

1

Camp Perimeter Shock

LEVEL

Tier 1

256-1

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

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
4 pts	Touch	2 Minutes	Battle-Prep		Magical
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
1	3x3 Sq	8 Hours	SNS	2	STM




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,
    - Failing the Save indicates the trespasser has likely verbally reacted and been damaged, making those in hearing range aware.

- 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.

- This does NOT...**
- 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.




**Focus Items and/or Kits:**

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

SAME SPELL WILL COUNTER.

**Creations:**

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

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

## 2 Triggered Forced Healing

LEVEL

Tier 1

471-1



Created by COPILOT

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

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

**Details:**

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

**This DOES...**

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

**This does NOT...**

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



**Focus Items and/or Kits:**

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

SAME SPELL WILL COUNTER.



**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
4	Aura Notably Brightens	-2
6	Subtle Casting	4
12	Rollout Halved	6
18	Healing +4	10

# 8 Raise Nae'Em Fighter Str +1

LEVEL

Tier 2

437-1



Created by COPILOT

Raises the fighters Strength 1 point.

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

**Details:**

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

**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.

**This does NOT...**

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



**Focus Items and/or Kits:**

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



**Bonds and Connections**

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



**Counter:**

SAME SPELL WILL COUNTER.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
12	Rollout Halved	6
14	Range Set At 3 Sqs	8
18	Nae'Em Clues Removed	20
18	Range X4	10

3

Protect Fighter vs Ranged/Thrown

LEVEL



Tier 1

286-1



Created by COPILOT

Recipient gains +2 vs ranged/thrown attacks.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	Initiative		Battle-Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Recipient	10 Minutes		none	STM

Details:

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

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.

This does NOT...

- 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.



Focus Items and/or Kits:

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



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
6	Subtle Casting	4
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8
16	AoE = 2 Recipients	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

8

Circle of Protection vs Undead

LEVEL



Tier 2

436-1



Created by COPILOT


Undead must Save to pass. Column = casters tier.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	Initiative		Battle-Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3 Square Radius	5 Rounds		RM Tier	STM

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

- 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).

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




**Focus Items and/or Kits:**

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

SAME SPELL WILL COUNTER.

**Creations:**

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
12	AoE X2	6
14	Save +1 Col	8



10 Astral Mental Shield


449-1

LEVEL

Tier 3

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 GROUPS
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.

- 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.

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



**Focus Items and/or Kits:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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




Enhancements:		
LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
14	Duration X2	8
16	AoE = 2 Recipients	8
18	Duration X4	10

# 10 Charged Fencing - Two Sides

448-1

LEVEL Tier 3

3d6 touch dmg. Save to pass through.

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



Created by COPILOT

- Details:**
- The caster creates an eletrified wall around themselves, on two sides.
    - Each wall is 1 to 3 squares long.
  - Any creature crossing the wall's perimeter 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.

- 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.

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



- Focus Items and/or Kits:**
- Focus Ring with crystal is NOT passive.
  - Makes the walls invisible.

**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
9	Duration +50%	6
12	AOE +50%	12
12	AoE X2	6
14	Duration X2	8
18	Duration X4	10

# 12 Circle of Containment

454-1

LEVEL Tier 3

Creatures from exiting its area. Must Save to Exit.

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



Created by COPILOT

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

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

- This does NOT...**
- 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.



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

**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
6	Subtle Casting	4
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10



13 Circle of Astral Expulsion




453-1



LEVEL

Tier 4

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME		
16 pts	Touch	10 Minutes		Battle-Defense	Magical		
STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
1	3 Sq Radius	4 Hours		SKL	2		STM

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 potential teleports until the duration ends.

**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.

**This does NOT...**

- 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!)

**Focus Items and/or Kits:**

- Not required.

**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	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

1

Cause Illness

LEVEL



Tier 1

330-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Possibly Days		HTH 2 	STM

**Details:**

- Skin irritation possible.

**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.

**This does NOT...**

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

**Focus Items and/or Kits:**

- Not required.

**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
12	Range X2	8
18	Range X4	10
20	AOE X4	20

2

Barbed Sparks

LEVEL




Tier 1

269-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	4 sq Triangle	5 Rounds		RM1 	STM

Details:

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

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.

This does NOT...

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



Focus Items and/or Kits:

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

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 Notably Brightens	-2
9	Duration +50%	6
12	AOE +50%	12
12	AoE X2	6
14	Duration X2	8
18	Duration X4	10
20	AOE X4	20

2

Electric Zap

LEVEL


Tier 1

261-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	Instant		none	STM

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Add another +4 Damage.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

# 4 Conjure Native Beetles

295-1



Created by COPILOT

LEVEL

Tier 1

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

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



## Details:

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

## This DOES...

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

## This does NOT...

- Does NOT function if there are no insects within the AoE.
- Does NOT conjure non-natural or non-native insects.
- Does NOT attack more than 1 Target.
- 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.



## Focus Items and/or Kits:

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

## Bonds and Connections

- No Nae'Em connection.



## Counter:

SAME SPELL WILL COUNTER.

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

8 Static Bolt

LEVEL

Tier 2

432-1



Created by COPILOT

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		SAVE COL	CLASS GROUPS
99	Direct Line	Instant		none	STM

Details:

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

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.

This does NOT...

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Causes additional 4 HP damage.

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
9	AOE Selected Target	6
9	Range +50%	6
12	Range X2	8
14	Damage X2	12
14	Save +1 Col	8
18	AoE = 2 Targets	10

# 12 Class Power Attack



675-1

LEVEL Tier 3



Created by COPILOT

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

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

Details:

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

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.

This does NOT...

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



Focus Items and/or Kits:

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

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
9	Range +50%	6
12	Range X2	8

# 17 Lightning Bolt

823-1

LEVEL Tier 5

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	12 Squares	Initiative		Battle-Offense	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Direct Line	Instant		AGL 2 	STM



Created by COPILOT

**Details:**

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

**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.

**This does NOT...**

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



**Focus Items and/or Kits:**

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

**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
9	Range +50%	6
12	Range X2	8
14	Save +1 Col	8





# 3 Summon Astral Beast of Burden

461-1

LEVEL

Tier 1

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

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

## 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.

## This does NOT...

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



## Focus Items and/or Kits:

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



## 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
4	Aura Notably Brightens	-2
12	AoE X2	6
12	Range X2	8
12	Rollout Halved	6
14	Damage X2	12
14	Save -1 Col	8
14	Stacking Limit +1	8
18	Duration X4	10

6

Summon Nisse

LEVEL

Tier 2

435-1



Created by COPILOT

A creature that can be seen with ultra violet vision.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	3 Hours		Call-Summon	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	8x8x8 Sqs	1 Month (30 days)		SKL1	STM

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!

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).

This does NOT...

- 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.



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Nisse called is known by name to the caster,



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
9	Range +50%	6
12	Rollout Halved	6
14	Duration X2	8
14	Stacking Limit +1	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

13 Summon Strumos Creations (Tae'Em)

LEVELTier 4



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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	PMP	10 Minutes		Call-Summon	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Nae'Em	Instant		none	STM

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.

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.


This does NOT...

- 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.



Focus Items and/or Kits:

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



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
12	Rollout Halved	6
20	Rollout Instant	16

1

Draw Up Ground Water

LEVEL

Tier 1

246-1



Created by COPILOT

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

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
16	Rollout 1 Min	8

4

Improve Food

LEVEL

Tier 1

306-1



Created by COPILOT

Food becomes nutritional.

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

15

Create Food For A Family

458-1

LEVEL

Tier 4

2d12+10 meals w/ water.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	5 Minutes		Food-Water	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Square	Permanent		none	STM



Created by COPILOT

Details:

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

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.

This does NOT...

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Improves taste and quality of the 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
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
12	Rollout Initiative	12
14	Range Set At 3 Sqs	8
18	Range X4	10

1

Basic Healing

LEVEL



Tier 1

252-4



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	Initiative		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	STM

- Details:**
- Heal 2d6 + ACU Bonus

- 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.

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



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

**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
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
16	AoE = 2 Recipients	8
18	Healing +4	10
18	Healing +8	10

1

Forced Heal 1d6 HP (+more)

LEVEL

Tier 1

310-4

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

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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
3	+2 To Healing Spell	2
4	Aura Notably Brightens	-2
5	+1d6 to Heal	4
6	Subtle Casting	4
8	+1d8 Healing	4
10	+4 to Heal	6
13	+2d6 to Heal	8
17	+2d8 to Heal	8



2

Heal Sickness

277-4

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	1 Minute		Health-Life-Death	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Instant		none	STM



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.

- 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.

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

Focus Items and/or Kits:

- Not required.

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



- Cure Sickness
- 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
12	Rollout Halved	6
18	AoE = 2 Targets	10
18	Range X4	10

# 4 Delayed Healing 2d6

301-4

LEVEL

Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	2 Minutes		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	4 Hours		none	STM



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.

## 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.

## This does NOT...

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



## Focus Items and/or Kits:

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

## Bonds and Connections

- No Nae'Em connection.

## Counter:

NO COUNTER AVAILABLE

## Creations:



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

## Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
16	AoE = 2 Recipients	8
18	Healing +4	10
18	Healing +8	10
18	Range X4	10

# 4 Slow Healing

LEVEL

Tier 1

374-4



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	10 Minutes		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	2 Creatures	8 Hours		SKL 2 	STM

**Details:**

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

**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.

**This does NOT...**

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



**Focus Items and/or Kits:**

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

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

NO COUNTER AVAILABLE

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
16	AoE = 2 Recipients	8
18	Healing +4	10
18	Healing +8	10
18	Range X4	10

5

Repair A Dead Body

LEVEL

Tier 2

876-4



Created by COPILOT

Preps a body for funeral viewing.

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME	
8 pts	1 Square	30 Minutes		Health-Life-Death			Mundane
STACK	AoE	DURATION		SAVE	COL		CLASS GROUPS
1	1 Target	Permanent		SKL	2		STM

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.

This DOES...

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

This does NOT...

- Does NOT provide any substantial healing.



Focus Items and/or Kits:

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

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 Notably Brightens	-2
12	Range X2	8
12	Rollout Halved	6
18	AoE = 2 Targets	10
18	Range X4	10

# 6 Common Healing

LEVEL

Tier 2

365-4



Created by COPILOT

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Initiative		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Instant		none	STM

### Details:

- Caster heals a creature for 1d8+2.

### This DOES...

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

### This does NOT...

- Does NOT damage the target before healing.



### Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Adds another d4 of 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
6	Subtle Casting	4
18	AoE = 2 Targets	10
18	Healing +4	10
18	Healing +8	10

# 7 Electrifying Sickness Cleanse

794-4

LEVEL Tier 2

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	8 Hours		Health-Life-Death	Magical
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.

- 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.

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



- Focus Items and/or Kits:**
- Focus ring with crystal is NOT passive.
  - Set Save column to one better.

**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 Notably Brightens	-2
9	Duration +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
14	Range Set At 3 Sqs	8
18	Range X4	10

8

Extra Healing

LEVEL

Tier 2

312-4



Created by COPILOT

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	Initiative		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Instant		none	STM

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive
- Adds another d4 of 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
6	Subtle Casting	4
16	AoE = 2 Recipients	8
18	Healing +4	10
18	Healing +8	10

9

Cure Disease

278-4

LEVELTier 3

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	2 Squares	8 Hours		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Target	Permanent		SKL2 	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.

- 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.

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



- Focus Items and/or Kits:**
- Focus ring with crystal is NOT passive.
  - Set Save column to one better.

**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
12	Rollout Initiative	12
16	AoE = 2 Recipients	8
18	Range X4	10



11 Heal 5d6+2 HP

LEVEL Tier 3

451-4



Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	2 Squares	Initiative		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	Permanent		none	STM

**Details:**  
- Caster heals a creature 5d6 + 2 HP.

**This DOES...**  
- Does heal 5d6 + 2

**This does NOT...**  
- Does NOT affect Dead, Undead, or Living Dead

**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive
- Adds another 1d4 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
6	Subtle Casting	4
9	Range Set at 1 Sq	6
14	Range Set At 3 Sas	8
18	Healing +4	10
18	Healing +8	10

# 11 Revive Life With A ZAP!

447-1

LEVEL Tier 3

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

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



Created by COPILOT

**Details:**  
- This spell restores a fallen creature to -4 HP.

**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).

**This does NOT...**  
- 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.



**Focus Items and/or Kits:**  
- Focus ring with crystal is NOT passive.  
- Creature brought back comes back with 4 HP.



**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.

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
12	Rollout Halved	6
14	Save -1 Col	8
18	AoE = 2 Targets	10

12 Heal 5d6+6 HP

LEVEL Tier 3

398-4




Created by COPILOT

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	2 Squares	Instant		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		none	STM

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

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

**This does NOT...**  
- Does NOT work on Undead or Living Dead.



**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive
- Adds another 1d4 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
6	Subtle Casting	4
9	Range Set at 1 Sq	6
16	AoE = 2 Recipients	8
18	Healing +4	10
18	Healing +8	10

12 Ranged Forced Healing 2d8+2 HP

LEVELTier 3



Created by COPILOT

Roll 2d8+2. Dmg x1 then Heal x2

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

Details:

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

This DOES...

- Does heal more than just civilized people.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

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 Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Range Set at 1 Sq	6
14	Duration X2	8
20	Rollout Instant	16

# 14 Consecration of Corpse

459-4

LEVEL Tier 4

Block animation and removes Nae'Ems.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	1 Square	30 Minutes		Health-Life-Death	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Corpse	Permanent		none	STM



Created by COPILOT

**Details:**  
- Blocks the dead from becoming animated.



**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.

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

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

**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 Lvl)	25%/Lvl
12	Rollout Halved	6
18	AoE = 2 Targets	10



14 Healing Bolt

LEVEL

Tier 4

457-4

1d2 Dmg. Then 6d6 Healing.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	12 Squares	Initiative		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Creature	Permanent		none	STM



Created by COPILOT

**Details:**


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

**This DOES...**

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

**This does NOT...**

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



**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Adds another 1d4 to the 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
18	AoE = 2 Targets	10
18	Healing +4	10
18	Healing +8	10

# 18 Group Heal

460-4

LEVEL Tier 5

3 persons minimum within AoE. 200 pts divided equally.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	6 Squares	20 Minutes		Health-Life-Death	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Sq Rad Circle	Permanent		none	STM




Created by COPILOT

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

**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.

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



**Focus Items and/or Kits:**

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

**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	Cast from below level (Per Lvl)	25%/Lvl
12	Rollout Halved	6
18	Healing +4	10
18	Healing +8	10


20 Raise The Dead

LEVELTier 5

463-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	8 Hours		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Corpse	Permanent		SKL2	STM



Created by COPILOT

**Details:**


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

**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.


**This does NOT...**

- 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.



**Focus Items and/or Kits:**

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



**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
4	Cast from below level (Per Lvl)	25%/Lvl
12	Rollout Halved	6
18	AoE = 2 Targets	10
18	Healing +4	10



2 Feather Bed

273-1

LEVELTier 1

A feather bed for 2 appears.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	2 Minutes		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
3	1x2 Sqs	12 Hours		none	STM




Created by COPILOT

**Details:**  
- Caster creates a soft sleeping area.

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

**This does NOT...**  
- 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.



**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Allows 1 spell to affect 2 areas,

**Bonds and Connections**

- No Nae'Em connection.

**Counter:**

No Counter Available.

**Creations:**

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

**Enhancements:**

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	AOE +50%	12
12	Rollout Initiative	12


## 2 Sleep

LEVEL

Tier 1

268-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	1 Minute		Shelter-Rest-Protection	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Target	1d6 Hours		SNS 2 	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.

### 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.

### This does NOT...

- 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.



### Focus Items and/or Kits:

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

### 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
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
12	Rollout Initiative	12
14	Stacking Limit +1	8

5

Quarantine Isolation

LEVEL

Tier 2

557-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	1 Hour		Shelter-Rest-Protection	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1x2 Squares	1 Day		none	STM

Details:

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

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.

This does NOT...

- 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.



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Allows 1 spell to affect 2 areas,

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 Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
14	Save -1 Col	8

7




Deep Doze


517-1

LEVEL

Tier 2

4 deep sleep hours to recover from exhaustion.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Ctrr/Tier	4 Hours		SNS4 	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.

- 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.

- This does NOT...**
- 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.



**Focus Items and/or Kits:**

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

- 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 Notably Brightens	-2
12	Rollout Halved	6
14	Range Set At 3 Sas	8

7



Strumos Waystation


431-1

LEVEL

Tier 2

3x3 Sqs platform that protects from some weather

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	1 Minute		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3x3 Squares	12 Hours		none	STM



Created by COPILOT

**Details:**


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

**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.

**This does NOT...**

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:		
LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Duration +50%	6
12	AoE X2	6
14	Duration X2	8
18	Duration X4	10



13 Astral Shed


456-1

LEVEL

Tier 4

Small shed outside... 5 rooms inside.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	1 Minute		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1x1x2 Sqs	8 Hours		none	STM




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.

- 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...

- This does NOT...**
- 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.



**Focus Items and/or Kits:**

- Focus ring with crystal is NOT passive.
- Creates one additional bedroom (adds 1 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
6	Subtle Casting	4
9	Damage Increased +50%	8
14	Duration X2	8
18	Duration X4	10
20	Rollout Instant	16

# 6 Speak with Dead

LEVEL

Tier 2

291-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Communication-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Target	5 Questions		none	DOK-STM

**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.

**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.

**This does NOT...**

- 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.



**Focus Items and/or Kits:**

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



**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:**

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
9	Range Set at 1 Sq	6
12	Rollout Halved	6
14	Range Set At 3 Sqs	8




# 9 Speak With The Resting Dead

370-1

LEVEL

Tier 3

Requires undisturbed & marked grave. Save allows speech.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	6 Squares	20 Rds (2 Min)		Communication-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	3 Squares	5 Minutes		SKL 2 	STM



Created by COPILOT

- Details:**
- 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.

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

- This does NOT...**
- 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.



**Focus Items and/or Kits:**

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



**Bonds and Connections**

- This Is an Cae'Em connection with Construct.



**Counter:**

SAME SPELL WILL COUNTER.

**Creations:**

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

**Enhancements:**

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






# 19 Dead Spirit Conversation Circle

462-1

LEVEL

Tier 5

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	6 Squares	10 Minutes		Communication-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Spirit	Rollout		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.

## This DOES...

- Does require a 10-minute summoning ritual to be performed 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.

## This does NOT...

- 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.



## Focus Items and/or Kits:

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



## Bonds and Connections

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



## Counter:

SAME SPELL WILL COUNTER.

## Creations:

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

## Enhancements:

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

2

Connect With A Fighter

LEVEL

Tier 1

335-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	2 Days		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	1 Recipient	Permanent		none	STM

Details:


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

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.


This does NOT...

- 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.



Focus Items and/or Kits:

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



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 Notably Brightens	-2
6	Subtle Casting	4

3

Connect To A House

LEVEL

Tier 1

283-1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	4 Days		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	Nae'Em	Permanent		none	STM



Created by COPILOT

**Details:**


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

**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.


**This does NOT...**

- 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.



**Focus Items and/or Kits:**

- Not required.



**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 Notably Brightens	-2
6	Subtle Casting	4

## 6 Create a Vae'Em Location.

LEVEL

Tier 2

957-2



Created by COPILOT

GM Saves for accurate destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	4 Hours		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
7	1 Square	Permanent		none	STM

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.

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.

This does NOT...

- 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.

Focus Items and/or Kits:

- Not required.



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 Notably Brightens	-2
12	Rollout Halved	6
14	Save -1 Col	8

7

Create Permanent Nae'Em

LEVEL

Tier 2

309-1



Created by COPILOT

Willing person & caster connect.      Save required.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	4 Days		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE    COL	CLASS GROUPS
3	1 Recipient	Permanent		none	EOL-SYL-STM

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.

This DOES...

- Does create a Permanent mental bond and allows either party to initiate and/or accept.
- Does support 3 (See Stack) connections to any civilized creatures.

This does NOT...

- 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).



Focus Items and/or Kits:

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



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
12	Rollout Halved	6

9 Find Clues To True Name

LEVELTier 3

629-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
24 pts	4 Squares	2 Hours		Personal-Connections	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Item	Permanent		RM2	DOK-SYL-STM-EOL-ORX

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



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
4	Aura Notably Brightens	-2
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
18	Range X4	10

11



Connect To An Arcane Focus Item


627-1


LEVEL

Tier 3

Creates connection between caster and a Arcane Focus Item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	3 Days		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Item	Permanent		RM	3





Created by COPILOT

**Details:**


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

**This DOES...**

- Does require the item to be of the highest quality.
  - Minimum GP value of 10,000.
- Does work only if the caster is not currently rcnected to another Arcane Focus Item.
- Does create the casters connection to the item provided the Save is passed.


**This does NOT...**

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



**Focus Items and/or Kits:**

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



**Bonds and Connections**

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

**Counter:**

No Counter Available.

**Creations:**

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

Enhancements:		
LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
9	Range +50%	6
9	Range Set at 1 Sq	6
12	Range X2	8
18	Range X4	10

# 11 Disconnect An Arcane Focus Item

626-1

LEVEL Tier 3

Removes connection between all creatures and focus item.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
36 pts	Touch	20 Minutes		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	Current Item	Permanent		SKL 2 	DOK-SYL-STM-EOL-ORX



Created by COPILOT

**Details:**  
- Removes the connection between the casters current Arcane Focus item

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

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

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



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

**Counter:**  
NO COUNTER AVAILABLE

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

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
18	Nae'Em Clues Removed	20



3

Shadow of the Magi

LEVEL


Tier 1

911-1



Created by COPILOT

Darkness centered just above caster.

COST	RANGE	ROLL OUT	 <b>2</b> Rds	COLLECTION	OUTCOME
4 pts	Self	Initiative		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	3 Sq Dia Sphere	Conc +4 Rds		none	DOK-SYL-STM-EOL-ORX

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:



Dust of Darkness

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



Enhancements:

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

5

Detect Magic

LEVEL

Tier 2

893-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	5 Minutes		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 item	Instant		RM2 	STM-SYL-DOK

Details:

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

This DOES...

- 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.

This does NOT...

- 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.



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE



Creations:

Scroll of Detect Magic

- Reveals Mundane, Magic, Epic, or God Power.

Dur:Used.

- Astral Specks, Ethereal grass, Obsidian shard, Trench mold, Vellum.

- Needs: Lab, 24 Spell pts, 4 Hrs, Stack:9. BUY:150

GP

Enhancements:

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



9

Search for Arcane Focus Item

LEVEL



Tier 3

267-1



Created by COPILOT

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

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

Details:

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

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.

This does NOT...

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

Focus Items and/or Kits:

- Not required.



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
6	Subtle Casting	4
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
20	AOE X4	20

11 Astral Plane Projection

LEVELTier 3



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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	20 Minutes		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	Astral Plane	4 Hours		none	STM

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.

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.

This does NOT...

- 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.



Focus Items and/or Kits:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Subtle Casting	4
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

16



Reveal True Name

LEVEL

Tier 4

631-1

This uses all the clues to find the True Name.

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



Created by COPILOT

**Details:**

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

**This DOES...**

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

**This does NOT...**

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



**Focus Items and/or Kits:**

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



**Bonds and Connections**

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

**Counter:**

NO COUNTER AVAILABLE

**Creations:**

- No creations. Usable only as the action.

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

7 Astral Portal To Known Location

343-1

LEVELTier 2

GM Saves for accurate destination.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	2 Hours		Travel-Planes	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Square	1 Minute		SKL4	STM

GM




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.


- 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.

- This does NOT...**
- 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.



**Focus Items and/or Kits:**

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



**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
4	Aura Notably Brightens	-2
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

# 10 PMP Projection

608-1

LEVEL

Tier 3

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	20 Minutes		Travel-Planes	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	PMP	4 Hours		none	STM



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.

## 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.

## This does NOT...

- 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.



## Focus Items and/or Kits:

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

## 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
6	Subtle Casting	4
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10



# 3 Strumos Run

248-1

LEVEL

Tier 1

1.5 times normal travel.

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
4 pts	Self	5 Minutes	Travel-PMP	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
1	Caster	4 Hours	none	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.

## 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.

## This does NOT...

- 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.



## Focus Items and/or Kits:

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

## Bonds and Connections

- No Nae'Em connection.



## Counter:

SAME SPELL WILL COUNTER.



## 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
6	Subtle Casting	4
9	Duration +50%	6
12	Rollout Halved	6
18	AoE = 2 Targets	10

# 6 Increase Nae'Em Fighter Movement

352-1

LEVEL Tier 2

Target moves faster in normal conditions. +2 Move.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	2 Squares	Initiative		Travel-PMP	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Creatures	1 Hour		none	STM



Created by COPILOT

**Details:**

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

**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.

**This does NOT...**

- 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.



**Focus Items and/or Kits:**

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

**Bonds and Connections**

- No Nae'Em connection.



**Counter:**

SAME SPELL WILL COUNTER.



**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
6	Subtle Casting	4
9	Range +50%	6
12	Range X2	8
14	Duration X2	8
18	Range X4	10



1 Arcane Light with Class Hue


806-1

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 Sqs
Candle	2 Sqs	8 Sqs
Torch	6 Sqs	20 Sqs
Lantern	20 Sqs	60 Sqs
- Description is an example to indicate how bright the light is,

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

This DOES...

- Does 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.

This does NOT...

- Does NOT stay fixed to a static spot,

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



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.

- Light from Focus & moves to just above casters

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:



Astral Candle Light Powder

- Creates Candle light (2 sq sphere). Dur:20 Min.

- Astral Specks, Lye Soap, Standstone.

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

- Requires Kitchen/Lab. BUY:45 GP.



Enhancements:

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

5



Arlo's Astral Storage


338-1

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	1 Square	2 Minutes		Utility-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Square	Permanent		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


- 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.

- This does NOT...**
- 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).



**Focus Items and/or Kits:**

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



**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
12	Range X2	8
12	Rollout Halved	6
14	Duration X2	8
18	Range X4	10