damage Increased +50%	8
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
14	Damage X2	12
14	Duration X2	8

6

Conjure Arcane Beetles

LEVELTier 2282-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	8 Squares	1 Square	3 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
3	Magical	Battle-Offense	DOK-EOL	SKL2



Created by COPILOT

- Details:**
- Attempts to conjure Fire Beetles by succeeding on the Save.
 - The Fire Beetles are not a thinking, living creature,
 - The swarm can still be damaged (disrupted) enough to be sent back.
 - 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.

- 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.

- This DOES...**
- 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.

- This does NOT...**
- Does NOT allow the Fire Beetles to cross a Circle of Protection.
 - Does not have any effect if the Save fails.



- Focus Items and/or Kits:**
- Focus Item with crystal is NOT passive.
 - Use of the Focus will set the Save to SKL:>05,

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12



- Creations:**
- Cinderroot powder (Bag, 10 pnch). BUY:45 GP.
- Bag (10 pinches) of an often needed ingredient.
 - Beetle Shells, Common Stone, Common Soil,
 - Campfire. Creation SP: 12 pts. NO EXPIRATION.

Enhancements:

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

8

Acid Rain

LEVEL

Tier 2

429-1

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



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



Created by COPILOT

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

- This DOES...**
- Does inflict 3d6 + ACU Bonus in acid damage in a 1-square area for two rounds.

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



- Focus Items and/or Kits:**
- Focus orb with crystal is NOT passive.
 - Damage roll becomes 3d6 + ACU + 2

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Damage Increased +50%	8
9	Duration +50%	6
9	Range +50%	6
12	AoE X2	6
14	Damage X2	12
14	Duration X2	8
20	AOE X4	20

11

COUNTER: Disrupt Perimeter

LEVEL

Tier 3

566-1

Counter spell disrupts Magical perimeters.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Offense	DOK-SYL-STM-EOL-ORX	SKL3



Created by COPILOT

Details:

COUNTER SPELL.

- Forces another casters spell to end.
- Work on currently active circles.

This DOES...

- Does work on currently active spells



This does NOT...

- Does NOT have any effect on caster's own spells,
- Caster should use "Caster Ends Spell".

Focus Items and/or Kits:

- Not required.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

12 Class Power Attack

LEVEL Tier 3 675-1

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



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



Created by COPILOT

Details:

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

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 RM:3 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.

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

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

14

Acid Blobs

LEVEL

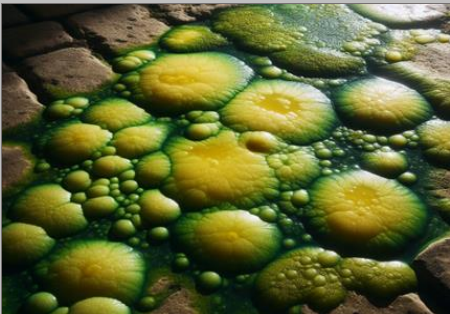
Tier 4

520-1

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



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



Created by BING AI

Details:

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

This DOES...

- Does deal 3d6 + ACU Bonus acid damage in a 2x2 area for 3 rounds.

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12



Creations:

- Acid Blob Scroll. BUY:60 GP.
- Duration:3 Rds. AoE:1 Sq. Range:12 Sqs. Dmg:2d6.
 - Ethereal grass, Rockos, Vellum, Cinderroot.
 - Requires Kitchen/Lab. Creation SP: x3 spell cost.



Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Damage Increased +50%	8
9	Duration +50%	6
14	Damage X2	12
14	Duration X2	8
18	Duration X4	10

7

Annie's Slow Alteration

LEVEL

Tier 2

315-1

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



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	Self	4 Hours	4 Rounds
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Illusion-Reality	EOL	none

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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
14	Duration X2	8

9

Image of Nae'Em Rogue

LEVEL

Tier 3

500-1

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



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



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.

- 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.

- This does NOT...**
- 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.



- Focus Items and/or Kits:**
- Focus orb with crystal is NOT passive.
 - Allows casters illusion to speak like the rogue.



- Xxx'Em Spells (Bonds/Connections):**
- This Is a Nae'Em connection with a person.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

11 Personal Decoy

LEVEL

Tier 3

506-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	25 Squares	25 Sq Radius	20 Minutes	2 Rounds
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
5	Mundane	Illusion-Reality	EOL	none



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.

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.

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

20 Mirror A Person

LEVELTier 5525-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
20 pts	15 Square Radius	1 Person	1 Hour	2 Rounds
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Illusion-Reality	EOL	none



Created by COPILOT

Details:

- The caster creates an image of a chosen person.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8
18	Duration X4	10

1

Draw Up Ground Water

LEVEL

Tier 1

246-1

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



Created by COPILOT

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

Details:

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

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.

This does NOT...

- 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).



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
16	Rollout 1 Min	8

1

Forced Heal 1d6 HP (+more)

LEVEL

Tier 1

310-1

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



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



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.

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.

This does NOT...

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



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Reduces fragility Save by 1 coloumn. Check timing.

Xxx'Em Spells (Bonds/Connections):

- No connection.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
3	+2 To Healing Spell	2
4	Aura Notablv Brightens	-2
5	+1d6 to Heal	4
6	Aura Dims To Almost Unseen	4
8	+1d8 Healing	4
10	+4 to Heal	6
13	+2d6 to Heal	8
17	+2d8 to Heal	8

10

End Current Dmg Over Time

LEVEL

Tier 3

502-1

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



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
18	AoE = 2 Targets	10

12

Ranged Forced Healing 2d8+2 HP

LEVEL

Tier 3

397-1

Roll 2d8+2. Dmg x1 then Heal x2



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



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.

This DOES...

- Does heal more than just civilized people.

This does NOT...

- Does NOT heal undead, living dead, or the dead.
- Does NOT heal creatures that are non-corporeal.

Focus Items and/or Kits:

- Not required.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
9	Range Set at 1 Sq	6
14	Duration X2	8
20	Rollout Instant	16

7

Circle of Protection vs Acid

LEVEL

Tier 2

427-1

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



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



Created by COPILOT

Details:

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

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)

This does NOT...

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



Focus Items and/or Kits:

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

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:				
LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

Enhancements:		
LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
14	Duration X2	8
18	Duration X4	10
18	Range X4	10

5 Arcane Interpretation - 1 Page

LEVEL Tier 2 582-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Touch	200 Char	20 Minutes	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Communication-	EOL	RM 2



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.

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.

This does NOT...

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



Focus Items and/or Kits:

- Focus Orb of crystal is NOT passive.
- Use of Focus Item will give a random benefit,



Xxx'Em Spells (Bonds/Connections):

- This Is an Tae'Em connection with a living thing.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage Increased +50%	8
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10

6

Overhear the Conversation

LEVEL

Tier 2

367-1

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



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



Created by COPILOT

- 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.

- 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.

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



- Focus Items and/or Kits:**
- Focus orb with crystal is NOT passive.
 - Allows the caster to use this in combat.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
10	Counter: Block Scrving	Initiative	SKL	12

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8

6

Read/Write Recipient's Language

LEVEL

Tier 2

376-1

Read/Write Recipients Language. Common & Ancient Languages.



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



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'.

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.

This does NOT...

- Does NOT work if the recipient is not willing.
- Does NOT affect speech.

Focus Items and/or Kits:

- Not required.

Xxx'Em Spells (Bonds/Connections):

- This is a Nae'Em connection with a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0



Creations:

Scroll of Read/Write Language. BUY:5 GP.
- Other common or ancient languages. Not arcane.
- Anise Leaf, Cherrywood Sap or Tinder, Marigold Flowers
- Kitchen/Lab. Creation SP: x3 spell cost.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Duration X2	8
16	AoE = 2 Recipients	8
18	Duration X4	10

10

Speak Language

LEVELTier 3503-1

Can speak an unknown language.



Created by COPILOT

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

Details:

- Allows caster to speak the language of person touched.

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.

This does NOT...

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



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Allows caster to come across as a learned person

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0



Creations:

- 4 hrs creates 3 Scrolls of Speak Languages.
- Vellum, Kale Leaves, Fox Blood, Palm root oil.
- Requires a kitchen/Lab. Cost:36 pts.
- Duration:4 hrs. AoE:Reader. Foreign common only.



Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	AoE X2	6
14	Duration X2	8
18	Duration X4	10
20	AOE X4	20

16

Cultural Immersion

LEVEL

Tier 4

523-1

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



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



Created by COPILOT

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

- 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.

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



- Focus Items and/or Kits:**
- Focus orb with crystal is NOT passive.
 - Caster wears traditional clothing of the culture.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

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

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
9	Range Set at 1 Sq	6
12	Rollout Halved	6
14	Duration X2	8
16	AoE = 2 Recipients	8
18	Duration X4	10

1

Create a Temporary Nae'Em

LEVEL

Tier 1

894-2

Short term bonding with a willing civilized creature.



Created by BING AI

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

Details:

Short term bonding with a willing civilized creature.

This DOES...

- Does...

This does NOT...

- Does NOT...

Focus Items and/or Kits:

- Not required.

Creations:

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



Xxx'Em Spells (Bonds/Connections):

- This Is a Nae'Em connection with a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

2

Rogue's Right Place, Right Time

LEVEL

Tier 1

271-3

X



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

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.

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Illusional nature of the minor visual changes is hidden better,

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
14	Duration X2	8
16	AoE = 2 Recipients	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

7

Create Permanent Nae'Em

LEVEL

Tier 2

309-3

A Willing person becomes connected to the caster.



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT	
8 pts	Touch	1 Recipient	Permanent	3 Days	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
3	Magical	Nae'Em-People	EOL-SYL-STM	SKL	1

Details:

- This bonds a person to the caster with a Nae-Em.

This DOES...

- Does allow the caster OR bonded to initiate an instant mental conversation.
 - This conversation is strictly 1 to 1.
- Does allow either caster or recipient to end this spell and connection,
 - This can be done at any time and only takes a minute to do.
- Does require a SKL:1 Save to be passed.

This does NOT...

- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.
- Does NOT allow casting through the bond.



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Improves the Save by 1 column,



Xxx'Em Spells (Bonds/Connections):

- This is a Nae'Emn is a connection to a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

7

Eavesdrop on Nae'Em Convo (Eolas)

LEVEL

Tier 2

875-2

Listen to a private convo and NOT give up sight.



Created by BING AI

Details:

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

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.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- This Is a Nae'Em connection with a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8

11

Connect To An Arcane Focus Item

LEVEL

Tier 3

627-3

Creates connection between caster and a Arcane Focus Item.



COST	RANGE	AoE	DURATION	ROLL OUT
36 pts	Touch	1 Item	Permanent	3 Days
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Nae'Em-People	DOK-SYL-STM-EOL-ORX	RM3



Created by COPILOT

Details:

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

This DOES...

- Does require the item to be of the highest quality.
 - Minimum GP value of 15,000.
- 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.

This does NOT...

- Does NOT have any effect if the Save fails (at end of Rollout).



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Caster must not have a current Focus Item.



Xxx'Em Spells (Bonds/Connections):

- This is an Tae'Em connection with a thing.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
9	Range Set at 1 Sq	6
12	Range X2	8
18	Range X4	10

11 Disconnect An Arcane Focus Item

LEVEL

Tier 3

626-3

Removes connection between all creatures and focus item.



COST	RANGE	AoE	DURATION	ROLL OUT
36 pts	Touch	Current Item	Permanent	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Nae'Em-People	DOK-SYL-STM-EOL-ORX	SKL2



Details:

- Removes the connection between the casters current Arcane Focus item

This DOES...

- Does remove a casters connection to the item provided the Save is passed.

This does NOT...

- Does NOT reveal where the item is to the focus owner
- Does NOT have any effect if the Save fails (at end of Rollout).

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as the action.

Xxx'Em Spells (Bonds/Connections):

- This is an Tae'Em connection with a thing.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
18	Nae'Em Clues Removed	20

12 Portal To Nae'Em

LEVEL

Tier 3

896-3

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

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



Designed by freepik

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

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.

This does NOT...
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.

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

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

16

Reveal True Name

LEVEL

Tier 4

631-3

This uses all the clues to find the True Name.



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



Created by COPILOT

Details:

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

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.

This does NOT...

- 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.



Focus Items and/or Kits:

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



Xxx'Em Spells (Bonds/Connections):

- This is an Nae'Em connection with a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
18	Range X4	10

3

Ethereal Return Portal

LEVEL

Tier 1

250-3

X



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	PMP	Caster	Instant	30 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Vae'Em-Venue Site	EOL	none

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Allows the caster to take one more carried item,
 - must be carryable by one person.

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
12	Rollout Initiative	12
16	AoE = 2 Recipients	8

5

Scry Open areas - 5 Marks

LEVEL

Tier 2

887-3

X

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



Designed by freepik

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.

This DOES...
This Skill DOES:

This does NOT...
This Skill does NOT:

Focus Items and/or Kits:
-- allows caster to be able to hear from the view point of the scrying.

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Solid Stone/Metal/Earth	none	none	0

Creations:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
14	Duration X2	8

5

Scry to a Nae'Em

LEVEL

Tier 2

895-3

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

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	8 Marks	1 Nae'Em	1 Week	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
3	Magical	Vae'Em-Venue Site	EOL-ORX	SKL2



Designed by freepik

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

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.

This does NOT...
xx

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

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

Enhancements:

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

6

Create Ethereal Home Pad

LEVELTier 2346-3

X



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

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.

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Allows the caster to change the pad's location once.

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

8

Scry - Dense Populations

LEVELTier 2886-3

X



Designed by freepik

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

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.

This DOES...
This Skill DOES:

This does NOT...
This Skill does NOT:

Focus Items and/or Kits:
-- allows caster to be able to hear from the view point of the scrying.

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Solid Stone/Metal/Earth	none	none	0
10	Counter: Block Scrying	Initiative	SKL	12

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
16	Rollout 1 Min	8

9

Scry To A Vae'Em (Place)

LEVEL

Tier 3

872-3

X



Designed by freepik

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

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

This DOES...
This Skill DOES:

This does NOT...
This Skill does NOT:

Focus Items and/or Kits:
-- allows caster to be able to hear from the view point of the scrying.

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
1	Solid Stone/Metal/Earth	none	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
14	Duration X2	8

19

Natural Landmark Nae'Em

LEVEL

Tier 5

602-3

X



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

Details:

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

This DOES...

- ... work with a clear description of the landmark.
- ... require a popular name of the site,
 - The more people that use the popular name the better.
- ... create a Nae'Em at a random nearby site,
 - Location will be within 30 Squares of the Landmark.
- ... require a safe spot to stand that is a minimum of 4x4 Sqs.

This does NOT...

- ... require the caster to have any information prior to learning.

Focus Items and/or Kits:

- Set the location within 2 Squares of the landmark.

Creations:

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

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

4

Call/Return Nae'Em Item

LEVEL

Tier 1

298-3

X



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

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Allows weight limit up to 30 lbs / 13.6 Kg

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
18	Nae'Em Clues Removed	20

7

Summon From Home Library

LEVELTier 2511-3

X



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts				
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
	Magical	Tae'Em-Thing	EOL	

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.

This DOES...

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

This does NOT...

- ... affect any libraries designated by other casters.
- ... physically interact with items in the library.

Focus Items and/or Kits:

- Creates a light bright enough to read by.

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
14	Duration X2	8
14	Stacking Limit +1	8
18	Duration X4	10
18	Range X4	10
20	Range Is PMP	10

9

Search for Arcane Focus Item

LEVEL

Tier 3

267-2

X

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Self	1 Mark	4 Hours	1 Day
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Tae'Em-Thing	DOK-SYL-STM-EOL-ORX	SKL2



Art by GEB

Details:

- This is a spell to find a Arcane Focus Item.

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),
 - Default vibrate (tactile). Vibration grows as caster nears item.
 - or glow (visible). A glowing dot (to all) grows brighter as the caster nears the item.
 - or audible low siren (sound). The volume increases as the caster nears the item.

This does NOT...

- Does NOT allow the caster to know who the sought-after Arcane Focus Item belongs to, if to anyone.
- Does NOT continue if the circle of protection is crossed.

Focus Items and/or Kits:

- In this special case, casters Focus Item MUST be used.

Xxx'Em Spells (Bonds/Connections):

- This is a(n) *ae'Emn is a connection to xxxxxxxx.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
20	AOE X4	20

14

Curse Ionic Marker

LEVEL

Tier 4

544-3

X



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

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

This DOES...
... create a cursed Ion Marker
... 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.

This does NOT...
... create an actual Ionic Marker.

Focus Items and/or Kits:
-- Allows the caster to activate it prematurely.

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

1

Detect Magic & Number of Aspects

LEVEL

Tier 1

892-1

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



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



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.

- 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.

- This does NOT...**
- 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.



Focus Items and/or Kits:

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



Creations:

- 4 hours creates 1d3 Scrolls of Eolas Detect Magic.
- Vellum, Cinderroot, Palm root ash.
- Needs Kitchen/lab and Eolas caster. Cost:12 pts.
- AoE:1 sq. Shelf life:E0Y.



Xxx'Em Spells (Bonds/Connections):

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
4	Aura Notably Brightens	-2
9	Range +50%	6
12	AoE X2	6
12	Range X2	8
18	Range X4	10
20	Rollout Instant	16

2

Crack in the Wall

LEVELTier 1275-1

Caster & 1 other person moves into a visible crack.



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	2 Squares	Caster+Guest	3 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Find-Hide-Reveal	EOL	none

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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
14	Duration X2	8
18	Duration X4	10
18	Range X4	10

2

Know Your Name

LEVEL

Tier 1

280-1

Locally known name of the person



Created by COPILOT

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

- 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.

- 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.

- This does NOT...**
- Does NOT reveal codenames or ranks,
 - unless the person is routinely called by codename or rank.
 - Does NOT reveal any other names.

Focus Items and/or Kits:

- Not required.

Creations:

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



Xxx'Em Spells (Bonds/Connections):

- This Is an Nae'Em connection with a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
12	AoE X2	6
12	Range X2	8
18	Nae'Em Clues Removed	20

4

Aspects Counted By Type

LEVELTier 1512-1

Get an accurate count of Aspects.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	1 Square	1 Item	Permanent	30 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Find-Hide-Reveal	EOL	RM2



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.

- 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

- This does NOT...**
- Does NOT allow the caster to know beyond the counts and types.



- Focus Items and/or Kits:**
- Focus orb with crystal is NOT passive.
 - The first Aspect is read immediately.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	Counter: Block Scrving	Initiative	SKL	12

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

Enhancements:

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

4

Direction to Ionic Marker

LEVEL

Tier 1

581-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	PMP	1 Nae'Em	1 Month	2 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Find-Hide-Reveal	EOL	none



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.

- 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.

- This does NOT...**
- 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.



- Focus Items and/or Kits:**
- Focus orb with crystal is NOT passive.
 - Caster know which plane the marker is on.



- Xxx'Em Spells (Bonds/Connections):**
- This Is an xxx'Em connection with a non-living thing.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Nae'Em Clues Removed	20

4

Identify Aspects (1/Tier)

LEVEL

Tier 1

303-1

Identify 1 Aspect per Tier.



Created by COPILOT

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

Details:

- Note: if this is cast twice then it reads the same lines.

This DOES...

- Does identify one Aspect per tier. One at tier 1, two at tier 2 etc.
- Does require multiple open "Identify Aspects" spells to be used concurrently to reveal more aspects than a single caster can see.

This does NOT...

- 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 item at a time.



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	Counter: Block Scrying	Initiative	SKL	12



Creations:

Scroll Of Identify One Aspect. BUY:150 GP.

- Identify 1 Aspect. One scroll per item.
- Cinderroot, Wild Garlic, A Small Piece Of Steel.
- Kitchen/Lab. Creation SP: x3 spell cost.



Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
12	Range X2	8
12	Rollout Halved	6
18	Range X4	10

5

Create Ionic Marker (Nae'Em)

LEVELTier 2542-1

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



Created by COPILOT


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

- 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.

- 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.



- This does NOT...**
- Does NOT allow the caster to see/hear without the use of a scrying spell.

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

- 
- Xxx'Em Spells (Bonds/Connections):**
- This Is an Tae'Em connection with a non-living thing.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0

- 
- Creations:**
- Ionic Marker. Cannot be purchased.
- Trackable common place item w/ no other magic on it.
 - Beetleroot, Cinderroot, Oak/Pine/Palm wood or stone.
 - Creation requires 48 pts.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
12	Range X2	8
14	Range Set At 3 Sqs	8
18	Nae'Em Clues Removed	20
18	Range X4	10

5

Know About You

LEVEL

Tier 2

885-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	8 Squares	1 Creature	Instant	1 Minute
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Mundane	Find-Hide-Reveal	EOL	SKL1

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'

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)

This does NOT...

- 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.

Focus Items and/or Kits:

- Not required.

Creations:

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



Xxx'Em Spells (Bonds/Connections):

- This Is an Nae'Em connection with a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Unable To Continue	Instant	none	0
10	Counter: Block Scrvng	Initiative	SKL	12

Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
4	Aura Notablv Brightens	-2
6	Aura Dims To Almost Unseen	4
12	Range X2	8
16	Rollout 1 Min	8
18	AoE = 2 Targets	10

7

Sphere Of Privacy

LEVELTier 2884-1

Those within can talk without fear of being overheard.



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



Created by COPILOT

Details:

- Affects some connections and does not affect others.

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.

This does NOT...

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



Focus Items and/or Kits:

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



Xxx'Em Spells (Bonds/Connections):

- This Is a Vae'Em connection with a venue (location).
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0
1	Fake Effort	-2
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
12	AoE X2	6
12	Range X2	8
12	Rollout Halved	6
14	Duration X2	8

9

Detect 'Ems (All Types)

LEVEL

Tier 3

922-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
36 pts	4 Squares	1 Square	Instant	2 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Find-Hide-Reveal	EOL-ORX	RM2



Created by COPILOT

- 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)

- 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.

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



- Focus Items and/or Kits:**
- Focus ITEM with crystal is NOT passive.
 - Rollout time is half of the current amount of time.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
1	Tiro Mess To Block Skill	Instant	SKL:3	25%
10	Counter: Block Scrving	Initiative	SKL	12

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
12	Rollout Halved	6
14	Save -1 Col	8
18	Range X4	10

11

Sight of the Statue

LEVEL

Tier 3

504-1

Used on art/sculptures with eyes.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	1 Mark per Tier	1 Object	4 Hours	30 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Find-Hide-Reveal	EOL	SNS2

GM



Created by COPILOT

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.
-

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.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Creations:

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



Xxx'Em Spells (Bonds/Connections):

- This Is an Tae'Em connection with a non-living thing.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Enhancements:

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

18

Identify All Aspects

LEVEL

Tier 5

524-1

Fully Identify a magical item



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



Created by COPILOT

Details:
- Reveals all aspects of an item.

This DOES...
- Does reveals what every aspect is.

This does NOT...
- Does NOT reveal any other information about the item.

Focus Items and/or Kits:
- Not required.

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

Xxx'Em Spells (Bonds/Connections):
- No Nae'Em connection.

Endings:				
LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
10	Counter: Block Scrving	Initiative	SKL	12

Enhancements:		
LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
18	AoE = 2 Targets	10
18	Nae'Em Clues Removed	20

6

Decrease Movement

LEVEL

Tier 2

358-1

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



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

- 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.



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Slow moment an additional amount of 1,

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0



Creations:

Scroll of Grabbing Roots. BUY:10 GP.



- Inhibits Movement. Move-2. AGL:2 for full movment.
- Cinderroot, Oak Sap, Palm Root.
- Campfire. Creation SP: x3 spell cost.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Duration X2	8
18	AoE = 2 Targets	10
18	Range X4	10

1

Arcane Light

LEVEL

Tier 1

806-1

Default Light: Candle light



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



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

This DOES...

- Does set the chart number to 3 if an Arcane Focus is not utilizd.

- 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.

- Does allow the light spell to continue for up to 4 rds after the concentration has stopped.

This does NOT...

- Does NOT stay fixed to a static spot,

- This spell does stay fixed in relation to the caster, right above them.



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.

- Light from Focus & moves to just above casters head.



Creations:

- Astral Powder of Light.

BUY:45 GP.

- Creates light (2 sq sphere) for 20 minutes.

- Astral Spects, Lye Soap, Standstone, Charred Oak Roots

- Kitchen/Lab. Creation SP: x3 spell cost.



Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

Enhancements:

LVL	ENHANCEMENTS	COST
8	Duration - Start Of Day	8
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration - End Of Year	20
18	Duration X4	10
20	Rollout Instant	16

3

Shadow of the Magi

LEVEL

Tier 1

911-1

Darkness centered just above caster.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	Varies	Conc +4	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Utility-	DOK-SYL-STM-EOL-ORX	none



Created by COPILOT

Details:

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

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.

This does NOT...

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



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Light from Focus & moves to above casters head.

Xxx'Em Spells (Bonds/Connections):

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0



Creations:

- Bag of Dust of Darkness. BUY:20 GP.
- Creates a dark shade for 20 minutes, 2x2x2 squares.
 - Ginger Oil, Grave Dirt. Sand, Fine Grit.
 - Kitchen/Lab. Creation SP: x3 spell cost.

Enhancements:

LVL	ENHANCEMENTS	COST
8	Duration - Start Of Day	8
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration - End Of Year	20
18	Duration X4	10
20	Rollout Instant	16

6

Pause Magical Lock

LEVEL

Tier 2

834-1

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



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

GM



Created by COPILOT

Details:

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

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.

This does NOT...

- Does NOT pause all magic in the AoE,
 - only that magic of a specified lock.



Focus Items and/or Kits:

- Focus orb with crystal is NOT passive.
- Sets range to 12 Squares.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

8 Find Clues To True Name

LEVEL Tier 2 629-1

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



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



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)

- 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.

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



- Focus Items and/or Kits:**
- Focus ITEM with crystal is NOT passive.
 - Rollout time is half of the current amount of time.



- Xxx'Em Spells (Bonds/Connections):**
- This is a Tae'Em connection with a thing.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
18	Range X4	10

8

Increase Nae'Em Rogues Grace

LEVEL

Tier 2

499-1

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



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Xxx'Em Spells (Bonds/Connections):

- This Is an Nae'Em connection with a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0



Creations:

- Scroll of Rogues Grace. SNS:2 to stay awake after.
- Rogue reading adds 1 to GRC. BUY:20 GP.
- Hornet Stiners, Java Meal Spice, Whale Oil.
- Needs Focus Orb & Lab. Creation SP: x3 spell cost.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	Rollout Initiative	12
14	Duration X2	8
16	AoE = 2 Recipients	8
18	Duration X4	10
18	Nae'Em Clues Removed	20



3

Eolas False Magical Glow

LEVEL

Tier 1

372-1

Creates a glow that shows when using Dectect Magic.



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



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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0



Creations:

- Scroll of Arcane Glow. BUY:5 GP.
- Once read the first item touched glows with magic.
 - Peppermint Oil, Pine Tar, Wine.
 - Creation SP: x3 spell cost. SKL:3 to make scroll.



Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
12	Rollout Initiative	12
14	Duration X2	8
18	AoE = 2 Targets	10
18	Duration X4	10
18	Range X4	10
20	Rollout Instant	16

3

Reveal Sign Posts

LEVEL

Tier 1

279-1

Make signposts visible (or not).



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



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.

- 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!

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



- Focus Items and/or Kits:**
- Focus orb with crystal is NOT passive.
 - Reveals up to 5 sign posts in the area.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
12	Rollout Initiative	12
14	Duration X2	8