

1

Protect vs Ranged and Thrown

LEVEL

Tier 1

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
14	Duration X2	8
18	Duration X4	10

Focus Items and/or Kits:

- Not required.



1

Acid Mist

LEVEL

Tier 1

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

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



Created by COPILOT

Details:

- Evaporates once duration ends.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:


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

Focus Items and/or Kits:

- Not required.



1 Acid Rash w/ Ongoing Fragility


332-



LEVELTier 1

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

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



Created by COPILOT

Details:

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


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

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

- WHAT THIS DOES NOT DO:**
- Does NOT poison the target.
 - Does NOT leave a permanent physical mark.
 - any scarring/marks during battle are gone upon healing.

Bonds and Connections

- No Nae'Em connection.

 **Counter:**
LVL: 1 Same Spell

Creations:

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

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

Focus Items and/or Kits:

- Not required.

1 Draw Up Ground Water

LEVELTier 1



Created by COPILOT

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

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

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

1

Forced Heal 1d6 HP (+more)

LEVEL

Tier 1

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

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



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

1



Create a Temporary Nae'Em


894


LEVEL

Tier 1

Short term bonding with a willing civilized creature.

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






Created by BING AI

Details:
Short term bonding with a willing civilized creature.

WHAT THIS DOES:
- Does...

WHAT THIS DOES NOT DO:
- Does NOT...



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

Counter:
NO COUNTER AVAILABLE

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

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

Focus Items and/or Kits:
- Not required.

1 Detect Magic & Number of Aspects

LEVELTier 1

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

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



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Scroll of Detect Magic



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

Enhancements:

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




Focus Items and/or Kits:

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



1 Arcane Light with Class Hue

806-



LEVELTier 1

Default Light: Candle light

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

Created by COPILOT

Details:

- Light Chart:

Description	Viewing	Seen
Coal	1 Sq	3 Sqs
Candle	2 Sqs	8 Sqs
Torch	6 Sqs	20 Sqs
Lantern	20 Sqs	60 Sqs

- Description is an example to indicate how bright the light is,
- Seen is the maximum distance an outside creature can be and still see the light

WHAT THIS DOES:


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

WHAT THIS DOES NOT DO:


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

Bonds and Connections

- No Nae'Em connection.


 **Counter:**
LVL: 1 Same Spell

Creations:

 Astral Candle Light Powder

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

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

 **Focus Items and/or Kits:**

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


2

Triggered Forced Healing

LEVEL

Tier 1

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

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



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

Creations:



Triggered Forced Health Draught

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



Enhancements:

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



Focus Items and/or Kits:

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

2

Rogue's Right Place, Right Time

LEVEL

Tier 1



Created by COPILOT

X

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

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

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

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:



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

2 Crack in the Wall

LEVEL

Tier 1

Caster & 1 other person moves into a visible crack.

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



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

2 Know Your Name

LEVELTier 1

Locally known name of the person

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



Created by COPILOT

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

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

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

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

Focus Items and/or Kits:

- Not required.

2 Dispel Magic


LEVEL

Tier 1



Created by COPILOT

Caster and GM both roll the Save.

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

Details:

Comparison process:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER IS AVAILABLE

Creations:



Scroll of Dispel Magic (Temp)



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

Enhancements:

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





Focus Items and/or Kits:

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

3 Acid Etching

972-2

LEVELTier 1

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
	Touch	30 Min		Communication-	Magic->Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1x1 Square	Permanent		none	ALL-EOL

Created by COPILOT

Details:

1. Details:

--

2. This Skill DOES:

--

3. This Skill does NOT:

--

WHAT THIS DOES:


does

WHAT THIS DOES NOT DO:

not

Bonds and Connections

- No Nae'Em connection.

Counter:


SAME SPELL

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	AoE X2	6

Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.


-

3

Ethereal Return Portal

LEVELTier 1

250-



Created by COPILOT

COST

4 pts

RANGE

PMP

ROLL OUT

2 Hours

COLLECTION

N Vae'Em-Venue Site

OUTCOME

Magical

STACK

99

AoE

Caster

DURATION



2 Minutes

SAVECOL

none

CLASS GROUPS

EOL



Details:


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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:


No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



3 Eolas False Magical Glow

LEVEL Tier 1



Created by COPILOT

Creates a glow that shows when using Dectect Magic.

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

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

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

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 3 Same Spell

Creations:



Scroll Of Arcane Glow



- Read & item touched glows w/ magic. Dur:1 Day.
- EOL: Duration: 5 days.
- Need: Level ground, 6 SP, 2 Hrs.
- Peppermint Oil, Pine Tar, Wine (any).
- Market: 9 Max, Buy:5 GP, Sell:1 GP.

Enhancements:

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



Focus Items and/or Kits:

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

3 Reveal Sign Posts

LEVEL

Tier 1

Make signposts visible (or not).

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



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT reveal any information about the creator of the sign post.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 3 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:




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


4

Conjure Native Beetles

LEVELTier 1

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:


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

WHAT THIS DOES NOT DO:


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

Bonds and Connections

- No Nae'Em connection.


 **Counter:**
LVL: 4 Same Spell

Creations:

 Beetleroot Granules

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

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

 **Focus Items and/or Kits:**

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

4

Call/Return Nae'Em Item

LEVEL

Tier 1

X

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



Created by COPILOT

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

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

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



4 Aspects Counted By Type


LEVELTier 1

512-

Created by COPILOT

Get an accurate count of Aspects.

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



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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

4



Direction to Ionic Marker


581-

LEVEL

Tier 1

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

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




Created by COPILOT

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

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

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



Bonds and Connections

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

Counter:


NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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




Focus Items and/or Kits:



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

4 Identify Aspects (1/Tier)

303-



Identify 1 Aspect per Tier.

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

Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:



Scroll Of Identify One Aspect



- Identify 1 Aspect. Can't use multiple single item.
- EOL: Can use 2 on a single item.
- Need: Kitchen/Lab, 12 SP, 24 Hrs.
- Cinderroot, Wild Garlic, 3+ Pcs of Steel.
- Market: 9 Max, Buy:150 GP, Sell:30 GP.

Enhancements:

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



Focus Items and/or Kits:

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

4 Shadow of the Magi



LEVEL Tier 1

911-



Created by COPILOT

Darkness centered just above caster.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



Dust of Darkness



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

Enhancements:

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



Focus Items and/or Kits:



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


5 Arcane Interpretation - 1 Page


582-

LEVELTier 2

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

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





Created by COPILOT

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

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

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

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



Focus Items and/or Kits:

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

5

Scry Open areas - 5 Marks

LEVEL



Tier 2

887-



Created by COPILOT

x

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

Details:

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

Limited by thick solid materials:

- Save column may be more difficult.
- Sometimes visibility is fully blocked.

Limited by large amounts of civilized people.

WHAT THIS DOES:
This Skill DOES:

WHAT THIS DOES NOT DO:
This Skill does NOT:



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

5

Scry to a Nae'Em

LEVEL

Tier 2

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

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



Created by COPILOT

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

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

WHAT THIS DOES NOT DO:
xx



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

Counter:
NO COUNTER AVAILABLE

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

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

Focus Items and/or Kits:
- Not required.

5



Create Ionic Marker (Nae'Em)


542-

LEVEL

Tier 2

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

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



Created by COPILOT

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

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

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:



Ionic Marker



- Original Eolas caster creates and uses.
- Cannot be purchased, borrowed, loaned.
- Need: Campfire, 36 SP, 24 Hrs.
 - Beetle & Cinder roots, Palm wood, Stone.
- Market: 3 Max.

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Range At 3 Sqs	8
18	Range X4	10

Focus Items and/or Kits:

- Not required.

5 Know About You

LEVELTier 2

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

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



Created by COPILOT

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

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

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

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

Focus Items and/or Kits:

- Not required.



6 Create Arcane Beetles


282-


LEVEL

Tier 2

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

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





Created by COPILOT

Details:

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

NOTE:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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


Bonds and Connections

- No Nae'Em connection.

Counter:


NO COUNTER AVAILABLE

Creations:



Cinderroot powder


- 1 Bag (10 pinches) common ingredient.
- DOK-EOL: 1 bag (15 pinches).



- Need: Campfire, Varied SP, 8 Hrs.
- Excess Magic, Common Stone, Common Soil.
- Market: 9 Max, Buy:45 GP, Sell:12 GP.

Enhancements:

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



Focus Items and/or Kits:

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

6 Overhear the Conversation

LEVELTier 2

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

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



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.

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

- WHAT THIS DOES NOT DO:**
- Does NOT make the caster understand the language.
 - Does NOT work through materials sound wouldn't go through.
 - Does NOT work in combat.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

6



Read/Write Language


376-

LEVEL

Tier 2

Read/Write Recipients Language. Common & Ancient Languages.

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



Created by COPILOT

Details:


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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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




Bonds and Connections

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

Counter:


No Counter Available.



Creations:

Scroll of Read/Write Language

- Common/ancient languages. No arcane. Dur:4 Hrs.
- EOL: Duration: 12 Hours.
- Need: Kitchen/Lab, 24 SP, 8 Hrs.
- Anise Leaf, Cherrywood Sap or strips, Marigold.
- Market: 9 Max, Buy:5 GP, Sell:1 GP.



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

Focus Items and/or Kits:

- Not required.

6

Create Ethereal Home Pad

LEVEL

Tier 2

x

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



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT allow anyone who doesn't know the location or isn't permitted to teleport.



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

Counter:

NO COUNTER AVAILABLE

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


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






- Focus Items and/or Kits:**
- Focus orb with crystal is NOT passive
 - Allows the caster to change the pad's location once.

6 Decrease Movement

358



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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	Initiative		Travel-Planes	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	4x4 squares	4 Rounds		RM 2	 EOL

Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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


Bonds and Connections

- No Nae'Em connection.


Counter:

NO COUNTER AVAILABLE

Creations:


 Scroll of Grabbing Roots

- Inhibits Movement. -2 to Move for 1 round.
- EOL: -4 to move for 1 round.
- Need: Campfire, 24 SP, 4 Hrs.

 Cinderroot, Oak Sap, Palm Root.

- Market: 9 Max, Buy:10 GP, Sell:2 GP.

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



Focus Items and/or Kits:

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



6

Pause Magical Lock

LEVEL

Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	10 Minutes		Utility-	Mundane
STACK	AoE	DURATION		SAVE	COL
99	Lock	Rollout		RM	3

GM



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6



Focus Items and/or Kits:

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

7 Annie's Slow Alteration

315-

LEVELTier 2

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

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

Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

- No Nae'Em connection.

Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

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

7

Circle of Protection vs Acid

LEVEL

Tier 2

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 7 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

7

Create Permanent Nae'Em

LEVEL

Tier 2

Willing person & caster connect. Save required.

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



Created by COPILOT

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

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

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10



Focus Items and/or Kits:

- Focus ITEM with crystal is NOT passive.
- Improves the Save by 1 column,
 - from a SKL:2 to a SKL:1



7

Eavesdrop on Nae'Em Convo (Eolas)

LEVEL

Tier 2

Listen to a private convo and NOT give up sight.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8x8 Squares	10 Minutes		N Nae'Em-People	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Convo	5 Min/Tier		SKL 2	EOL



Created by COPILOT

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

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

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



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

Counter:

No Counter Available.

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

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

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

7



Call/Send From Home Library


511

LEVEL

Tier 2

X

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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


WHAT THIS DOES NOT DO:

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



Bonds and Connections

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




Counter:
LVL: 7 Same Spell

Creations:

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

Enhancements:		
LVL	ENHANCEMENTS	COST
12	AoE X2	6
20	AOE X4	20




Focus Items and/or Kits:

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



7 Sphere Of Privacy


884-



LEVELTier 2

Those within can talk without fear of being overheard.

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



Created by COPILOT

Details:


- Affects some connections and does not affect others.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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


Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:		
LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8



Focus Items and/or Kits:

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



8 Acid Rain

429-


LEVEL

Tier 2

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

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

Created by COPILOT



Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 8 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

8

Scry - Dense Populations

886-

LEVEL

Tier 2

COST

8 pts

RANGE

Community

ROLL OUT

5 Minutes

STACK

1

COLLECTION

N Vae'Em-Venue Site

OUTCOME

Magical

SAVE

COL

none

DURATION

10 Min / Tier

CLASS GROUPS

EOL

Created by COPILOT

Details:

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

WHAT THIS DOES:
This Skill DOES:

WHAT THIS DOES NOT DO:
This Skill does NOT:

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

Counter:
LVL: 8 Same Spell

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

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

8



Increase Nae'Em Rogues Grace


499-

LEVEL

Tier 2

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

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



Created by COPILOT

Details:


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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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




Bonds and Connections

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

Counter:


NO COUNTER AVAILABLE



Creations:


Scroll of Rogues Grace

- + 1 Grace to a ROG. Dur:2 hrs.
- EOL: Duration: 12 Hrs.
- Need: Kitchen/Lab, 24 SP, 24 Hrs.
- Hornet Stingers, Java Meal Spice, Whale Oil..
- Market: 9 Max, Buy:20 GP, Sell:6 GP.



Enhancements:

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



Focus Items and/or Kits:

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

9 Image of Nae'Em Rogue

LEVEL Tier 3

500-



Created by COPILOT

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

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

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

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

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



Bonds and Connections

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



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



9 Find Clues To True Name

LEVEL Tier 3



Created by COPILOT

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

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

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

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

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



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

Counter:
NO COUNTER AVAILABLE

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

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



Focus Items and/or Kits:

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

9 Scry To A Vae'Em (Place)

LEVEL Tier 3



Created by COPILOT

x

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

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

WHAT THIS DOES:
This Skill DOES:

WHAT THIS DOES NOT DO:
This Skill does NOT:



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

Counter:
NO COUNTER AVAILABLE

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

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






Focus Items and/or Kits:
- Focus orb with crystal is NOT passive
- caster can hear from the view point of the scrying.

9 Detect 'Ems (All Types)

LEVELTier 3

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

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



922-

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)

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



9 Search for Arcane Focus Item


267-


LEVEL

Tier 3

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

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





Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

10 End Current Dmg Over Time

LEVEL Tier 3

502-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



10 Speak Language

503-

LEVEL

Tier 3

Can speak an unknown language.

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

Created by COPILOT

Details:

- Allows caster to speak the language of person touched.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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




Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:




Scroll Of Speak Languages

- Able to speak a language within hearing. 4 Hrs.
- EOL: Duration: 12 Hours.
- Need: Campfire, 24 SP, 4 Hours.
- Amaranth leaves, Ethereal grass, Vellum.
- Market: 9 Max, Buy:30 GP, Sell:11 GP.

Enhancements:

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



Focus Items and/or Kits:

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

11 Personal Decoy

LEVEL

Tier 3

506-



Created by COPILOT

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

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

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT allow the caster to use the image to cast spells.

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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



11 Connect To An Arcane Focus Item

LEVEL Tier 3

627-



Created by COPILOT

Creates connection between caster and a Arcane Focus Item.

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

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

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

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



Bonds and Connections

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



Counter:

SAME SPELL

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

11 Sight of the Statue

LEVEL

Tier 3



Created by COPILOT

Used on art/sculptures with eyes.

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

GM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

12 Circle of Containment

LEVEL Tier 3



Creatures from exiting its area. Must Save to Exit.

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

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.

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

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 12 SAME SPELL

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

12 Class Power Attack




LEVEL Tier 3

675-



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 12 Same Spell

Creations:

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

Enhancements:

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




Focus Items and/or Kits:

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



12 Ranged Forced Healing 2d8+2 HP

397-



LEVELTier 3

Roll 2d8+2. Dmg x1 then Heal x2

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

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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


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

Focus Items and/or Kits:

- Not required.

12 Eavesdrop on Nae'Em Convo

630-



LEVELTier 3

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

COST	RANGE	ROLL OUT	5RDS	COLLECTION	OUTCOME
12 pts	20 Sq Radius	5 rounds		N Nae'Em-People	Magical
STACK	AoE	DURATION	Hourglass	SAVECOL	CLASS GROUPS
1	1 Convo	5 Min/Tier		SKL2	Mask

Created by COPILOT

Details:


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

WHAT THIS DOES:

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


WHAT THIS DOES NOT DO:

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



Bonds and Connections

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




Counter:

LVL: 12Same Spell

Creations:

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

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



Focus Items and/or Kits:

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

12 Portal To Nae'Em



LEVEL Tier 3

896-



Created by COPILOT

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

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

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

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

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



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

Counter:
NO COUNTER AVAILABLE

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

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

Focus Items and/or Kits:
- Not required.



13 Enchantment of Returning


510

LEVEL

Tier 4

Creates a Dagger of Returning for 1 battle.

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




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.


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

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



Bonds and Connections

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



Counter:

LVL: 13 Same Spell

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

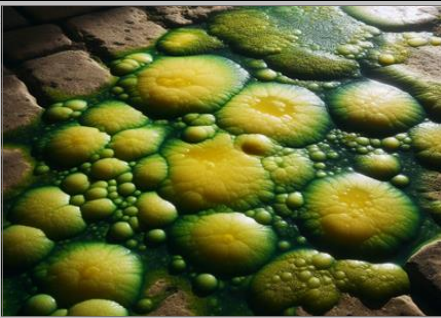
Enhancements:

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

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



14 Acid Blobs

520-



LEVELTier 4

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:
LVL: 14 Same Spell



Creations:

Scroll of Acid Blob

- Rng:6 Sqs, AoE:1 Sq, Dur:2 Rds, Dmg:2d6.
- EOL: Rng:10 Sqs, Dmg:2d6+4.
- Need: Kitchen/Lab, 24 SP, 4 Hrs.
- Vellum, Cinderroot, Ethereal Grass, Rocko's.
- Market: 9 Max, Buy:60 GP, Sell:20 GP.



Enhancements:

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



Focus Items and/or Kits:

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

14 Curse Ionic Marker

LEVEL Tier 4

544-



Created by COPILOT

X

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT create an actual Ionic Marker.



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

16 Cultural Immersion

LEVELTier 4

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

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



Created by COPILOT

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

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT allow the recipient to speak, read or write the local language.
 - Does NOT change the recipient's appearance.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

16 Reveal True Name

631



LEVEL Tier 4

This uses all the clues to find the True Name.

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



Created by COPILOT

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



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

Counter:
NO COUNTER AVAILABLE

Creations:
- No creations. Usable only as the action.

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




Focus Items and/or Kits:

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



18 Identify All Aspects

524-



LEVELTier 5

Fully Identify a magical item

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

Created by COPILOT

Details:

- Reveals all aspects of an item.

WHAT THIS DOES:

- Does reveals what every aspect is.

WHAT THIS DOES NOT DO:

- Does NOT reveal any other information about the item.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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


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

Focus Items and/or Kits:

- Not required.

19 Permanent Portal



602-



LEVEL

Tier 5

X

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

Created by COPILOT

Details:


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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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


Counter:

NO COUNTER AVAILABLE

Creations:

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

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



Focus Items and/or Kits:

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

20 Mirror A Person

LEVEL Tier 5

525-



Created by COPILOT

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

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



Details:

- The caster creates an image of a chosen person.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

