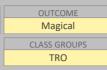
0.3 TIRO: Armor of Light

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

COST 30% Max	RANGE Self	ROLL OUT 1 Minute	
STACK	AoE	DURATION	6
99	Self	4 Hours	(



COLLECTION	
Battle-Prep	
SAVE COL	
none	
	Battle-Prep SAVE COL





Details:

- Bright Sparkly armor surrounds the Caster.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT provide enough consistent light to read by.

Bonds and Connections

- No Nae'Em connection.



Counter:

Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

Camp Perimeter Shock

LEVEL

1d3 electric dmg. Save for no dmg. Crossing = zap sound.

COST 4 pts	RANGE Touch	ROLL OUT 2 Minutes
STACK 1	AoE 3x3 Sq	DURATION 8 Hours



COLLEC Battle		OUTCO Magi	
SAVE	COL 2	CLASS GI	



Created by COPILOT

Details:

- Creates a line around the encampment,
- If the line is crossed, the trespasser,
 - takes 1d3 damage, then rolls a Save,
 - Passing the Save indicates no issues,
 - Failling the Save indicates the trespasser has likely verbally reacted and been damaged, making those in hearing range aware.

WHAT THIS DOES:

- Does surround an area (8 Sq Diameter only)
- Does allows casting in and out of the area.
- Does causes 1d3 electric damage to anyone passing through, into or out of the perimeter.
- Does allow the caster to permit persons and creatures to cross the line without harm.
- Does make an electric zap sound regardless of damage.

WHAT THIS DOES NOT DO:

- Does NOT move with the caster.
- Does combine with other area spells which overlap areas.
- Does harm creatures and persons who can jump over 1 sq.

Bonds and Connections

- No Nae'Em connection.



Same Spell

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

Enhancements:

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



- Spell does 2d3 lightning damage instead of 1d3.
- Focus Ring w/ Crystal is not passive.

COST

4 pts

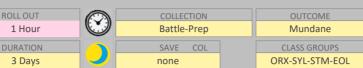
STACK

1

2 Triggered Forced Healing

LEVEL Tier 1

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





Created by COPILOT

Details:

RANGE

Self

AoE

Caster

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

Creations:



Triggered Forced Health Draught

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

Enhancements:

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



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

8 Raise Nae'Em Fighter Str +1

LEVEL Tier 2

Raises the fighters Strength 1 point.

COST 8 pts	RANGE Touch	ROLL OUT 2 Minutes	COLLECTION Battle-Prep	OUTCOME Magical
STACK 2	AoE 1 Fighter	DURATION 1 Hour	SAVE COL none	CLASS GROUPS STM



Created by COPILOT

Details:

- Raises the Fighter's strength by one,
 - All adjustments to saves, initiatives, ToHITs are then applied.

WHAT THIS DOES:

- Does affect only Fighters that are Nae'Em bonded to the caster.
- Does affect a number of Fighters equal to the stacking limit of this spell.
- Does limit the number of times this spell be can on any creature to 1.

WHAT THIS DOES NOT DO:

- Does NOT affect non-fighters.
- Does NOT affect fighters that do not have a Nae'Em connection with the caster



Bonds and Connections

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



Counter:

LVL: 8 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
10	Rollout Halved	6
14	Range At 3 Sqs	8



- Focus ring with crystal is NOT passive.
- Duration becomes 4 Hours

12 Circle of Containment

LEVEL

Creatures from exiting its area. Must Save to Exit.





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

Protect Fighter vs Ranged/Thrown

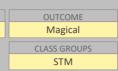
LEVEL

Recipient gains +2 vs ranged/thrown attacks.

COST	RANGE	ROLL OUT
4 pts	8 Squares	Initiative
STACK	AoE	DURATION
1	1 Recipient	10 Minutes



)	Battle-Defense					
	SAVE COL none					





Created by COPILOT

Details:

- Recipient gains +2 to AC vs ranged attacks.
- Recipient gains +2 to AC vs thrown attacks.

WHAT THIS DOES:

- Does aid a recipient that has:
 - A Fighter Class and,
 - A Nae'Em spell connected to the caster.
- Does surround the recipient (1 Square only)
- Does move with the recipient.

WHAT THIS DOES NOT DO:

- Does NOT function if the recipient covers more than 1 Square.
 Does NOT function if the recipient is not willing.
- Does NOT be combined with other spells which surround 1 Sq.
- For example: Heat Wave Wall, etc
- Does NOT give any benefit to AC vs melee.



Bonds and Connections

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

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 ring with crystal is NOT passive.
- AC bonus is +4

OUTCOME Magical CLASS GROUPS STM

8 Circle of Protection vs Undead

LEVEL

Undead must Save to pass. Column = casters tier.

COST	RANGE	ROLL OUT		COLLEG	CTION
8 pts	Self	Initiative	*	Battle-D	efen
STACK	AoE	DURATION	6	SAVE	COI
1	3 Square Radius	5 Rounds	⊘ _{RDS}	RM	Tie



Created by COPILOT

Details:

- Class symbol must be represented in the art of the circle.

WHAT THIS DOES:

- Does force the Undead to make a Save to cross into the circle.
- Does work as long as the caster is within the circle.
- Does function as long as the caster concentrates (within duration).

WHAT THIS DOES NOT DO:

- Does NOT affect Living Dead.
- Does NOT continue if the caster is distracted or not able to concentrate.

Bonds and Connections

- No Nae'Em connection.



L: 8 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST	
12	AoE X2	6	
14	Range At 3 Sqs	8	
14	Stacking +1	8	



- Focus Ring with crystal is NOT passive.
- Allows Range to be up to 20 squares away from caster,

SS GROUPS STM

Astral Mental Shield

LEVEL

Save vs Astral = RM:2. AC bonus +2.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	Self	2 Minutes	Battle-Defense	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUP
99	Self	4 Hours	RM 2	STM



Created by COPILOT

Details:

- Creates sheild around recipient
- which protects from other creatures attempt to influence the recipient.
- Within the Astral plane it is normal that internal thoughts are commonly projected out into the physical Astral world.
- This is a shield that diffuses the thoughts and ideas the recipient has as they travel the Astral plane, thus helping the recipient maintain control.
- This shield also inhibits the thoughts of other creatures from affecting the recipient.

WHAT THIS DOES:

- Does protect the caster, but it may also gather interest from Astral creatures.
- Does grant the caster +2 AC versus Astral attacks.
- Does grant the caster the use of RM:2 vs Astral attacks,
 - This applies to all Astral attacks regardless of what plane the caster is on.
 - If an Astral attack already has a Save with a column 2, then use 1 column better.

WHAT THIS DOES NOT DO:

- Does NOT extend its protection to anyone but the caster without the enhancement.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

- 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 Ring with crystal is NOT passive.
- While in the Astral Plane grants +4 AC instead.

OUTCOME

Magical

CLASS GROUPS STM

10 Charged Fencing - Two Sides

EVEL Tier:

3d6 touch dmg. Save to pass through.

COST	RANGE	ROLL OUT		COLLECTION
12 pts	6 Squares	Initiative	参	Battle-Defense
STACK	AoE	DURATION		SAVE COL
99	2 - 9 Sqs	2 Hours		RM 3



Created by COPILOT

Details:

- The caster creates an elecrified wall around themselves, on two sides.
 - Each wall is 1 to 3 squares long.
- Any creature crossing the wall's perimiter is required to make a MGC 2 save.
 - On a succesful save, the creature may pass unharmed.
 - On a failed save, it takes 3d6 lightning damage.

WHAT THIS DOES:

- Does protect the caster from trespassers.
- Does cause 3d6 electric damage to anyone that touches it.
- Does inhibit movement past the fence,
 - A person attempting to move through the fence must roll a Save,
 - passing the Save allows the person to move through the fence,
 - A passing Save only allows one person to pass.

WHAT THIS DOES NOT DO:

- Does NOT exclude allies from taking damage upon crossing.
- Does NOT allow casting of this spell in the same spot more than once.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 10 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



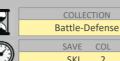
- Focus Ring with crystal is NOT passive.
- Makes the walls invisible.

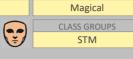
13 Circle of Astral Expulsion

EVEL Tier

Caster Saves to expell a creature. Once cast range no issue.

COST	RANGE	ROLL OUT
16 pts	Touch	10 Minutes
STACK	AoE	DURATION
1	3 Sq Radius	4 Hours





OUTCOME



Created by COPILOT

Details:

- Creates a 3 Sq Radius circle surrounded by ornate chalk designs.
- Once spell starts, outline fades to be unseen.
- Once spell starts, any Astral creature / item will immediately be teleported back,
 - either to an Astral spot known to the caster
 - or to a random location in the Astral plane
- Each teleport back to the Astral plane is with a caster's Save.
- Regardless of the distance between the caster and the circle
 - the caster is always aware of the circle enacting (even if the Save fails).
- Spell continues to power the potentional teleports until the duration ends.

WHAT THIS DOES:

- Does banish Astral creatures and items to their plane.
- Does allow the caster to move out of casting range after circle has been created.

WHAT THIS DOES NOT DO:

- Does NOT banish Astral creatures/items if the Save by the caster fails.
- Does NOT compell Astral creatures to stay within the circle (tip: use Circle of Containment!)

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
10	Rollout Halved	6
18	Duration X4	10

- Focus ring with crystal is NOT passive.
- Save -1 Col.

0.2 TIRO: Fire Crack!

LEVEL

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



COLLECTION		
Battle-Offense		
SAVE	COL	
RM	1	

OUTCOME
Magical
CLASS GROUPS
TRO



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

0.4 TIRO: Quick Flash Fire

EVEL Ti

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT set anything aflame.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

1 Cause Illness

LEVEL

Tior 1

Targets 1 sq w/ No ToHIT. Dmg 1d4+ACU. Save vs Sickness I





Created by COPILOT

Details:

- Skin irritation possible.

WHAT THIS DOES:

- Does cause 1d4 + ACU bonus damage.
- Does require target to roll the Save,
 - Fail Save means Target has acquired Sickness I.
- Does not allow the caster to arc or lob this spell, however...
 - this spark moves in a direct line of squares dodging within the squares but not arcing up/down or left right outside of it's directed path of squares.

WHAT THIS DOES NOT DO:

- Does NOT paralyze/stun the target.
- Does leave a physical mark.
- Does require the target to save more than once per spell.

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	AoE X2	6
18	Range X4	10

Focus Items and/or Kits:

2 Barbed Sparks

LEVEL Tie

Save vs Visual issues. Fail= Init & ToHIT -2.

COST 4 pts	RANGE Self	ROLL OUT Initiative	*	COLLECTION Battle-Offense	OUTCOME Magical
STACK	AoE	DURATION	5 _{RDS}	SAVE COL	CLASS GROUPS
99	4 sq Triangle	5 Rounds		RM 1	STM



Created by COPILOT

Details:

- Creates a colorful display of lights.
- Can be focused on 4 squares

WHAT THIS DOES:

- Does spread out (triangular) from 1 square in the first row to 3 squares in the second row,
 - first row the the square directly infront of the caster,
 - second row are the squares directly on the other side of the first row.
- Does create enough sparks to interfere with accurate sight,
 - all in the AoE are affected for the round of this casting and to end of duration.
 - Those that fail the Save are not able to see well for duration. -2 to Init & ToHIT.

WHAT THIS DOES NOT DO:

- Does NOT cause physical harm.
- Does NOT provide for a good single light source.

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	AoE X2	6
18	Duration X4	10



- Focus ring with crystal is NOT passive.
- Save +1 column

Electric Zap

LEVEL

Dmg 1d8+ACU, If non-Adam armor +2 Dmg. No ToHIT or Save.

RANGE	ROLL OUT		COLLECTION	OUTCOME
8 Squares	Initiative	参	Battle-Offense	Magical
AoE	DURATION	m	SAVE COL	CLASS GROUPS
1 Square	Instant	SWOW?	none	STM
	8 Squares AoE	8 Squares Initiative AoE DURATION	8 Squares Initiative AoE DURATION NOW	8 Squares Initiative Battle-Offense AoE DURATION SAVE COL



Created by COPILOT

Details:

- Caster hurls sparks toward a target, zapping them for 1d4 lightning damage.

WHAT THIS DOES:

- Does magically directs the sparks to the target without any arc or lobbing.
- Does require a direct line to the target.

WHAT THIS DOES NOT DO:

- Does NOT need a ToHIT to be rolled.Does NOT travel through things that insulate electricity.
- Does NOT require a successful ToHIT.

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	Damage +50%	8
12	Range X2	8
18	AoE = 2 Targets	10



- Focus ring with crystal is NOT passive.
- Initiative +4.

COST

4 pts

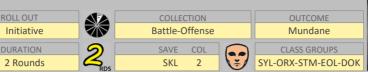
STACK

2

4 Conjure Native Beetles

LEVEL Tier 1

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





Created by COPILOT

Details:

RANGE

4 Squares

AoE

1 Mark

- 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.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 4 Same Spell

Creations:



Beetleroot Granules

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

Enhancements:

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



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

Static Bolt

LEVEL

Dmg 1d8 +ACU. Row of 3. Dmg +1d8 if non-Adamantine armor.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	10 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION	ms	SAVE COL	CLASS GROUPS
99	Direct Line	Instant	SWOWS	none	STM



Created by COPILOT

Details:

- Bolt may pass through up to 3 persons,
 - must be in a row,
 - any insulation stops all movement of the bolt.

WHAT THIS DOES:

- Does deliver damage of 1d8 + ACU on 3 targets in row on casters initiative.
 - add +1d8 damage for targets wearing non-Adamantine armor.
- Does require a successful ToHIT.

WHAT THIS DOES NOT DO:

- Does NOT allow the bolt to continue if it has hit an insulating factor.

Bonds and Connections

- No Nae'Em connection.



Same Spell

Creations:

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

Enhancements:

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



- Focus ring with crystal is NOT passive.
- Save +1 Col

12 Class Power Attack

LEVEL

Tier 3

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

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



Created by COPILOT

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

COST

20 pts

STACK

99

Lightening Bolt

LEVEL

Dmg: 2d6+ACU. Non-Admn amor +6. Up to 4 targets in a row.

ROLL OUT

Initiative

DURATION

Instant

	COLLECTION	OUTCOME
	Battle-Offense	Mundane
my	SAVE COL	CLASS GROUPS
SWAZ	AGL 2	STM



Details:

RANGE

12 Squares

AoE

Direct Line

- Bolt may pass through up to 4 persons,
 - must be in a row,
 - any insulation stops all movement of the bolt.

WHAT THIS DOES:

- Does deliver damage of 2d6 + ACU on 4 targets in row on casters initiative.
 - add +1d6 damage for targets wearing non-Adamantine armor.

WHAT THIS DOES NOT DO:

- Does NOT allow the bolt to continue if it has hit an insulating factor.

Bonds and Connections

- No Nae'Em connection.



Same Spell

Creations:

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

Enhancements:

LV	L ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
14	Save +1 Col	8



- Focus Ring with crystal is NOT passive.
- Causes additional 6 HP damage.

0.3 TIRO: I Have Your Item!

LEVEL Tier

snatches item. Mgc armor: -1 Col.

COST 30% Max	RANGE 4 Sqs	ROLL OUT Initiative
STACK	AoE	DURATION
99	1 Item	1 Round



	COLLECTION	
,	Call-Summon	
	SAVE COL	
s	RM 1	

OUTCOME Mundane			
	CLASS GROUPS		
	TRO		



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT affect magical, metal or crystalline items.
- Does NOT allow the caster to end the spell prematurely.
- Does NOT affect more than one item.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVI	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

3 Summon Astral Beast of Burden

LEVEL

AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.

COST 4 pts	RANGE 30 Squares	ROLL OUT 20 Minutes	COLLECTION Call-Summon	OUTCOME Mundane
STACK 3	AoE 1 Creature	DURATION 1 Month (30 days)	SAVE COL SKL 2	CLASS GROUPS STM



Created by COPILOT

Details:

- About the Astral Creature:
 - If attacked it will attack in random directions as if it does not understand.
 - its battle stats: AC:17/15, Init+0, Attk:x0x1, ToHit+0, Dmg:1d8, Move:15, 2 Marks/Day.
 - can have short bursts of speed, but no continuous trotting or running.
- Contenance of the creature:
 - it is a quadrapedal low-intelligent beast of burden with a horse-like way about it.
 - as a beast of burden it will be docile unless provoked/surprised.
 - it does not understand the PMP and senses no danger/friendship except with the caster.
 - it will eat anything that is edible for the caster.

WHAT THIS DOES:

- Does summon a healthy astral beast of burden if the Save is passed.
- Does bring a creature to the caster that communicates through a Ae'Em connection.
- Does stay on PMP as long as it's within Range of the caster.
- Does summon a creature that does not sense danger or friendship with any but the caster.
- Does work well with some circles of power: Animal Protection, Containment, etc...
 - but not with expulsion type containment or spells.
- Does allow up to 3 people to ride it, but one of the people MUST be the caster.
 - Other sequentail castings could be used as pack animals,
 - but won't carry living creatures without the caster.
- Does work well in all PMP regions: Artic, Temporate, Arid, and Tropical.

WHAT THIS DOES NOT DO:

- Does NOT ensure commoners will react well to such a strange sight.
- Does NOT summon wild/unruly or an unhealthy creature.

-

Bonds and Connections

- This Is an Ae'Em connection with an Animal.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
12	Range X2	8
14	Stacking +1	8
18	Duration X4	10



- Focus ring with crystal is NOT passive
- Raises the creatures HP to 50.

Summon Nisse

LEVEL

A creature that can be seen with ultra violet vision.

T200	DANCE	DOLL OUT		COLLECTION	OUTCOM 45
COST	RANGE Self	ROLL OUT	((~)	COLLECTION Call-Summon	OUTCOME
8 pts	Sell	3 Hours		Call-Suffiffiori	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	8x8x8 Sqs	1 Month (30 days)		SKL 1	STM



Created by COPILOT

Details:

- Caster creates a minor trusting temporary bond and summons a Nisse
 - Nisse are small gnome-like creatures that are invisible,
 - Nisse can be seen/watched using ultra violiet sight/light.
- About Nisse:
 - Nisse are timid and will despawn if you make them angry/uncomfortable
 - they cannot stand to see violence, so they'll also leave if they do
 - they are rule followers and will not do anything that would break any rule.
 - they won't do anything that would reveal their presence
 - they can lift up to 9 kg/20 lbs
 - they must stay within the AoE or they will despawn!

WHAT THIS DOES:

- Does allow the caster to summon a Nisse.
- Does allow the caster to request the Nisse to help out.
- Does require the caster to make a Save when casting.
- Does allow spell to continue even if the caster is out cold, asleep, etc.
- Does summon a physical creature, HP:12 AC:18 Init+10 ToHIT-10 (Runs from fights).

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to command the Nisse to do any of the things it dislikes.
- Does NOT allow the Nisse to stay with the caster permanently.
- Does NOT create a month-long bond with the Nisse.



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
14	Stacking +1	8
18	Duration X4	10



- Focus ring with crystal is NOT passive
- Nisse called is known by name to the caster,
 - That Nisse will have a 10x10x10 AoE.

13 Summon Strumos Creations (Tae'Em)

LEVEL Tie

Caster summons up to 6 items from a Vae'Em.

COST 16 pts	RANGE PMP	ROLL OUT 10 Minutes
STACK 1	AoE 1 Nae'Em	DURATION Instant



	COLLECTION	
	Call-Summon	
,	SAVE COL	
	none	

OUTCOME
Magical
CLASS GROUPS
STM



Created by COPILOT

Details:

- Item(s) are drawn to the caster through the Astral Plane.
- Since the items are created by the caster and the location is a Vae'Em to the caster the spell is a Tae'Em spell. Tae'Em is a connection to a thing or object.

WHAT THIS DOES:

- Does require the caster to create a Vae'Em connection to the location of the items.
- Does require the location of all of the items be at one place on the same PMP.
- Does require items that have been created by the caster.
 - ingredients my be purchased, but items must be creations made by the caster.

WHAT THIS DOES NOT DO:

- Does NOT have any effect on items placed on a PMP different than the caster.
- Does NOT have any effect on when using one spell for items in different locations.



Bonds and Connections

This Is an Tae'Em connection with up to 6 things.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
20	Rollout Instant	16



- Focus ring with crystal is NOT passive
- Allows caster to use 'Subtle Casting' at no cost.

0.1 TIRO: Beauty Contestant:2nd Prize

_EVEL Tier 1

Recipient becomes more attractive by their race's standards.

COST 15% Max	RANGE Self	ROLL OUT 5 Minutes
STACK 99	AoE Self	DURATION 12 Hours



OUTCOME
Magical
CLASS GROU
TRO



Created by COPILO

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

0.1 TIRO: Pie Fight!

Blocks vision with Save.

COST	RANGE	ROLL OUT
20% Max	4 Squares	Initiative
STACK	AoE	DURATION
99 1 Target		1 Round



	COLLECTION	
,	Altered Reality	
	SAVE COL	
s	RM 1	

OUTCOME		
Mundane		
CLASS GROUPS		
TRO		



Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT have any other effect on the target outside of blocking vision.
- Does NOT deal any damage.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

10% M

0.3 TIRO: 2 Rope Image

_EVEL Tie

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

T ∕lax	RANGE 1 Rope	ROLL OUT 1 Minute	COLLECTION Altered Reality	OUTCOME Magical
CK	AoE 1 Rope	DURATION 2 Hours	SAVE COL SKL 1	CLASS GROUPS TRO



Created by COPILO

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

1371	ENHANCEMENTS	COST
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

OUTCOME

Mundane

CLASS GROUPS

DOK-SYL-STM-EOL-ORX

1 Draw Up Ground Water

LEVEL

COST

4 pts

STACK

99

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





Created by COPILO

Details:

RANGE

Touch

AoE

2 Skins/Tier

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



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

4 Improve Food

LEVEL T

Food becomes nutritional.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	1 Square	10 Minutes	Food-Water	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	4 Meals	1 Hour	none	SYL-STM



Created by COPILOT

Details:

- The caster improves the taste and/or quality of one food item/dish.

WHAT THIS DOES:

- Does improve the taste and/or quality of food.
- Does work on all non-poisoned / non-spoiled food.

WHAT THIS DOES NOT DO:

- Does NOT let the caster conjure food or prepare it.
- Does NOT change the nature of poison or spoiled food.

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	AoE X2	6	
14	Duration X2	8	

0

- Focus Item with crystal is NOT passive.
- Duration of change becomes 1 day.

15 Create Food For A Family

LEVEL Tier 4

2d12+10 meals w/ water.

COST	RANGE	ROLL OUT
16 pts	Touch	5 Minutes
STACK	AoE	DURATION
3	1 Square	Permanent



COLLECTION	OUTCOME
Food-Water	Magical
SAVE COL	CLASS GROUPS
none	STM



reated by COPILOT

Details:

- Create food and water for 1d12+10 meals.

WHAT THIS DOES:

- Does create a full hot tasty meal and cool clear water.
 - Enough for 2d12 + 10 meals.
 - Caster chooses type of a simple meal.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to create spoiled or non-nutritional foods..

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	Rollout Init	12
14	Range At 3 Sqs	8
18	Range X4	10



- Focus ring with crystal is NOT passive.
- Improves taste and quality of the food.
- Water can be mild wine or mead.

0.1 TIRO: Healing Bolus

LEVEL Tier

1d12 HP healing.

COST	RANGE	ROLL OUT
30% Max	1 Square	Initiative
STACK	AoE	DURATION
99	Recipient	Permanent



COLLECTION	OUTCOME
Health-Life-Death	Magical
SAVE COL none	CLASS GROUPS TRO



reated by COPILOT

Details:

- A basic healing spell that heals 1d12.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

Basic Healing

RANGE

2 Squares

AoE

1 Target

LEVEL

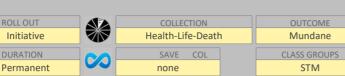
COST

4 pts

STACK

99

Heal 2d6 +ACU. If helping a Nae'Emed Fighter range is 8 sqs.





Created by COPILOT

Details:

- Heal 2d6 + ACU Bonus

WHAT THIS DOES:

- Does heal living creatures and plants.
- Does this healing spell will automatically 'bind' the wound. (Stop bleeding).
- Does if the Strumos heals a bonded Fighter,
 - The spell range becomes 6 Sqs,
 - The healing gains an additional d4 HP.

WHAT THIS DOES NOT DO:

- Does NOT heal anything not currently living,
 - Dead, undead, living dead.
 - Constructs, un-embodied life.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

Draught Of Health

- Heals 2d6. Dur:used.
- Mercury, Astral Specks, Wheat Stalks. Creation: 16 Spell pts, 8 Hrs, Stack:9.
- Requires campfire. BUY:80 GP.

Enhancements:

LVL	ENHANCEMENTS	COST	
12	Range X2	8	
16	Healing +4	10	
18	Healing +8	10	



- Focus must be a Ring w/ Crystal and is not passive.
- Minimum rolled result is 7 (The average roll).

1 Forced Heal 1d6 HP (+more)

LEVEL Tie

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

COST 4 pts	RANGE 1 Square	ROLL OUT Initiative	4
STACK 1	AoE 1 Target	DURATION Permanent	(



Health-Life-Deat	:h
SAVE COL none	

	Mundane				
CLASS GROUPS					
	SYL-EOL-STM-ORX				

OUTCOME



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

OUTCOME Magical CLASS GROUPS STM

2 Heal Sickness

LEVEL Tier

Target can Save (@ - 1 Col) right away instead of morning.

COST	RANGE	ROLL OUT
4 pts 2 Squares		1 Minute
STACK	AoE	DURATION
99	1 Target	Instant



COLLECTION					
Health-Life-Death					
SAVE	COL				
none					



Created by COPILOT

Details:

- used to force a Health Save right away
 - instead of waiting for the next day to start.
- Save is done at 1 column lower than target's normal check.

WHAT THIS DOES:

- Does allow target to roll a Health Save at one column lower than normal.
- Does allow target to roll the save right away (vs waiting for start of day).
- Does allow repeated spells to bring the target from Sickness III to no sickness.

WHAT THIS DOES NOT DO:

- Does NOT have any effect on health issues other than Sickness I, II, and III.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



- Pass Save SKL:1 to cure sickness. Dur:Used.

- Green Hemlock Ashes, Honeysuckle, Oak Leaves.

- Creation: 12 Spell pts, 4 Hrs, Stack:9.

Requires campfire. BUY:5 GP.

Enhancements:

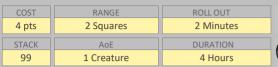
LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
18	Range X4	10

Focus Items and/or Kits:

4 Delayed Healing 2d6

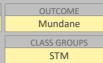
LEVEL Tier

Delayed Heal - up to 4 hrs (+2d6 HP). 1 per creature.





COLLECTION					
Health-Life-Death					
SAVE COL					
none					





Created by COPILOT

Details:

- The caster heals a creature for 2d6 HP once within Duration.
- If 2 spells are stacked on one person the Duration is Doubled.
- If 3 spells are stacked on one person the Duration is tripled.
- Player characters: REMEMBERING TO APPLY THE BENEFITS IS UP TO THE PC RECIPIENT/TARGET.
- Non-Player Characters: REMEMBERING TO APPLY THE BENEFITS IS UP TO THE CASTER FOR THE NPC.

WHAT THIS DOES:

- Does heal one creature of the caster's choosing for 2d6 once within the duration.
- Does activate once the recipient/target takes damage.
- Does have each instance on a single person of the stack work separately,
 - after the 1st Triggered Healing 1d8 goes off the 2nd awaits more damage.
- after the 2nd Triggered Healing 1d8 goes off the 3rd awaits more damage.
- Does Continue even if the caster is not around or about.
- Does allow 1 per creature, but 99 (Stack) can be made.

WHAT THIS DOES NOT DO:

- Does NOT heal any diseases, poison or any other ailments.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations

<u>7</u>

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



Focus Items and/or Kits:

Enhancements:

16 Healing +418 Healing +8

- Focus ring with crystal is NOT passive.
- Changes Duration to 1 week.

ENHANCEMENTS

COST



4 Slow Healing

LEVEL Tier

10 HP per undisturbed hr. MUST SAVE EVERY HOUR. Max 4 hrs.

COST	RANGE	ROLL OUT	COLLEG	CTION		OUTCOME
4 pts	2 Squares	10 Minutes	Health-Li	fe-Deatl	h	Mundane
STACK	AoE	DURATION	SAVE	COL		CLASS GROUPS
3	2 Creatures	8 Hours	SKL	2	()	STM



Created by COPILOT

Details:

- The caster focuses, healing a creature for 10 HP per hour over the duration.
- Max 4 hours.

WHAT THIS DOES:

- Does heal a creature of the caster's choosing for 10 HP/hr.
 - Maximum of 4 hours per creature.
 - Save every hour. Failed Save ends spell.

WHAT THIS DOES NOT DO:

- Does NOT cure diseases/poison/other ailments.
- Does NOT continue if the patient is disturbed within Duration,
 - Any effort beyond simple walking.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE = 2 Ppl	8
16	Healing +4	10
18	Healing +8	10



- Focus ring with crystal is NOT passive.
- Makes the healing $+12\ HP$ / Hr.

5 Repair A Dead Body

LEVEL Tier

Preps a body for funeral viewing.

COST 8 pts	RANGE 1 Square	ROLL OUT 30 Minutes	
STACK	AoE	DURATION	
1	1 Target	Permanent	



	COLLEC	TION		OUTCOME
	Health-Life-Death			Mundane
	SAVE	COL		CLASS GROUPS
4	SKL	2		STM



Created by COPILOT

Details:

- The body is left as whole as much as possible, based on how much of the body remains.
- All wounds are cleaned inside and out.
- All wounds are physically closed up with enough minor healing to ensure there are not holes or openings.

WHAT THIS DOES:

- Does ensure the body is clean.
- Does ensure the body looks healthy.
 - At the best viewed state within last week.

WHAT THIS DOES NOT DO:

- Does NOT provide any substantial healing.

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
18	AoE = 2 Targets	10
18	Range X4	10



- Focus staff with crystal is NOT passive.
- Change Range to 8 Squares.

Common Healing

LEVEL

X

COST	RANGE	ROLL OUT
8 pts	Touch	Initiative
STACK	AoE	DURATION
99	1 Creature	Instant



COLLECTION	
Health-Life-Death	
SAVE COL	
none	

OUTCOME Mundane CLASS GROUPS STM



Created by COPILOT

Details:

- Caster heals a creature for 1d8+2.

WHAT THIS DOES:

- Does heal one creature of the caster's choosing for 3d8+2.

WHAT THIS DOES NOT DO:

- Does NOT damage the target before healing.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

Draught Of Health

- Heals 2d6. Dur:used.
- Astral Specks, Mercury, Wheat stalks. Creation: 16 Spell pts, 8 Hrs, Stack:9.
- Requires campfire. BUY:80 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
16	Healing +4	10
18	AoE = 2 Targets	10
18	Healing +8	10



- Focus ring with crystal is NOT passive
- Adds another d4 of healing,
 - Total healing is 3d8 + 1d4 + 2 HP.

7 Electrifying Sickness Cleanse

LEVEL Tier 2

1 pt damage, removes Sickness I, II, III (with Save).

8 pts Touch 2 Hours Health-Life-Death Magical STACK AOE DURATION SAVE COL CLASS GROUPS 99 1 Creature Permanent SKL 2 STM	COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
	8 pts	Touch	2 Hours	\bigcirc	Health-Life-Death	
99 1 Creature Permanent SKL 2 STM	STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
	99	1 Creature	Permanent		SKL 2	STM



Created by COPILOT

Details:

- The sparks will continue to flicker on the recipient for the rollout.
- The recipient will be uncomfortable due to the sparks for the rollout,
 - This will NOT inhibit any actions in any physical way.

WHAT THIS DOES:

- Does remove any Sickness from the creature by the end of the rollout.
- Does make the caster immunue to getting any Sickness for the rollout.
- Does cause 1 HP of damage.
- Does require the passing of the Save to complete the spell.

WHAT THIS DOES NOT DO:

- Does NOT Cause electrical damage to other creatures or objects.

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	Duration X2	8
14	Range At 3 Sqs	8



- Focus ring with crystal is NOT passive.
- Set Save column to one better.

Extra Healing

LEVEL

X

COST 8 pts	RANGE Touch	ROLL OUT Initiative
STACK	AoE	DURATION
99	1 Creature	Instant



COLLECTION	
Health-Life-Death	
SAVE COL	
none	

OUTCOME Mundane CLASS GROUPS STM



Created by COPILOT

Details:

- The caster heals a creature for 3d8 + ACU Bonus.

WHAT THIS DOES:

- Does heal one creature of the caster's choosing for 3d8 + ACU Bonus

WHAT THIS DOES NOT DO:

- Does NOT heal any diseases, poison or any other ailments.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
16	AoE = 2 Ppl	8
16	Healing +4	10
18	Healing +8	10

- Focus ring with crystal is NOT passive
- Adds another d4 of healing,Total healing of 3d8 + ACU Bonus + 4 HP.

9 Cure Disease

LEVEL

Tier 3

2d8 pts damage, removes Disease I, II, III (with Save).

COST 12 pts	RANGE 2 Squares	ROLL OUT 8 Hours	COLLE Health-Li		h	OUTCOME Mundane
STACK 99	AoE 1 Target	DURATION Permanent	SAVE SKL	COL 2	0	CLASS GROUPS STM



Created by COPILOT

Details:

- The sparks will continue to flicker on the recipient for the rollout.
- The recipient will be uncomfortable due to the sparks for the rollout,
 - This will NOT inhibit any actions in any physical way.

WHAT THIS DOES:

- Does remove any Disease from the creature by the end of the rollout.
- Does make the caster immunue to getting any Sickness for the rollout.
- Does cause 2d8 HPs of damage.
- Does require the passing of the Save to complete the spell.

WHAT THIS DOES NOT DO:

- Does NOT Cause electrical damage to other creatures or objects.

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	Range X4	10

0

- Focus ring with crystal is NOT passive.
- Set Save column to one better.

Heal 5d6+2 HP

LEVEL

X

COST 12 pts	RANGE 2 Squares	ROLL OUT Initiative
STACK	AoE	DURATION
99	1 Target	Permanent



OUTCOME
Mundane
CLASS GROUI
STM



Created by COPILOT

WHAT THIS DOES:

- Does heal 5d6 + 2

WHAT THIS DOES NOT DO:

- Does NOT affect Dead, Undead, or Living Dead

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	Range At 3 Sqs	8
16	Healing +4	10

- Focus ring with crystal is NOT passive
- Adds another 1d4 healing.Total is 5d6 + 1d4 + 2 + Enhancements.

11 Revive Life With A ZAP!

LEVEL

Dead < 25 hrs & pass Save to be alive with -4 HP.

COST 48 pts	RANGE Touch	ROLL OUT 8 Hrs	COLLECTION Health-Life-Death	OUTCOME Magical
STACK 99	AoE 1 Body	DURATION Permanent	SAVE COL HTH 3	CLASS GROUPS STM



Created by COPILO

Details:

- This spell restores a fallen creature to -4 HP.

WHAT THIS DOES:

- Does only work if the creature has been dead for less than 25 hours.
- Does require the caster to make a Save to work.
 - Pass: means the creature is brought to -4 HP.
 - Use of Focus ring may bring the dead back to postive 4 HP.
- Does create a Nae'Em with the creature brought back.
 - The Nae'Em might be of the Ae'Em type (Animal).

WHAT THIS DOES NOT DO:

- Does NOT restore a creature that has been dead for more than 24 hours.
- Does NOT restore the creature to more than -4 HP.
- Does NOT restore undead or living dead.

İ

Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
14	Save -1 Col	8
18	AoE = 2 Targets	10



- Focus ring with crystal is NOT passive.
- Creature brought back comes back with 4 HP.

Heal 5d6+6 HP

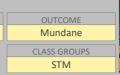
LEVEL

X

COST 12 pts	RANGE 2 Squares	ROLL OUT Instant
STACK 99	AoE 1 Creature	DURATION Permanent



COLLECTION				
Health-Life-Death				
SAVE COL				
none				





Created by COPILOT

Details:

- Caster heals a creture for 5d6+6 HP.

WHAT THIS DOES:

- Does heal a creature for 5d6+6 HP.

WHAT THIS DOES NOT DO:

- Does NOT work on Undead or Living Dead.

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
16	Healing +4	10
18	Healing +8	10

- Focus ring with crystal is NOT passive
- Adds another 1d4 healing, Total of 5d6 + 1d4 + 6 + Enhancements.

12 Ranged Forced Healng 2d8+2 HP

LEVEL Tier 3

Roll 2d8+2. Dmg x1 then Heal x2

COST	RANGE	ROLL OUT
12 pts	6 Squares	Initiative
STACK	AoE	DURATION
99	1 Target	Permanent



COLLECTION Health-Life-Death	OUTCOME Magical
SAVE COL none	CLASS GROUPS SYL-STM-EOL-ORX



Created by COPILO

Details:

- Forcibly draws energy from entire body to heal a single wound,
 - Roll 2d8 and add 2 to get a result.
 - Forcibly drawing energey 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:

Consecration of Corpse

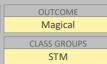
LEVEL

Block animation and removes Nae'Ems.

COST 16 pts	RANGE 1 Square	ROLL OUT 30 Minutes
STACK	AoE	DURATION
99	1 Corpse	Permanent



	COLLECTION				
	Health-Life-Death				
V	SAVE COL	Ē			
	none				





Created by COPILOT

Details:

- Blocks the dead from becoming animated.

WHAT THIS DOES:

- Does block the dead from becoming animated,
 - Undead,
 - Living Dead,
 - Animated and used by Magic.
- Does remove any lingering Nae'Ems from the deceased.

WHAT THIS DOES NOT DO:

- Does NOT work on an already animated monster.
- Does NOT allow any form of removal, it is permanent.

Bonds and Connections

Counter:

No Counter Available.

Creations:



Consecration Anointment

- Sprinkle over dead to stop animations/Nae'Ems.
- Specks, Cinderroot, Ether Grass, Obsidian, Mold. Creation: 48 Spell pts, 24 Hrs, Stack:3. Dur:Perm.
- Requires Focus, Lab, & Holy symbol. BUY:150 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per LvI)	25%/Lvl
10	Rollout Halved	6
18	AoE = 2 Targets	10

Focus Items and/or Kits:

14 Healing Bolt

LEVEL

Then 6d6 Healing. 1d2 Dmg.

COST 16 pts	RANGE 12 Squares	ROLL OUT Initiative
STACK	AoE	DURATION
99	1 Creature	Permanent



COLLECTION		OUTCOME
Health-Life-Death	1	Mundane
SAVE COL		CLASS GROUPS
none		STM



Details:

- Caster damages the target for 1d2 Lightning damage, then heals 6d6 HP.

WHAT THIS DOES:

- Does damage the targetfor 1d2 Lightning damage.
- Does heal 6d6 HP.

WHAT THIS DOES NOT DO:

- Does NOT affect the caster to heal Living Dead or Undead.
- Does NOT affect non-corporeal creatures

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
16	Healing +4	10
18	AoE = 2 Targets	10
18	Healing +8	10

- Focus ring with crystal is NOT passive.
- Adds another 1d4 to the healing,Total healing of 6d6 + 1d4 + Enhancement

18 Group Heal

LEVEL

3 persons minimum within AoE. 200 pts divided equally.

COST 20 pts	RANGE 6 Squares	ROLL OUT 20 Minutes
STACK	AoE	DURATION
99	3 Sq Rad Circle	Permanent



COLLECTION	OUTCOME
Health-Life-Death	Magical
SAVE COL	CLASS GROUP
none	STM



reated by COPILOT

Details:

- Caster heals a group of 3 or more creatures for 200 HP.

WHAT THIS DOES:

- Does heal a group of 3 or more persons for 200 HP.
- Does equally divide the HP among the group,
- Remainders of the division are dropped and lost.
- Does allow enhancements to increase the base amount to be divided.

WHAT THIS DOES NOT DO:

- Does NOT work on Living Dead or Undead.
- Does NOT work on groups of two or a single person.

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
16	Healing +4	10
18	Healing +8	10

0

- Focus ring with crystal is NOT passive.
- Adds another 50 HP to be divided among the group,
 Total of 250 HP + Enhancements.

20 Raise The Dead

LEVEL

Tier 5

Must be dead <20 years. Come back with 5 hp.

COST 20 pts	RANGE Touch	ROLL OUT 8 Hours
STACK 99	AoE 1 Corpse	DURATION Permanent



COLLECTION	
Health-Life-Death	1
SAVE COL	
SKL 2	

OUTCOME
Mundane
CLASS GROUPS
STM



Created by COPILOT

Details:

- Brings a person who has been dead for less than 20 years back to life.

WHAT THIS DOES:

- Does bring a person who has been dead for less than 20 years back to life with Save .
- Does restore them to 5 HP.
- Does work if the person is missing body parts, but the parts will not come back.
- Does allow the person to be healed back to full HP with other spells.

WHAT THIS DOES NOT DO:

- Does NOT work on Living Dead or Undead.
- Does NOT work if the person has been dead for more than 20 years.
- Does NOT regenerate any missing body parts.



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
10	Rollout Halved	6
16	Healing +4	10
18	AoE = 2 Targets	10



- Focus ring with crystal is NOT passive.
- Heals the person to 10 HP. (Additional 5 HP)

OUTCOME Magical CLASS GROUPS TRO

0.2 TIRO: Garish Pup Tent

LEVEL Tier

xThe Caster creates a colorful tent.

COST	RANGE	ROLL OUT	COLLECTION	
20% Max	8 Squares	1 Minute	Shelter-Rest-Protection	
STACK	AoE	DURATION	SAVE COL	
99	1x2 Squares	8 Hours	none	



Created by COPILOT

Details:

- The Caster creates a colorful tent.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

Feather Bed

LEVEL

A feather bed for 2 appears.

COST 4 pts	RANGE Touch	ROLL OUT 2 Minutes
STACK	AoE	DURATION
3	1x2 Sqs	12 Hours



	COLLECTION	OUTCOME
	Shelter-Rest-Protection	Magical
١	SAVE COL	CLASS GROUPS
)	none	STM



Created by COPILOT

Details:

- Caster creates a soft sleeping area.

WHAT THIS DOES:

- Does continue even once the caster is out cold, asleep, etc...
- Does protect against cold weather, but not freezing.

WHAT THIS DOES NOT DO:

- Does NOT create any objects,No blanket, bed, feathers, etc.
- Does NOT give comfort to more than 2 persons.
- Does NOT change any properties of the surrounding ground/area,
 - Only a creature lying down will notice a comfortable difference.
- Does NOT enhance a sleeping area beyond the bed.

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	AOE +50%	12
12	Rollout Init	12

- Focus ring with crystal is NOT passive.
- Allows 1 spell to affect 2 areas,
 - Two separate AOEs of 1x2 Sqs.

Sleep

LEVEL

Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.

COST 4 pts	RANGE 4 Squares	ROLL OUT 1 Minute	COLLE Shelter-Rest		tion	OUTCOME Mundane
STACK 1	AoE 1 Target	DURATION 1d6 Hours	SAVE SNS	COL 2	0	CLASS GROUPS STM



Created by COPILOT

Details:

- Can possibly push an inactive person into sleep.
- Sleep can still be interrupted by normal external, mudane means.
 - Examples include loud noises, moving the Target, etc.
 - Extra saves may be needed based on situation.
- If a Target falls asleep due to this spell the Target cannot wake self.

WHAT THIS DOES:

- Does give complete rest to the Target if they continue sleep for 6+ hours.
- Does allow the Target to roll a Save.
 - Failure means Target falls into a light sleep.
 - Success means the GM rolls a d6 to see how long the Target remains asleep.

WHAT THIS DOES NOT DO:

- Does NOT have any effect on an active person.
- Does NOT stop an affected Target from being woken up.
- Does NOT create a light that draws attention unless all other areas are pitch black.

Bonds and Connections

- No Nae'Em connection.



Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Range X2	8
14	Stacking +1	8



- Focus staff with crystal is NOT passive.
- Makes the Save one column worse for the Target.

5 Quarantine Isolation

LEVEL Tier 2

Sick/Diseased/Poisoned get 1 column better. No spreading.





Created by COPILOT

Details:

- Cast upon the bedding of a sick/diseased person.

WHAT THIS DOES:

- Does give physical relief and comfort to an ill person.
- Does allow items that are in quarantine to be clean after the person is healthy.
- Does allow a better Save by 1 column to Health Saves regarding sickness/disease.

WHAT THIS DOES NOT DO:

- Does NOT instantly heal.
- Does NOT work if a second sick/diseased person exits the area.
- Does NOT work if the person is moved within the duration.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations

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

Enhancements:

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

0

- Focus ring with crystal is NOT passive.
- Allows 1 spell to affect 2 areas,
 - Two separate AOEs of 1x2 Sqs.

7 Deep Doze

LEVEL Tier

4 deep sleep hours to recover from exhaustion.

COST 8 pts	RANGE Touch	ROLL OUT 10 Minutes	COLLE Shelter-Rest		tion	OUTCOME Magical
STACK 99	AoE 1 Crtr/Tier	DURATION 4 Hours	SAVE SNS	COL 4	0	CLASS GROUPS STM



Created by COPILOT

Details:

- After the 4 hours of uninterrupted sleep the Target recovers from exhaustion.
 - This includes exhaustion from chasing, being chased, or casting certain spells.
- This does NOT help with exhaustion from Overcasting.
- Waking up before the Duration expiration negates the usual morning replenishment.
 - An early wake up leaves the Recipient as tired as if they had gotten no sleep at all.
 - Too much of this (7+ days) in a row without proper rest WILL result in exhaustion.

WHAT THIS DOES:

- Does allow for a full night's rest in the span of 4 hours.
- Does make it very difficult to wake the recipient from sleep.
 - Recipient must Save to wake before 4 hours is up.

WHAT THIS DOES NOT DO:

- Does NOT create a Nae'Em connection of any kind between the Caster and the Recipient(s).
- Does NOT normally allow the Recipient to wake up on their own,
 - Any Recipient passing the Save indicates a graceful wake up on time.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
10	Rollout Halved	6
14	Range At 3 Sqs	8



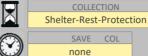
- Focus staff with crystal is NOT passive.
- Can create a dim night light (Index:3) that is placed

7 Strumos Waystation

LEVEL Tier 2

3x3 Sqs platform that protects from some weather

	5.1105		
COST	RANGE	ROLL OUT	
8 pts	4 Squares	1 Minute	
STACK	AoE	DURATION	6
1	3x3 Squares	12 Hours	1



OUTCOME
Magical
CLASS GROUPS
STM
STIVI



Created by COPILOT

Details:

- The platform protects anyone on it from some weather effects .

WHAT THIS DOES:

- Does protect the creatures and objects on it from some weather effects.
- Does consist of NINE squares which each have a 264 lbs/120 kg weight limit.
 - Any object/person which is over the limit will fall 'Through' the platform.
 - If so, the spell ends.

WHAT THIS DOES NOT DO:

- Does NOT protect the creatures/items on the platform from attacks from all directions.

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
14	Duration X2	8
18	Duration X4	10

0

- Focus ring with crystal is NOT passive.
- Will include 4 canvass walls.

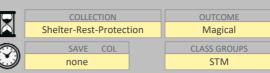
13 Astral Shed

LEVEL

Tier 4

Small shed outside... 5 rooms inside.

COST	RANGE	ROLL OUT
16 pts	Touch	1 Minute
STACK	AoE	DURATION
1	1x1x2 Sqs	8 Hours





Created by COPILOT

Details:

- The interior design is up to the caster to decide.
- The shed is fully stocked with bedding and firewood, but not food.
- Offers a view of the Astral Plane from its windows.
- The caster is able to tell what time it is in PMP.

WHAT THIS DOES:

- Does allow the inhabitants of the shed to sleep inside it.
- Does contain 4 beds.
- Does give all the rest bonuses.
- Does allow the caster to know exactly how much time has passed in PMP.
- Does allow the inhabitants to bring food and drink inside.
- Does continue if the caster is out cold, asleep, etc...

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to take any items within out of PMP.
- Does NOT allow any harmful effects from Astral Plane to enter the shed.

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	Duration X2	8
18	Duration X4	10
20	Rollout Instant	16



- Focus ring with crystal is NOT passive.
- Creates one additional bedroom (adds 1 bed.)

0.4 TIRO: Aural Spark

EVEL Tier

random color of sparks for 1d20 minutes.

COST 10% Max	RANGE 10 Squares	ROLL OUT Initiative
STACK	AoE	DURATION
99	2x2 Sqs	1d20 Minutes



>	COLLECTION Light-	OUTCOME Magical
1	SAVE COL	CLASS GROUPS
	none	TRO



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT set anything flammable aflame.
- Does NOT allow the caster to use it as a signal flare.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

UVL ENHANCEMENTS COST

0 No Enhancements 0

Focus Items and/or Kits:

0.2 TIRO: Amplify Own Speech

FVFI Tier

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

COST 20% Max	RANGE Self	ROLL OUT Initiative
STACK 99	AoE 3x3x3 Sq	DURATION 5 Minutes



COLLECTION		OUTCOME
Communication-		Magical
SAVE COL		CLASS GROUPS
none		TRO



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT affect anyone but the caster.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

0.3 TIRO: Colored Signal Flare

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

COST	RANGE	ROLL OUT	6
15% Max	20 Squares	Initiative	
STACK	AoE	DURATION	
0	1 Flare	1 Minute	



N.	COLLECTION	OUTCOME	
7	Communication-	Magical	
	SAVE COL	CLASS GROUPS	
	none	TRO	



Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does light up the sky with a random color.
 - roll a d20:

1 - 5 is bright red,

5 - 10 is bright blue,

10 - 15 is bright yellow, 15 - 20 is bright green.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

Same Spell

Creations:

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

Enhancements:

LVI	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

COST

25% Max

STACK

99

0.4 TIRO: Sloppy Spying

EVEL Tier

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

ROLL OUT

Initiative

DURATION

5 Minutes

COLLECTION		OUTCOME
Communication-		Magical
SAVE COL		CLASS GROUPS
none		TRO



Created by COPILOT

Details:

RANGE

12 Squares

AoE

3x3x3 Sqs

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT affect anyone except the caster.

Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

6 Speak with Dead

LEVEL Tier

Up to 100 years dead per Tier. Skull answers in common.

COST	RANGE	ROLL OUT
8 pts	Touch	20 Minutes
STACK	AoE	DURATION
99	1 Target	5 Questions



COLLECTION Communication-	OUTCOME Magical
SAVE COL	CLASS GROUPS
none	DOK-STM



Created by COPILOT

Details:

- Caster speaks aloud to the dead and hears out loud the responses.
- Caster creates a limited and forced Cae'Em relationship with the target.

WHAT THIS DOES:

- Does limit the time to 1 hour or 5 questions, which ever happens soonest.
- Does allow the caster to converse with a creature that is dead,
 - Up to 100 years per Tier of the caster.
- Does require to have some solid portion of the skull to be still remaining.
- Does require the target to be dead and not animated in any way.
- Does require the target to be NOT be magic'd in any way.
- Does force the target to respond to each question.
- Does interpret any older versions of a common language to the current common language.

WHAT THIS DOES NOT DO:

- Does NOT work on previously questioned targets. (Previous Nae'Em for the current caster)
- Does NOT have any effect when non-questions are put forth.
- Does NOT guarantee truthful or accurate responses.
- Does NOT interpret arcane or secret languages.
- Does NOT have any effect on undead or living dead, although it may appear to work.
- Does NOT have any effect on dead creatures that had lived without a head.



Bonds and Connections

- This is an Cae'Em connection with a construct (temp)

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LV	L ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
14	Range At 3 Sqs	8



- Focus staff with crystal is NOT passive.
- Allows caster to know if the response to the question

COST

12 pts

STACK

1

9 Speak With The Resting Dead

ROLL OUT

20 Rds (2 Min)

5 Minutes

LEVEL Tier 3

Requires undisturbed & marked grave. Save allows speech.

COLLECTION		OUTCOME
Communication-		Magical
SAVE COL		CLASS GROUPS
SKL 2	(F)	STM



Created by COPILOT

Details:

RANGE

6 Squares

AoE

3 Squares

- Caster performs a summoning ritual using a summoning circle and a memento of the deceased person, then summons their spirit to speak to them.
- Communication is also voluntary on the spirit's part.
 - The dead can be summoned to be near the caster, but not forced to speak.

WHAT THIS DOES:

- Does require a 15-minute summoning ritual to be perforned by the caster.
- Does require the caster to use something that belonged to the deceased.
- Does require the caster to pass the Save.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to summon any deceased person without a memento.
- Does NOT allow the caster to continue the ritual once it's been interrupted.
 They must start over for the full duration.
- Does NOT allow the caster to force the spirit to tell them information.
 - Caster also can't make the spirit do anything for them.



Bonds and Connections

- This Is an Cae'Em connection with Construct.



Counter:

LVL: 9 Same Spell

Creations

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

Enhancements:

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



- Focus ring with crystal is NOT passive.
- The save required is now SKL:1.

19 Dead Spirit Conversation Circle

FVFI Tier

Speaks with up to 6 souls. Requires a ritual & tokens.

COST	RANGE	ROLL OUT
20 pts	6 Squares	10 Minutes
STACK	AoE	DURATION
1	1 Spirit	Rollout



1	COLLECTION			OUTCOME
,	Communication-		Magical	
•	SAVE	COL		CLASS GROUPS
	SKL	2	()	STM-DOK



Created by COPILOT

Details:

- Caster performs a summoning ritual using a summoning circle, then summons souls and spirits to speak to them.
- Communication is also voluntary on the soul/spirit's part,
 - the summoning itself is not voluntary.

WHAT THIS DOES:

- Does require a 10-minute summoning ritual to be perforned by the caster.
- Does require the caster to have a personal item of each of the deceased.
- Does require the caster to pass a SKL:2 save to summon the spirit. (Fail: no summon)
- Does require the souls/spirits to rise and meet with the caster, but not to communicate,
 - souls/spirits that have been dead for over 100 years will not be available for this.
- souls/spirits that have been disconnected from the planes of the living are not available.
- Does allow for 10 questions and answers. One set per minute.
 - Unanswered questions do not count.
 - Time may run out before the caster gets 10 answers.
- Does allow the caster to ask a single question and wait for any to answer,
 - Multiple answers to 1 question is not counted as multiple questions.
 - Repeating the same question is another question.

WHAT THIS DOES NOT DO:

- Does NOT allow the summoning of deceased persons that's been dead for a 100+ years.
- Does NOT allow the caster to continue the ritual once it's been interrupted.
 - They must end the spell and start over by casting this again..
- Does NOT allow the caster to force the spirit to comply with requests.



Bonds and Connections

- This Is an Cae'Em connection with a construct.



Counter:

LVL: 19 Same Spell

Creations:

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

Enhancements:

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



- Focus ITEM with crystal is NOT passive
- The Save required is now SKL:1.

0.2 TIRO: Random Friendship

EVEL Tier

Potentially makes someone more tolerant of the caster.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
40% Max	10 Squares	Initiative	Personal-Connections	Mundane
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
99	1 Target	Special	SKL 3	TRO



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

2 Connect With A Fighter

LEVEL Tier 1

4 Days casting creates a permanent bond. Limited to PMP.





Created by COPILOT

Details:

- Limited: Both people must be on the same plane for this to work.

WHAT THIS DOES:

- Does create a Permanent mental bond allows either party to initiate and/or accept.
- Does support 2 (See Stack) connections to Fighters.
- Does allow the Focus ring to have healing spells to be cast unseen through the Nae'Em.

WHAT THIS DOES NOT DO:

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

İ

Bonds and Connections

- This is a Nae'Em connection with a person (Fighter).

Counter:

No Counter Available.

Creations

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

Enhancements:

LVL	ENHANCEMENTS	COST
1	Fake Effort	-2
4	Aura Brightens	-2
6	Subtle Casting	4



- Focus Ring with crystal is NOT passive.
- Can cast Healing spells through the Nae'Em.

COST

4 pts

STACK

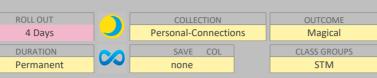
2

Connect To A House

LEVEL

4 Days casting creates a permanent bond. Limited to PMP.

4 Days





Created by COPILOT

Details:

RANGE

PMP

AoE

Nae'Em

- Limited: Both people must be on the same plane for this to work.

WHAT THIS DOES:

- Does create a Permanent mental bond allows either party to initiate and/or accept.
- Does support 2 (See Stack) connections to a member of a House.
- Does allow the Focus ring to have healing spells to be cast unseen through the Nae'Em.
- Does require the character to be joined to a House first,
 - then the character can use this spell to connect to a House member via a Nae'Em.

WHAT THIS DOES NOT DO:

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

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
1	Fake Effort	-2
4	Aura Brightens	-2
6	Subtle Casting	4



Focus Items and/or Kits:

6 Create a Vae'Em Location.

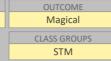
LEVEL Tier

GM Saves for accurate destination.

COST 8 pts	RANGE 1 Square	ROLL OUT 4 Hours	(
STACK 7	AoE 1 Square	DURATION Permanent	(



V I	COLLECTION	
)	Personal-Connections	
	SAVE COL	
,	none	





Created by COPILOT

Details:

- Caster creates a portal through the astral plane to a destination.
- A Save must be made to determine the accuracy of the destination.
- If there is a location Nae'Em (Vae'Em) set no Save is needed.
- GM rolls Save for caster.
- Failed Save means caster steps through to a misdirected location.

WHAT THIS DOES:

- Does allow no Save use if the caster has a location Nae'Em set as the destination.
- Does ensure all misdirected locations are safe to walk through.

WHAT THIS DOES NOT DO:

- Does NOT allow the creation of a portal to a place outside of PMP.
- Does NOT allow the casting of the spell if the rollout is interrupted, must be restarted.



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
10	Rollout Halved	6
14	Save -1 Col	8

Focus Items and/or Kits:

7 Create Permanent Nae'Em

LEVEL Tier

Willing person & caster connect. Save required.

COST RANGE ROLL OUT COLLECTION OUTCOME 12 pts 1 Square 4 Days Personal-Connections Magical STACK AGE DURATION SAVE COL CLASS GROUPS CYL CAL FOLICY STAM						
STACK AGE DURATION SAVE COL CLASS GROUPS	COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
	12 pts	1 Square	4 Days	Personal-Connections		Magical
2 1 Desirient Dermanent SVI 2 FOLICY STM	STACK	AoE	DURATION	SAVE COL	3	CLASS GROUPS
3 1 Recipient Permanent SRL 2 EOL-SYL-STM	3	1 Recipient	Permanent	SKL 2	رو	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).

京

Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
18	Range X4	10



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

COST

24 pts

STACK

99

9 Find Clues To True Name

LEVEL Tier

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





Created by COPILOT

Details:

RANGE

4 Squares

AoE

1 Item

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



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

11 Connect To An Arcane Focus Item

LEVEL Tier 3

Creates connection between caster and a Arcane Focus Item.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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



Counter:

SAME SPELL

Creations:

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

Enhancements:

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



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

0.4 TIRO: Tracking

LEVEL

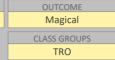
Tier 1

Find and follow a trail while leaving an obvious trail.

COST RANGE 30% Max Self		ROLL OUT Initiative	1
STACK	AoE	DURATION	
99	1 Trail	1 Hour	



)	Tracking-	
	SAVE COL	
)	none	





Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

Detect Magic

LEVEL

Mgc=Candle. Mundane=None. Epic=Blinding, Save vs Blind.





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:

- 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, God's item).
- Does 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:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

Scroll of Detect Magic

- Reveals Mundane, Magic, Epic, or God Power.
- Astral Specks, Ethereal grass, Obsidian shard, Trench mold, Vellum. Dur:Used.
- Needs: Lab, 24 Spell pts, 4 Hrs, Stack:9. BUY:150



Focus Items and/or Kits:

ENHANCEMENTS

Enhancements:

9 Range +50% 12 Range X2

18 Range X4

LVL

- Focus ITEM with crystal is NOT passive.
- Save to detect is easier. Save column reduced by 1.

COST

8

9 Search for Arcane Focus Item

LEVEL Tier 3

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

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



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:

11 Astral Plane Projection

LEVEL Tier 3

ACUMEN Bonus... x2=HP x3=AC. Movement=1/2 Spell Points.

COST	RANGE	ROLL OUT
12 pts	Self	20 Minutes
STACK	AoE	DURATION
99	Astral Plane	4 Hours



Find-Hide-Reveal		
SAVE CO	DL	
none		

OUTCOME
Magical
CLASS GROUPS
STM



Created by COPILOT

Details:

- In Astral Plane (AP):
 - The glowing image may gather attention.
 - Interaction with the Astral world is 100% dependant of the caster's Awareness.
 - If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP.
- Astral Image:
 - HP = Acumen bonus x2
 - AC = Acumen bonus x3
 - Movement = 1/2 Spell Points
- Disrupt Images spell does a flat 40 HP of damage.

WHAT THIS DOES:

- Does allow the caster to create an image in the Astral Plane.
- Does require the image to obey the natural laws of the Astral Plane.
- Does allow the caster to bring their Focus Item and one other item.
- Does put the caster in a non-responsive state that is coma like on the PMP,
 - disturbing the casters body may 'wake' the caster and end the spell.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to teleport into another plane.
- Does NOT allow the caster to bring anyone with them.
- Does NOT allow the caster to bring more than their Focus Item + 1 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	Duration X2	8
18	Duration X4	10



- Focus ring with crystal is NOT passive.
- Doubles HP in Astral Plane

16 Reveal True Name

LEVEL

Tier 4

This uses all the clues to find the True Name.





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

COST

20% Max

STACK

99

0.1 TIRO: Quick Jump

EVEL Tier

1d6 squares in direction indicated. Distance rolled.

ROLL OUT

Initiative

DURATION

Instant

*	COLLECTION Travel-Planes	OUTCOME Magical
Zwow Z	SAVE COL none	CLASS GROUPS TRO



Created by COPILOT

Details:

RANGE

1d6 Squares

AoE

Self

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT allow the Caster to teleport.
- Does NOT allow the Caster to cast it on anyone but themselves.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVI	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

0.3 TIRO: Quick Push!

EVEL Tier

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





Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT allow the Caster to choose the location.
- Does NOT move more than one recipient per spell cast.
- Does NOT work on the Caster.
- Does NOT allow the Caster to end it prematurely.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

7 Astral Portal To Known Location

LEVEL Tier:

GM Saves for accurate destination.

COST 8 pts	RANGE 1 Square	ROLL OUT 2 Hours
STACK 1	AoE 1 Square	DURATION 1 Minute



)	COLLECTION Travel-Planes	
	SAVE COL	M
	SKL 4	

OUTCOME Magical CLASS GROUPS STM



Created by COPILOT

Details:

- Caster creates a portal through the astral plane to a destination.
- A Save must be made to determine the accuracy of the destination.
- If there is a location Nae'Em (Vae'Em) set no Save is needed.
- GM rolls Save for caster.
- Failed Save means caster steps through to a misdirected location.

WHAT THIS DOES:

- Does allow the caster to create a portal through the astral plane to a destination.
- Does require the caster to make a SKL:4 save
 - A pass means the portal leads to the desired location.
 - A fail means the location will be random.
- Does allow no Save use if the caster has a location Nae'Em set as the destination.
- Does ensure all misdirected locations are safe to walk through.

WHAT THIS DOES NOT DO:

- Does NOT allow the creation of a portal to a place outside of PMP.
- Does NOT allow the casting of the spell if the rollout is interrupted, must be restarted.

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



- Focus ring with crystal is NOT passive.
- Save column 1 easier.

COST

12 pts

STACK

99

608-1

PMP Projection

RANGE

Self

AoE

PMP

LEVEL

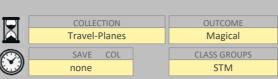
Astral Ghost-like: HP=50, AC=12/12, Move=12, no attacks.

ROLL OUT

20 Minutes

DURATION

4 Hours





Created by COPILOT

Details:

- The casters body becomes non-responsive and coma like.
- A glowing near transparent image of the caster emerges.
- The caster is able to hear and see what the image hears and sees.
- The caster can choose to feel and taste what the image does.
- The image has 50 HP, and an AC of 12, and Move of 12 squares.
 - if hit the image takes damage but does NOT show damage.
- If the image is destroyed or dies the caster drops to -8 HP.

WHAT THIS DOES:

- Does allow the caster to create an astral projection in the same PMP.
- Does allow he image is able to go through wooden walls (and lesser walls).
- Does allow the image to have their Focus Item and one other item.
- Does put the caster's body in a non-responsive state that is coma like,
 - disturbing the casters body may 'wake' the caster and end the spell.

WHAT THIS DOES NOT DO:

- Does NOT allow the caster to teleport into another plane.
- Does NOT allow the caster to bring anyone with them.
- Does NOT allow the caster to bring more than their Focus Item + 1 item.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 10 Same Spell

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 ring with crystal is NOT passive.
- Allows a spirit movement of 18 sqs.

Strumos Run

LEVEL Tier 1

1.5 times normal travel.

COST	RANGE	ROLL OUT
4 pts	Self	5 Minutes
STACK	AoE	DURATION
1	Caster	4 Hours



	COLLECTION				
	Travel-PMP				
	SAVE COL				
)	none				

OUTCOME
Magical
CLASS GROUPS
STM



Created by COPILOT

Details:

- Caster increases their speed.
 - Speed increase possible in the PMP only.
- Recasting this same spell a second time while under the effect of the spell...
 - resets the duration timer
 - does NOT double the effect.

WHAT THIS DOES:

- Does allow the caster to move 1.5 times the usual distance
 - Allow the caster to navigate around normal avoidable obstacles.
- Does maintain the casters vulnerability to attacks,
 - attacks would have limited success due to speed.
- Does include carried items and small pets.

WHAT THIS DOES NOT DO:

- Does NOT affect anyone other than the caster,
- Does NOT affect a beast of burden,
- Does NOT affect other creatures.
- Does NOT allow the caster to travel through physical objects in the PMP.
- Does NOT allow the caster to attack/cast spells while traveling.

Bonds and Connections

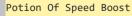
- No Nae'Em connection.



Counter:

LVL: 3 Same Spell

Creations:



- Fighters Movement +2. Dur:20 Min.
- Veggie Oil, Snake Scales, Honey.Creation: 24 Spell pts, 24 Hrs, Stack:9.
- Requires Kitchen/Lab. BUY:25 GP.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
10	Rollout Halved	6
18	AoE = 2 Targets	10



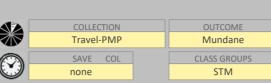
- Focus ring with crystal is NOT passive.
- Makes the speed 2x instead of 1.5x

Increase Nae'Em Fighter Movement

LEVEL

Target moves faster in normal conditions. +2 Move.

COST	RANGE	ROLL OUT	COLL
8 pts	2 Squares	Initiative	Trave
STACK	AoE	DURATION	SAVE
1	1 Creatures	1 Hour	none
1			none





Created by COPILOT

Details:

- Caster allows a creature to move an extra two squares.

WHAT THIS DOES:

- Does allow a creature to move an additional 2 squares.
- Does work for base traveling during battle,
 - Normal walking,
 - Normal flight,
 - Normal swimming.

WHAT THIS DOES NOT DO:

- Does NOT allow a creature to cross difficult terrain any better due to the speed.
- Does NOT allow casting on the caster AND a creature. Stack of 1.
- Does NOT assist any sort of accelerated travel,
 - Running, Jogging.
 - Plunging.
 - Diving.

Bonds and Connections

- No Nae'Em connection.



Counter:

Same Spell

Creations:



Potion Of Speed Boost

- Fighters Movement +2. Dur:20 Min.
- Veggie Oil, Snake Scales, Honey.Creation: 24 Spell pts, 24 Hrs, Stack:9.
- Requires Kitchen/Lab. BUY:25 GP.

Enhancements:

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



- Focus ring with crystal is NOT passive.
- Allows 2 sqs of movement, total of +4 to move.

0.4 TIRO: Tasty Cumber Meals

EVEL Tier

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

COST 25% Max	RANGE Touch	ROLL OUT 1 Minute	
STACK	AoE	DURATION	6
99	Varies	1 Hour	6



Utility-				
SAVE	COL			
none				
	Uti SAVE	SAVE COL		

OUTCOME
Mundane
CLASS GROUPS
TRO



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations

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

Enhancements:

LVI	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

1 Arcane Light with Class Hue

LEVEL Tier 1

Default Light: Candle light

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



Created by COPILOT

Details:

- Light Chart:	Description	Viewing	Seen
	Coal	1 Sq	3 Sq
	Candle	2 Sqs	8 Sq
	Torch	6 Sqs	20 Sq
	Lantern	20 Sas	60 Sa

- 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

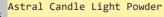
- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



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

Enhancements:

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



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

4 Shadow of the Magi

LEVEL Tier

Darkness centered just above caster.

COST 4 pts	RANGE Self	ROLL OUT Initiative
STACK	AoE	DURATION
99	3 Sq Dia Sphere	Conc +4 Rds



ı	OUTCOME
	Magical
	CLASS GROUPS
	DOK-SYL-STM-EOL-ORX
	L



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

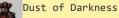
- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



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

Enhancements:

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



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

5 Arlo's Astral Storage

LEVEL Tier 2

Χ

COST	RANGE	ROLL OUT
8 pts	Touch	2 Minutes
STACK	AoE	DURATION
1	1 Square	Permanent



	COLLECTION	OUTCOME
	Utility-	Magical
	SAVE COL	CLASS GROUPS
J	none	STM



Created by COPILOT

Details:

- Spell credit: This was created by a player character Arlo.
- Caster creates a connection to an Astral space (Nae-Em)
- This space is connected to the caster only,
 - no other person has access to this space.
- Casting can be interrupted, thus skill pts spent and action fails

WHAT THIS DOES:

- Does perform an Open or Close of an Astral storage space as needed by the caster.
- Does open a pocket dimension in the Astral plane where the caster's items are stored.
- Does allow the caster to withdraw and deposit up to 10 small or medium items within.
- Does keep the storage area even if the caster is not able to pay attention to it.

WHAT THIS DOES NOT DO:

- Does NOT allow anyone but the caster to,
 - Open or close the storage.
 - Withdraw and deposit items within.
 - See the items within.
- Does NOT allow large items or creatures to be stored (i.e. boulders, housing).



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
10	Rollout Halved	6
12	AoE X2	6
12	Rollout Init	12



- Focus ring with crystal is NOT passive
- Allows an extra 5 small or medium items to be stored.

0.1 TIRO: Water From A Plant

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

COST 20% Max	RANGE 1 Square	ROLL OUT Initiative
STACK 3	AoE 1 Plant	DURATION 10 Minutes



COLLECTION	OUTCOME
Creation-Meta	Mundane
SAVE COL	CLASS GROUP
none	TRO

SS GROUPS TRO



Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVI	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

6 Dispel Magic

LEVEL Tier

Caster and GM both roll the Save.

COST 8 pts	RANGE Touch	ROLL OUT 10 Minutes	
STACK 99	AoE 1 Item	DURATION Permanent	C





Created by COPILOT

Details:

Comparison process:

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

WHAT THIS DOES:

- Does require both the caster and the GM to roll Saves.
- Does set the Casters Save Column to 2.
- 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:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
10	Rollout Halved	6
18	Range X4	10

Focus Items and/or Kits: