

0.3 TIRO: Armor of Light

LEVEL Tier 1

641-1



Created by COPILOT

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

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

Details:
- Bright Sparkly armor surrounds the Caster.

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

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

Bonds and Connections
- No Nae'Em connection.



Counter:
LVL: 3 Same Spell

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

Enhancements:		
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:
- Not required.

2 Triggered Forced Healing

LEVEL Tier 1

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.

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

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


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

 **Counter:**
LVL: 2 Same Spell

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

Enhancements:

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

-  **Focus Items and/or Kits:**
- Focus Item with crystal is NOT passive.
 - Allows the stacking limit to become 2, instead of 1.

3 Improve Resist & Skill Saves

LEVEL Tier 1

474-1



x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	6 Minutes		Battle-Prep	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	Caster	2 Hours		none	ORX

- Details:**
- Some Saves are made easier to pass.
 - Use of "AOE = 2 Targets" requires one of the two is the caster.

- WHAT THIS DOES:**
- ... adjust the target's Resist Save with a benefit of 5%.
 - ... adjust the caster target's SKL Save with a benefit of 5%.

- WHAT THIS DOES NOT DO:**
- ... adjust any other Saves.

Bonds and Connections

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 Items and/or Kits:

- Changes the benefit to 10%,
 - Original RSS Save bonus of 5% with additional 5% from Focus Item

4


Weapon Speed Charm


302-1


LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Minutes		Battle-Prep	Magical

STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Weapon	1 Battle		SKLx	ORX



Details:

- Weapon Adjustements:
 - For medium+ melee weapons use SKL:2, SKL:3, SKL:4
 - For Small melee weapons use SKL:1, SKL:2, SKL:3
 - For Thrown or Ranged weapons use SKL:>05, SKL:1, SKL:2
- Process:
 - Caster imbues the weapon with +1 or -1 Init if first Save passes then,
 - Caster imbues the weapon with +2 or -2 Init if second Save passes then,
 - Caster imbues the weapon with +3 or -3 Init if third Save passes.
 - any Save failure ends the spell where it's at.
 - Each effort is a separate spell,
 - Casting to raise the effect must be done with 1 hour of last spell.

WHAT THIS DOES:

- ... increase the initiative bonus of the weapon temporarily.
- OR
- ... allow the caster to create a one-use oil that retains this spell for use later,
 - this uses the 'Imbue An Item' spell and creates a oil that lasts a to End Of Year.

WHAT THIS DOES NOT DO:


- ... place magic on a weapon permanently,
 - However, can be used by the 'Imbue An Item' to be part of a permanently magic'd item.

Bonds and Connections


Counter:

No Counter Available.

Creations:




to do



Enhancements:

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



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.
- The column of the Save is one better.



8 Circle of Protection vs Magic

479-1

LEVEL

Tier 2

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Self	8 Minutes		Battle-Prep	Magical
STACK	AoE	DURATION		SAVE	COL
1	3x3 Squares	10 Minutes		RM	2
				CLASS GROUPS	ORX



Details:

- Caster draws a circle (AOE) which creates safe squares in a 'cross' design.
- Squares that are diagonal to the center square have part of the circle within them,
 - thus, that entire square is not within the protection of the spell.s

WHAT THIS DOES:

- ... allow those within the AOE to have a layer of protection against spells and spell effects,
 - If the spell has a Save required, column is adjusted 1 in favor of those in the circle.
 - If the spell does not have a Save then those in the circle gain a MR:2 Save.
- ... require the caster of this Circle of Protection to be within the AOE.

WHAT THIS DOES NOT DO:

- ... move once the circle has been placed.
- ... affect any spells that have a mundane outcome.

Bonds and Connections



Counter:

LVL: 8 Same Spell

Creations:

- Creates a chalky magenta powder.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
9	Duration +50%	6
10	Rollout Halved	6



Focus Items and/or Kits:

- Caster one more column to their benefit.


9 Triggered Shield vs 1

257-1

LEVEL Tier 3



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Self	1 Minute		Battle-Prep	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Battle	3 Days		SNS 2	ORX

Details:

- If the caster is hit this spell becomes active.
- This spell may be used to add temporary magic to a piece of armor.
- Example:
 - Orison the mage casts the spell and the next day is in battle with his group.
 - The spell is passive, NOT active at the beginning of the battle.
- > Note: The player/character is responsible to request and track this. <----
 - An Ogre swings and hits Orison the mage.
 - The spell is now ACTIVE.
 - The Ogre must roll a Save with each attack on Orison during this battle.
 - If the Ogre passes the Save there is NO penalty to the ToHIT.
 - If the Ogre fails the save he is penalized -1 ToHIT for that battle.
 - After the battle is over the spell deactivates (Ends).

WHAT THIS DOES:

- ... remain passive (up to 3 days) until caster has been physically hit,
 - > Note: The player/character is responsible to request and track this. <----
- ... become active after an attempt to hit (Save just before each ToHIT),
 - Interferes with possible hits from the aggressor to the caster,
 - For EACH attempt to hit the aggressor must roll a Save,
 - Failing the Save means the aggressor has a penalty of -2 ToHIT.
- ... remain active for 1 full week if it is not used within that week.
- ... continues to duration even if the caster is not around or aware.

WHAT THIS DOES NOT DO:

- ... apply to multiple aggressors.
- ... apply to the specific aggressor when they attack others.
- ... continue once the battle is over.

Bonds and Connections



Counter:

LVL: 9 Same Spell

Creations:

- Creates Redish blue sand.

Enhancements:

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



Focus Items and/or Kits:

- Caster gains a benefit of another -1 ToHIT when the spell activates. Total of -2 ToHIT.

12 Circle of Containment

LEVEL

Tier 3

454-1



Created by COPILOT

Creatures from exiting its area. Must Save to Exit.

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 12 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

7

Half Wall of Force



LEVEL

Tier 2

355-1



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	20 Minutes		Battle-Defense	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
6	4 Sqs Long	20 Minutes		none	ORX

Details:

- Wall stats for each square: HP:30 AC:15
- 1 Sq high by Length up to 4 Sq. 1 corner allowed, if desired.

WHAT THIS DOES:

- ... create a wall 1 sqaure high by 4 Squares long.
 - The wall is invisible.
- ... have a thickness of 1 ft / 30 cm

WHAT THIS DOES NOT DO:

- ... move once set in place.

Bonds and Connections



Counter:

LVL: 7

Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Allows an additional corner.



10 Minor Defense Bubble

LEVEL Tier 3

482-1



x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	Initiative		Battle-Defense	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
2	Self	1 Battle		RM 2	ORX

- Details:**
- Attacker must pass the Save to not be affected for the attacks in that round.
 - This spell blunts the damage of any physical attack passing through it,
 - even physical attacks (not spells) from the caster.

- WHAT THIS DOES:**
- ... reduce the damage of non-magical attacks by 3 points.
 - Weapons that are magical are not affected by this spell.
 - ... ensure the minimum damage is 1 point.
 - ... move with the caster.
 - ... work against the caster in the case of physical attacks from the caster.

- WHAT THIS DOES NOT DO:**
- ... affect ToHIT rolls or AC.
 - ... affect magical weapons.
 - ... affect damage caused by spells.

Bonds and Connections



Counter:
LVL: 10 Same Spell

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
14	Save +1 Col	8
18	Range X4	10



- Focus Items and/or Kits:**
- Will allow this to be cast on a recipient other than the caster.

12 Circle of Langstrom Expulsion

LEVEL

Tier 3

487-1



x

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
12 pts	Touch	10 Minutes	Battle-Defense		Magical
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
1	3x3 Squares	4 Hours	SKL	2	ORX

Details:

- Once spell starts, outline fades to be unseen.
- Once spell starts, any Langstrom creature/item will immediately be teleported back,
 - either to an Langstrom spot known to the caster,
 - or to a random location in Langstrom plane if the caster doesn't know a Langstrom spot).
- Each teleport back to the Langstrom plane is with a caster's SKL:2 Save.
- Regardless of the distance between the caster and the circle
 - the caster is always aware of the circle enacting (even if the SKL:2 save fails).
- Spell continues to power the potential teleports until the duration ends.

WHAT THIS DOES:

- ... banish Langstrom creatures and items to their plane.

WHAT THIS DOES NOT DO:

- ... banish Langstrom creatures/items if the SKL:2 save by the caster fails.
- ... compel Langstrom creatures to stay within the circle
 - (tip: use Circle of Containment!)

Bonds and Connections

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 Items and/or Kits:

- AoE becomes a 4 Square Radius

0.2 TIRO: Fire Crack!

412-1

LEVEL Tier 1

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

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



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT do any damage if the ToHIT roll fails.

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

Counter:
No Counter Available.

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

Enhancements:		
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

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

0.4 TIRO: Quick Flash Fire

LEVEL Tier 1

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

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



Created by COPILOT

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

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

- WHAT THIS DOES NOT DO:**
- Does NOT set anything aflame.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

1

Force Pinch

LEVEL

Tier 1

331-1



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	Initiative		Battle-Offense	Mundane
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	1 Square	Instant		RM 2	ORX

Details:

- Sends a bit of force out to cause just enough damage in the right spot,
 - cause the target to possibly lose an attack or action.

WHAT THIS DOES:

- Does damage the target area and those it in for 1d4 + Acumen Bonus.
- Does force the target to pass a Save,
 - Failure means the target loses an attack/action,
 - If no attacks are taking place then target loses an action.

WHAT THIS DOES NOT DO:

- Does NOT automatically force the target to lose an attack.
- Does NOT allow either the caster or target to choose which is affected (attack or action).

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

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

2 Force Push

262-1

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	10 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
1	2 Squares	Instant		RM 2	ORX



Details:

- Creates a force to push a target back 1 square.
- Heavy targets may have adjusted Save columns

WHAT THIS DOES:

- ... damage the target regardless of the Save. Damage 1d6 + Acumen Bonus.
- ... allow the target to roll a Save to stand firm,
 - Passing indicates the spell ends after the target withstood the force,
 - Failing indicates the force pushes the target backward 1 sq.

WHAT THIS DOES NOT DO:

- ... have an ability to concentrate full pressure to a spot smaller than the square.
- ... need a ToHit to be rolled.
- ... push a target backward if the square behind is not open.
- ... have any effect vs targets outside of the Range.
- ... affect moving objects.

Bonds and Connections



Counter:

LVL: 2 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
14	Save +1 Col	8
18	Range X4	10



Focus Items and/or Kits:

- Focus item with crystal is NOT passive.
- The targets Save is more difficult by 1 Column.

4 Conjure Native Beetles

295-1



Created by COPILOT

LEVEL	Tier 1				
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.

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

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 4 Same Spell

Creations:



Beetleroot Granules

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



Enhancements:

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



Focus Items and/or Kits:

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

12 Class Power Attack

LEVEL




Tier 3

675-1



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 12 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

17 Hammering Force

LEVEL

Tier 5

489-1



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	12 Squares	Initiative		Battle-Offense	Magical
STACK	AoE	DURATION		SAVE	CLASS GROUPS
99	2 Squares	Instant		RM 2	ORX

Details:

-- The spell shows an image of a giant hammer pounding twice at the target.

WHAT THIS DOES:

- ... damage to all in the target squares,
 - damage of 3d8 + Acumen Bonus.
- ... Cause each creature in the 2 squares to Save,
 - Failing the Save will stun the creature for 1d3 rounds.

WHAT THIS DOES NOT DO:

... need 2 Saves (1 for each attack)

Bonds and Connections



Counter:

LVL: 17 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:



-- The Target(s) must use the next most difficult Save Column.

0.3 TIRO: I Have Your Item!

419-1

LEVEL Tier 1

snatches item. Mgc armor: -1 Col.

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



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

17 Force Cage



LEVEL

Tier 5

550-5



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	8 Squares	10 Minutes		Call-Summon	Magical
STACK	AoE	DURATION		SAVE SKL	CLASS GROUPS
99	3x3 Squares	3 Rounds		COL 2	ORX

- Details:**
- Damage is dealt on any type of physical contact, including melee combat.
 - This cage can be used with a Perimeter of Containment to double up on the protection.
 - Creates a mish-mash of crossing 'cables' which fences in inhabitants.

- WHAT THIS DOES:**
- ... create a physical cage of force,
 - the mesh grid will not allow large items/creatures through,
 - taller/wider than 8 inches (20 cm) or
 - longer than 24 inches (60 cm),
 - any small physical creatures passing through still take the damage.
 - the cage has Hit Points of 199 and an AC of 11.
 - ... deal 3d6 damage each time there is physical contact.
 - ... affect dimensional creatures more,
 - All dimensional creatures must comparison Saves to cross the barrier.
 - ... continue to work if placed over another type of magical containment.

- WHAT THIS DOES NOT DO:**
- ... effect Dokour casters.
 - ... range in it's AoE, either 3x3 or Enhanced to 9x9.
 - ... continue of the cage's HP drops below 1.

Bonds and Connections



Counter:
LVL: 17 Same Spell

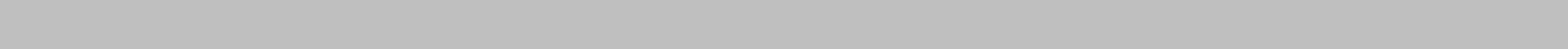
Creations:
- No creations. Usable only as a spell/skill.

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
10	Rollout Halved	6
12	AoE X2	6
12	Range X2	8
14	Duration X2	8
18	Range X4	10
20	AOE X4	20



Focus Items and/or Kits:
-- Doubles the cages Hit Points to 398 HP



0.1 TIRO: Beauty Contestant:2nd Prize

LEVELTier 1

Recipient becomes more attractive by their race's standards.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.



0.1 TIRO: Pie Fight!

LEVEL Tier 1

410-1



Created by COPILOT

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

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.3 TIRO: 2 Rope Image

417-1

LEVEL Tier 1

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
10% Max	1 Rope	1 Minute		Altered Reality	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Rope	2 Hours		SKL 1	TRO



Created by COPILOT

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

- WHAT THIS DOES:**
- Does allow the Caster to roll a Save to merge the ropes into one.

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

5

Ribbon Goblin Lookout

336-1

LEVEL

Tier 2

COST

8 pts

RANGE

1/4 Mark

ROLL OUT

30 Minutes

COLLECTION

Altered Reality

OUTCOME

Magical

STACK

3

AoE

1 Ribbon Crtr

DURATION


8 Hours

SAVE COL

none

CLASS GROUPS

ORX



x

Details:


- The ribbon creature will complete small tasks.
 - the creature is nearly silent and does not know how to move about quietly.
 - thus they often come across as if they have an attitude.
 - when in fact, they just don't have a soft touch with anything.
- Stats:
 - LVL:2 HP:2 Attk:x0x1 Init:0 ToHIT:0 Dmg:2 Move:6 Sqs.
 - All Save columns: 80, 95, 130, 180 .

WHAT THIS DOES:


- ... create a Nae'Em connection between the caster and the ribbon creature.
- ... create a 3 ft 6 inch / 1 m tall ribbon curmudgeon.
- ... have the ribbon creature respond to cue's,
 - If this happens then do this' type of thing.
 - They can remember 4 or 5 of such requests.

WHAT THIS DOES NOT DO:

- ... give the ribbon creature a personality.
- ... allow the creature to verbally communicate in any way except by grunts.



Bonds and Connections



Counter:


SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Damage +50%	8
9	Duration +50%	6
10	Rollout Halved	6
14	Attacks = FTR	8
16	Rollout 1 Min	8
18	Duration X4	10
18	Nae'Em Clues Removed	20



Focus Items and/or Kits:

-- Allows the caster to communication with the ribbon creature telepathicaly.



1

Draw Up Ground Water

LEVEL

Tier 1

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

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



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:


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



6

Destroy Harmful Substance

LEVELTier 2

481-1



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	6 Squares	10 Minutes		Food-Water	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Square	Permanent		none	ORX

Details:

- Harmful substances are consumables that cause a negative effect after consumed.
- Non-nutritious food would not be considered a harmful substance.

WHAT THIS DOES:

- ... breaks down the harmful substance to result in a sludge that is not harmful.
- ... create a obvious sludge that is no longer a consumable.
- ... affects 1 square at a time,
 - only the consumables that are harmful are affected.

WHAT THIS DOES NOT DO:

- ... affect consumable substances that will not harm you.

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8
12	Rollout Init	12
16	Rollout 1 Min	8
18	Range X4	10

Focus Items and/or Kits:





8 Imbue an Item with

LEVEL Tier 2

270-2



x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	3 Days		Food-Water	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	5 Years	1	none	ORX

Details:
--

WHAT THIS DOES:

WHAT THIS DOES NOT DO:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL ENHANCEMENTS COST

Focus Items and/or Kits:

-- No benefit.

9 Food Times Three

304-1

LEVEL

Tier 3

COST

12 pts

RANGE

3 Squares

ROLL OUT

1 Day

COLLECTION

Food-Water

OUTCOME

Mundane

STACK

1

AoE

2x2 Squares

DURATION


Permanent


SAVE COL


none

CLASS GROUPS

ORX








Details:
-- caster increases the amount of food.

WHAT THIS DOES:
... clones the food as it is.
... triple the amount of food,
 - Example: 10 meals would be 30 meals.
... ensures the extra meals made are nutritionally healthy.

WHAT THIS DOES NOT DO:
... change the quality of the food.

Bonds and Connections



Counter:

LVL: 9 Same Spell

Creations:

Yield Improvement Scroll.

BUY:30 GP.

- 1 cubic sq of food is tripled. (x2 +original)


- Amaranth Root, Cinderroot, Geen Hemlock, Ivy Runners.

- Campfire.

Creation SP: x3 spell

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8
16	Rollout 1 Min	8
18	Range X4	10



Focus Items and/or Kits:

- Focus staff with crystal is NOT passive.

- adds to the taste of the food,

- Food already high in quality/taste is not upgraded.



0.1 TIRO: Healing Bolus

LEVELTier 1

1d12 HP healing.

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



Created by COPILOT

Details:

- A basic healing spell that heals 1d12.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

1

Forced Heal 1d6 HP (+more)

LEVEL

Tier 1

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

5

Assist Another's Healing

LEVEL

Tier 2

477-4



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Squares	10 Minutes		Health-Life-Death	Mundane
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1 Heal Spell	Instant		none	ORX

Details:


- Caster bonds with another caster to improve other's healing spell.
 - The bond is temporary and ends when the spell ends.
 - The bond does NOT require either caster to follow/associate the other.
- If the other caster heals for 6 pts this spell doubles that and adds 4,
 - Other caster's 6 HP doubled to 12 HP then 4 HP added. Total of 16 HP.

WHAT THIS DOES:

- ... create a temporary bond with another caster.
- ... affect the other casters healing spell.

WHAT THIS DOES NOT DO:

- ... cast any healing from this caster directly on to the wounded person.



Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8
12	Rollout Init	12
16	Healing +4	10
18	Nae'Em Clues Removed	20
18	Range X4	10

Focus Items and/or Kits:


12

Ranged Forced Healing 2d8+2 HP

LEVEL

Tier 3

Roll 2d8+2. Dmg x1 then Heal x2

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

- Does heal more than just civilized people.

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

15 Held Stasis

LEVEL

Tier 4

490-4



X

COST	RANGE	ROLL OUT	COLLECTION		OUTCOME
16 pts	Touch	1 Minute	Health-Life-Death		Magical
STACK	AoE	DURATION	SAVE	COL	CLASS GROUPS
1	1 Target	1 Month (30 days)	RM	1	ORX



Details:

- Stasis puts a hold on all gaming stats that may require timing, such as timing based on,
 - damage, sickness, or disease,
 - personal regeneration, or nurishment.
- Stasis is a coma like state which halts progression of health conditions.
- The spell must be cast again to bring the target back to consciousness prematurely.

WHAT THIS DOES:

- ... place a non-combatant into a stasis like state.
- ... prohibit any method of self powered movement.
- ... allow targets that cannot/will not cooperate to roll a MR:1 to resist the stasis.
- ... enforce the range only during the casting,
 - Once the target is within stasis the caster must remain on the same PMP.
- ... requires the caster to use their Arcane Focus item.

WHAT THIS DOES NOT DO:

- ... require the target to be willing or conscious.
- ... automatically allow a recasting again at the end of one casting seamlessly,
 - For the new spell to dovetail a SKL:2 Save must be passed.

Bonds and Connections



Counter:

LVL: 15 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Subtle Casting	4
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8
14	Range At 3 Sqs	8
18	Duration X4	10



Focus Items and/or Kits:

- Adds up to 6 months to the Duration,
 - in 1 month blocks.



0.2 TIRO: Garish Pup Tent

LEVELTier 1



Created by COPILOT

The Caster creates a colorful tent.

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

Details:

- The Caster creates a colorful tent.

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

10 Walls of Force (4 to 6)

LEVEL

Tier 3

480-1



x

COST	RANGE	ROLL OUT	COLLECTION	OUTCOME
12 pts	12 Squares	5 Min / Wall	Shelter-Rest-Protection	Magical
STACK	AoE	DURATION	SAVE COL	CLASS GROUPS
3	See Description	4 Hours	none	ORX

Details:

- Wall stats for each square: HP:30 AC:15,
 - Each wall is places on the edge of a square in/on the battle map.
 - It is a physical structure that will withstand any normal siege methods.
- Each separate length is 2 Squares high by 6 Squares long with a corner,
 - 4 separate lengths allow and must reconnect to enclose.
- Each wall must be a minimum of 1 Square long.
- In the battle grid the wall of force is directly over the gridline itself,
 - not the middle of the square nor the entire square itself.

WHAT THIS DOES:

- ... create a walls that are 2 squares high by 6 Squares long.
 - The wall is invisible.
- ... have a thickness of 1 ft / 30 cm.
- ... requires the end result to be a rectangle.
- ... have a single opening for an entrance,
 - No door is created, only an opening.
- ... When Enhancement of 'Aura Notably Brighton" is used the walls are outlined continuously.

WHAT THIS DOES NOT DO:

- ... move once set in place.

Bonds and Connections



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	Range X4	10



Focus Items and/or Kits:

- Allows for an invisible door over/on the opening.

11 Force Wall

LEVEL

Tier 3

466-1



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	Touch	20 Minutes		Shelter-Rest-Protection	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	6 Sqs Long	1 Hour		none	ORX

Details:

- Wall stats for each square: HP:50 AC:15
- 2 Squares high by Length up to 6 Squares with 1 corner allowed.

WHAT THIS DOES:

- ... create a wall 2 sqaures high by 6 Squares long.
 - The wall is invisible.
- ... have a thickness of 1 ft / 30 cm

WHAT THIS DOES NOT DO:

- ... move once set in place.

Bonds and Connections



Counter:
LVL: 11 Same Spell

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





Focus Items and/or Kits:

- Wall thickness becomes 2 ft / 60 cm and HP:80 AC:16

0.4 TIRO: Aural Spark

LEVELTier 1

random color of sparks for 1d20 minutes.

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



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.



Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

4 Capture/Release Normal Light

465-1



LEVEL Tier 1

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	2 Minutes		Light-	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	12 Sqs Radius	2 Hours		none	ORX

Details:

- Caster is able to draw light (not the source) to them self and absorb it,
 - Thus no light from that source remains.
- Alternatively, the caster can return the light to it's source.

WHAT THIS DOES:

- ... absorbs mundane light sources of less than a bonfire brightness.
- ... absorbe one light source per Tier of the caster.
- ... light taken within duration is automatically re-ignited at end of duration.
- ... allow the caster 're-ignite' the light source within the duration.

WHAT THIS DOES NOT DO:

- ... keep the light if the caster moves out of range.
- ... keep the light if the duration is over.
- ... combine light from multiple sources to create a greater light.
- ... continue if the caster is not conscious.

Bonds and Connections

Counter:

NO COUNTER AVAILABLE

Creations:

Stone of Capture/Release Light

Stone of Capture/Release Light. BUY:5 GP.

- Holds/lets go of 1 light. Does not extinguish.
- Bear Bones, Wild Cabbage, Giner Root.
- Kitchen/Lab. Creation SP: x3 spell cost.

Enhancements:

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



Focus Items and/or Kits:

- A single light source which has been absorbed can be to emit from the Focus Item.

0.2 TIRO: Amplify Own Speech



LEVEL Tier 1

416-1



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- Does NOT affect anyone but the caster.

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 2 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.3 TIRO: Colored Signal Flare

LEVEL Tier 1

425-1



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 3 Same Spell

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.



0.4 TIRO: Sloppy Spying

415-1

LEVEL

Tier 1

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

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



Created by COPILOT

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

- WHAT THIS DOES:**
- Does allow the Caster to see the location, but no sound is available.

- WHAT THIS DOES NOT DO:**
- Does NOT affect anyone except the caster.

- Bonds and Connections**
- This is a Vae'Em connection to a venue/location.

Counter:

No Counter Available.


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

Enhancements:		
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

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



4 Arcane Translation - 1 Page

292-1



LEVELTier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	20 Minutes		Communication-	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
0	200 Characters	20 Minutes		RM2	ORX

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

- ... allow a permanent 'learning' of arcane text,
 - since arcane is living and constantly moving it cannot be decoded or learned.
- ... decode cyphers.

Bonds and Connections

Counter:


No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Use of a Focus Item will give a random benefit,
 - caster rolls 1d6 and uses the Enhancement indicated with no cost.



4

Triggered Announcements

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	30 Minutes		Communication-	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
3	2x1 Sqs (Wall)	Until Triggered		None	ORX



Details:

- Caster creates an announcement that is repeated when the triggered.
- Disruption from a Tiro spell will happen after then announcement is done.
- Duration x2 means it expires after the second triggering.
- AOE x2 means there will be 2 announcements that alternate.

WHAT THIS DOES:

- ... required the spell be placed on a large stone.
 - stone must be atleast 2 x 2 x 2 squares.
- ... start (trigger) once a living creature halfling size or larger approaches.

WHAT THIS DOES NOT DO:

- ... trigger for small creatures.
- ... trigger for dead, undead, or living dead.
- ... work if more than 30 words are put into the announcement.
- ... inform the caster when an announcement is given.

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:


- If the stone has a carved face the Announcement will come from the face.
 - The face will have the illusion of movement.



6

Release Arcane Script

LEVELTier 2

468-2



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	10 Minutes		Communication-	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
3	200 Characters	1 Hour		SKL1	ORX

Details:

Reading of a script (Spell, scroll, engraving, ...) may release power.

If power is released it may be in the form of a curse. Or could be a single trigger to enact a spell.

If the caster fails the saving throw it is not truly the caster failing, it is the living script not cooperating.

WHAT THIS DOES:
asdf

WHAT THIS DOES NOT DO:
asdf

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

7


High Flares


467-1


LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	In Sight	10 Minutes		Communication-	Magical

STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
3	16 Sq Sphere	20 Minutes		none	ORX



Details:

- Can be 'shot' up to 1/4 mile high. (1,320 ft or ~400 meters).
- Recommended the player group decide on meaning of colors/arrangement a head of time.
- Recommended the player group keep the messaging simple.


WHAT THIS DOES:

- ... allow the caster to send a visual signal using colors and up to 6 dots.
 - Caster presents 1 to 6 dots in the arrangement of a six sided dice.
 - Caster can choose flare colors from Red, Brown, Yellow, Purple, or Green.
- ... ensure the colors are easy to discern as long as the view is not blocked.
- ... allow a 'readable' view from 10 miles / 16 Km or nearer.

WHAT THIS DOES NOT DO:

- ... work if the spell cannot reach the full height of .25 Mi or .5 Km .


Bonds and Connections

Counter:
LVL: 7 Same Spell

Creations:

Enhancements:

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

Focus Items and/or Kits:

- Allows the caster to delay the spell by 5 minutes.

8



Constrain Arcane Script


375-2

LEVEL

Tier 2

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	Touch	1 Hour		Communication-	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	200 Characters	Permanent		SKL3	ORX



Details:

--

A spell is counted as 100 characters.

Must be done on high quality parchment or vellum.
If otherwise is attempted the saving throw is extreme. Needs 100 to succeed.

If the caster fails the saving throw it is not truly the caster failing, it is the living script not cooperating.

WHAT THIS DOES:

WHAT THIS DOES NOT DO:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

11 Add Signs to Signpost

484-1

LEVEL

Tier 3

COST

12 pts

RANGE

1 Square

ROLL OUT

10 Minutes

STACK

99

AoE

1 Signpost

DURATION

3 Days

COLLECTION

Communication-

OUTCOME

Mundane


SAVE

COL

none

CLASS GROUPS

ORX



Details:

- This can be added to any signpost, regardless if it's invisible or not,
 - Maximum size: 2 feet / 61 cm long by 1 foot / ~30 cm high,
 - single plank of wood a half inch thick.
- The duration of the sign will lengthen to the duration of the sign post to match.

WHAT THIS DOES:

- ... work on all sign posts, mundane, visible, invisible, etc...
- ... allow up to 8 signs per post.

WHAT THIS DOES NOT DO:

- ... Create a sign post.

Bonds and Connections

Counter:


No Counter Available.

Creations:

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

Enhancements:

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




Focus Items and/or Kits:

-- Sign & post becomes visible.

11 Triggered Announcement

LEVELTier 3

485-1



COST


12 pts

RANGE

Touch

ROLL OUT

3 Days



COLLECTION

Communication-

OUTCOME

Magical

STACK


3

AoE

2 Squares

DURATION

Permanent



SAVECOL

none

CLASS GROUPS

ORX

Details:

- Motion is detected by objects/creatures of 2 ft / 0.6 m.
- 3 Days of casting means 16 hours of casting each day for 3 days,
 - The remaining 8 hours must be spent inactive, i.e. sleeping.

WHAT THIS DOES:

- ... repeat the casters words when motion within 2 sqs is detected.
- ... record emphasis and volume of words as spoken by the caster.
- ... allow up to 30 words.
- ... detect invisible creatures/objects.
- ... remove a casters previous message by creating another message with no words.
- ... stay active untill removed or replaced.

WHAT THIS DOES NOT DO:

- ... stay hidden when any sort of magical detection is used,
 - But the message can only be known by triggering it.

Bonds and Connections

Counter:


No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
10	Rollout Halved	6
14	Range At 3 Sqs	8
18	Range X4	10





Focus Items and/or Kits:

- If cast on objects with a face the spell will have the image of the object speaking.

0.2 TIRO: Random Friendship

LEVELTier 1

Potentially makes someone more tolerant of the caster.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

7 Hold Civilized Creature

577-1

LEVEL Tier 2



X


COST	RANGE	ROLL OUT	1RDS	COLLECTION	OUTCOME
8 pts	8 Squares	1 Round		Personal-Connections	Magical
STACK	AoE	DURATION	5RDS	SAVE COL	CLASS GROUPS
	1 Target	5 Rounds			ORX

Details:
-- Keeps a person held. Unable to cast, fight, or complete an action.

WHAT THIS DOES:
... allow the attempt to Save MGC:3 to be released at initiative of 0.0 in each round.
... require the target to be in range and in sight.
... allow other spells to work on the target.
... allow target to put out an effort to talk,
 - Amount of effort doesn't allow good flow or pronunciation, thus no spells.

WHAT THIS DOES NOT DO:
... inhibit life functions, like breathing.
... interfere with targets hearing or sense of touch.
... target to cast, fight, or complete an action.

Bonds and Connections

 **Counter:**
LVL: 7 Same Spell

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

Enhancements:

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



Focus Items and/or Kits:
-- Allow the target free and easy speech,
 - this effect can be turned on and off as the
 caster wants within the duration.

9 Find Clues To True Name

LEVEL Tier 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		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		RM 2	DOK-SYL-STM-EOL-ORX

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

11

Connect To An Arcane Focus Item

LEVEL

Tier 3

Creates connection between caster and a Arcane Focus Item.

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
36 pts	Touch	3 Days		Personal-Connections		Magical
STACK	AoE	DURATION		SAVE	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



Focus Items and/or Kits:

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

12 Langstrom Servant: Pucoe Gree

486-2

LEVEL

Tier 3

x

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
12 pts	1 Square	10 Minutes		Personal-Connections	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Creature	8 Hours		none	ORX



Details:

- The Pucoe Gree will only take instructions from the caster,
 - in the event that instructions are needed.
 - these instructions are the only evidence of communication.
 - They do not seem to communication in any way otherwise.
- Pucoe Gree:
 - Will only fight against Langstrom inhabitants, if at all.
 - can move/carry the equivalent of 5 lines of inventory,
 - able to move at a rate of

A Pucoe Gree's properties are:

movement is 10 sqs per round
Carry weight of 5 lines
AC is 8 front and back
Battle stats are -8 Ini, -8 ToHit, 1d8-1 Dmg. 0 is possible.

Reaction to anything other than caster's needs:

- 1-8 Don't Move
- 9-12 Step Aside
- 13 Return to Langstrom
- 14-15 Move Towards Issue
- 16-19 Flee
- 20 Attack

WHAT THIS DOES:

- ... bring out a Pucoe Gree creatures that can easily stay on the grean turf of the Langstrom.
- ... pucoe Gree will work to ensure all members of the group do not fall,
 - All fall Saves will be able to try to not fall using an extra Save.
 - All structures the caster makes gain stability and less likely to have issues.
- ... continue even if the caster is out cold or asleep.
- ... allow the Pucoe Gree numbers increase as needed,
 - from a minimum of 3 up to 20,
 - They meld back into the current pod when not needed.
- ... Allow the caster to give specific directions to the Pucoe Gree when needed,
 - For instance the direction to help a specific person before others.

WHAT THIS DOES NOT DO:

- ... function outside of the Langstrom.
- ... award any extra benefit with the use of more than one Pucoe Gree,
 - All Pucoe Gree work to the same goal at the same time.



Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Encourages the Pucoe Gree to protect the caster.

12 Eavesdrop on Nae'Em Convo

LEVEL

Tier 3

630-1



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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



Counter:

LVL: 12 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

5

Scry to a Nae'Em

LEVEL

Tier 2

895-3



Created by COPILOT

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

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

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

xx



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

0.4 TIRO: Tracking

674-1

LEVEL Tier 1

Find and follow a trail while leaving an obvious trail.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

1 Detect Magic & Number of Aspects

LEVELTier 1

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

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



Created by COPILOT

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:



Scroll of Detect Magic



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

Enhancements:

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



Focus Items and/or Kits:

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

2


Orix View Sign Posts


583-1


LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	8 Squares	2 Minutes		Find-Hide-Reveal	Magical

STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
3	1x1 Sq Sphere	30 Minutes		none	ORX



Details:

- Caster is able to see any sign posts in range.
- All the signs on the post are readable as well.

WHAT THIS DOES:

- ... reveal the words on the signs.
- ... allow the caster to be able to read the sign as if it were written in common.

WHAT THIS DOES NOT DO:

- ... allow the caster to alter the signs or sign post.

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
6	Subtle Casting	4
9	Duration +50%	6
9	Range +50%	6
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8
18	Range X4	10
20	AOE X4	20

Focus Items and/or Kits:



5

Create Ionic Marker

543-1

LEVEL

Tier 2

COST

8 pts

RANGE

Touch

ROLL OUT

1 Day

COLLECTION

Find-Hide-Reveal

OUTCOME

Magical

STACK

3

AoE

1 Object

DURATION


Permanent

SAVE

COL

CLASS GROUPS

ORX



Details:

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

WHAT THIS DOES:

- ... allow a common non-magic unworked item to be a focus point for scrying.
 - If the scryer has the appropriate devices.

WHAT THIS DOES NOT DO:

- ... allow the caster to see/hear without the use of a scrying spell.



Bonds and Connections

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	Range X2	8
14	Range At 3 Sqs	8
18	Nae'Em Clues Removed	20
18	Range X4	10

Focus Items and/or Kits:

5 Locate Ionic Marker

584-1

LEVEL Tier 2

X



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	PMP	1 Hour		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Marker	Instant		SKL 2	ORX

- Details:**
- This is a Nae-Em Bond with a non-living object.
 - Marker has the casters personal Orix sign on it.

- WHAT THIS DOES:**
- ... allow caster to determine the current location of the maker,
 - Location is determine when a SKL:2 Save has been passed,
 - Results given at N, NE, E, SE, S, SW, W, and NW,
 - with approximate number of days to travel by foot (over land) to the marker.
 - ... continue to work as long as it is on the same plane it was created on.
 - ... allow the location found as a point for some scrying spells.

- WHAT THIS DOES NOT DO:**
- ... respond with a location if the caster is not on the original plane.
 - ... pin point on a map where the marker is.
 - ... have any effect on objects that already have magic on it.
 - ... have any effect on objects that have been worked



Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Allows the spell to work with SKL:1 Save.

9 Detect 'Ems (All Types)

LEVELTier 3

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

COST	RANGE	ROLL OUT		COLLECTION		OUTCOME
36 pts	4 Squares	20 Minutes		Find-Hide-Reveal		Magical
STACK	AoE	DURATION		SAVE	COL	CLASS GROUPS
99	1 Square	Instant		RM	2	EOL-ORX



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

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

9

Search for Arcane Focus Item

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		SAVECOL	CLASS GROUPS
1	1 Mark	4 Hours		SKL2	DOK-SYL-STM-EOL-ORX

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

No Counter Available.

Creations:

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

Enhancements:

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

Focus Items and/or Kits:



- Not required.

11 Sight of the Statue

LEVELTier 3



Used on art/sculptures with eyes.

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

GM

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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



Bonds and Connections

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

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

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

Focus Items and/or Kits:

- Not required.

13 Find Nearest Langstrom Portal

488-1

LEVELTier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Self	1 Hour		Find-Hide-Reveal	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	10 Marks	6 Days		none	ORX

Details:
-- Does not give a distance.

WHAT THIS DOES:
... determines where, if within range, a Langstrom Portal might be on an 8 point compass,
- Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster.
... the initial direction is given during the entire duration of the spell.
... this spell CAN pick up a temporary Langstrom portal i.e. a rupture, as well as a permanent.
... only give information regarding the closest portal.

WHAT THIS DOES NOT DO:
... indicate what kind of Langstrom opening has been found.
... update information,
- If the portal that was found closes this spell still points to the past location.

Bonds and Connections

Counter:
No Counter Available.

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

Enhancements:

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

Focus Items and/or Kits:
-- Indicates how many Marks to the location (Providing it's within range.



16

Reveal True Name

LEVEL

Tier 4

This uses all the clues to find the True Name.

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




Created by COPILOT

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

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

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



Bonds and Connections

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

Counter:


NO COUNTER AVAILABLE

Creations:

- No creations. Usable only as the action.

Enhancements:

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



Focus Items and/or Kits:

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

0



Langstrom Location (Vae'Em)

478-2

LEVEL

Tier 1

X


COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts				Travel-Planes	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
					ORX

- Details:**
- 1. Details:
 - This ritual creates a 'known' location for other spells to use.
 - 2. This Spell DOES:
 -
 - 3. This Spell does NOT:
 -
 - 4. Focus Item:
 - The Focus Item does not have to be used. It is NOT passive.
 -

Caster must be in the PMP.
Caster finds a Langstrom location to be used as a 'known' location to portal into.

WHAT THIS DOES:

WHAT THIS DOES NOT DO:



Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
18	Nae'Em Clues Removed	20
20	Rollout Instant	16

Focus Items and/or Kits:

0.1 TIRO: Quick Jump

LEVELTier 1

1d6 squares in direction indicated. Distance rolled.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:		
LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

0.3 TIRO: Quick Push!

LEVEL Tier 1

420-1



Created by COPILOT

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

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
40% Max	4 Squares	Initiative		Travel-Planes	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Recipient	Instant		BRU 2 	TRO

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

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

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

1 Send Item to A Nae'Em Location

LEVEL Tier 1

470-1



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	PMP	20 Minutes		Travel-Planes	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Mid Item	Instant		none	ORX

Details:
-- Sends a medium sized object to a Nae'Em location on the PMP.

WHAT THIS DOES:
... require item to be completely wrapped (Blanket, sheet, etc.),
- Require the covering not allow sight into/under the covering,
- Require the convering be in good condition.
... allow the item to be up to 2 ft in diameter and up to 1 ft in thickness.

WHAT THIS DOES NOT DO:
... affect items that have a sentient life within.
... affect items that are crystal.
... affect items with a planular connection.

Bonds and Connections

Counter:
NO COUNTER AVAILABLE

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

Enhancements:		
LVL	ENHANCEMENTS	COST
1	Cast Without Enough pts	2
4	Aura Brightens	-2
10	Rollout Halved	6



Focus Items and/or Kits:
-- Allows caster to include a pre-made Ionic Marker.

6

Langstrom Rupture



LEVEL

Tier 2

366-1



X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	8 Squares	30 Minutes		Travel-Planes	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	1x1 Sq Portal	1 Minute		none	ORX

Details:

- Creates a lime green portal that is 1 square wide and 1 square high.
- this type of portal is not stable,
 - when used often the GM may require a RM:2 or harder Save to be rolled.
 - used often is defined as over twice in a month or
 - using more than 20 skill points to create a rupture within a month.

Into OR out of Langstrom

WHAT THIS DOES:

- ... require those that enter to squat or bend to fit in.
- ... often limit the entry of beasts of burden.
- ... require casting from a Prime Material Plane (PMP).

WHAT THIS DOES NOT DO:

- ... allow entry to creatures that are only partially through,
 - any partial entries are pushed back out into the PMP

Bonds and Connections

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
9	Duration +50%	6
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10



Focus Items and/or Kits:


- Allow a SKL:1 Save to pulled creatures that are partially in when the portal ends.




10 Ladders & Stairs

LEVELTier 3

483-1



Ladder: 1-12 sqs x 1 sq Lean. Stairs: 6 sqs x 6 sqs Lean.

COST	RANGE	ROLL OUT	<div>5RDS</div>	COLLECTION	OUTCOME
12 pts	12 Squares	5 Rounds		Travel-Planes	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Square	1 Hour		none	ORX

Details:

- The Range is the rise in elevation and the 'Lean' is,
 - The stairs reach outward at lean of 1 square.
 - The ladder reach outward at a 45 degree. Lean = Range.

WHAT THIS DOES:

- Does work in the PMP and Langstrom Planes.
- Does creates a means of egress/degress via Ladder or Stairs,
- Does allow the caster to choose which method is used (Ladder or Stairs).

WHAT THIS DOES NOT DO:


- Does NOT have any effect in planes other than PMP and Langstrom.

Bonds and Connections

Counter:

NO COUNTER AVAILABLE

Creations:



Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
9	Duration +50%	6
9	Range +50%	6
12	Range X2	8
12	Rollout Init	12
14	Duration X2	8
16	Rollout 1 Min	8
18	Duration X4	10
18	Range X4	10



Ladders And Ladders Breakable. BUY:60 GP.
- Ladder:1-12 sqs x 1 sq. Stairs:6 sqs x 6 sqs.
- Obsidian Shard, Stagnant Sea Water, Marigold Wine.
- Focus Item. Creation SP: x3 spell cost.



Focus Items and/or Kits:

- Focus Item with crystal is NOT passive.
- Adds a hand rails

15 Create Permanent Location Tae'Em

LEVEL Tier 4

347-1


X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	10 Squares	1 Day		Travel-Planes	Mundane
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Sq Area	Permanent		none	DOK-SYL-STM-EOL-ORX

Details:
-- Caster creates a Nae'Em of a location to be used for teleportation travel.

WHAT THIS DOES:
... meet the requirements of memorizing a location as a destination.
... Create a non-sentient Nae'Em.


WHAT THIS DOES NOT DO:
... remain a Nae'Em if the location changes significantly.

 Bonds and Connections

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
12	Range X2	8

 **Focus Items and/or Kits:**
- Focus item with crystal is NOT passive.
- Can amble and be not so obvious with this spell.

0.4 TIRO: Tasty Cumber Meals

LEVELTier 1

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

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

1 Arcane Light with Class Hue

LEVELTier 1

Default Light: Candle light

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



Created by COPILOT

Details:

- Light Chart:

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

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



Astral Candle Light Powder

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



Enhancements:

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



Focus Items and/or Kits:

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

2



Langstrom Cloak Pockets


274-1

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Touch	1 Minute		Utility-	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Worn Garment	1 Week		none	ORX



Details:

- Allows the wearer of a cloak/Robe to create a dimensional pocket,
 - Pocket is on the inside of the garment.
- Inspection of the garment will reveal a seemingly mundane alteration.

WHAT THIS DOES:

- ... allow for 4 extra lines of inventory,
 - Items must be able to fit through a 6" opening.
- ... not show any indication during simple searches.
- ... any spell which reveals magic will indicate there is magic involved.

WHAT THIS DOES NOT DO:

- ... function with any garment that is not a cloak or robe.
- ... be affected by TIRO after casting has been done (RollOut completed).
- ... work at all if the 'Tiro Mess To Block' Spell is cast during RollOut.

Bonds and Connections

Counter:


No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range at 1 Sq	6
12	Rollout Init	12
14	Duration X2	8

Focus Items and/or Kits:


- When used it will mask the magic,
 - Use of the Focus item will cause any reveal spells to not note the magic.



3

Animate Cats Eye Marble

LEVELTier 1

473-1



COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	Self	1 Minute		Utility-	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
1	Caster	2 Hours		none	ORX

Details:

- Caster creates a connects their sight to a marble.
- This connection is a minor Nae'Em.

WHAT THIS DOES:

- ... allow a view using standard vision to the caster.
- ... allow the caster to rotate around to see all 360 degree in all directions.

WHAT THIS DOES NOT DO:

- ... provide light of any kind.



Bonds and Connections



Counter:
LVL: 3 Same Spell

Creations:

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

Enhancements:

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




Focus Items and/or Kits:

- Allows the caster to see through the Focus Item with
Ultraviolet light vision or low light vision

4 Shadow of the Magi

LEVELTier 1

Darkness centered just above caster.

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



Created by COPILOT

Details:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.



Counter:

LVL: 1 Same Spell

Creations:



Dust of Darkness

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



Enhancements:

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





Focus Items and/or Kits:

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

4 Shadow of the Magi - Duplicate

LEVELTier 1

Default Light: Candle light

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	2 Squares	1 Minute		Utility-	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	3 Sq x 3 Sq	1 Day		none	DOK-SYL-STM-EOL-ORX



Created by COPILOT

Details:

- Light Chart:

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

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

WHAT THIS DOES:

- Does set the chart number to 3 if an Arcane Focus is not utilizd.
- Does allow the caster to create a light that will stay above them but in reach.
- Does allow the caster to keep the light active by lightly concentrating on the spell,
 - Other spells actions that do not specifically state a need to concentrate may be used.
- Does allow the light spell to continue for up to 4 rds after the concentration has stopped.

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:

NO COUNTER IS AVAILABLE

Creations:

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

Enhancements:

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



Focus Items and/or Kits:



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

0.1 TIRO: Water From A Plant

LEVEL Tier 1

409-1

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

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



Created by COPILOT

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

- WHAT THIS DOES:**
- Does require a plant.
 - Does make a plant spout water, but in small quantities.
 - Does the water is safe to drink.

- WHAT THIS DOES NOT DO:**
- Does NOT spout a lot of water.
 - Does NOT have any affect against plant-like creatures.

Bonds and Connections

- No Nae'Em connection.

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

Focus Items and/or Kits:

- Not required.

2

Dispel Magic

LEVEL

Tier 1

Caster and GM both roll the Save.

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
8 pts	4 Sqs	10 Minutes		Creation-Meta	Magical
STACK	AoE	DURATION		SAVECOL	CLASS GROUPS
99	1 Item	Permanent		SKL1 	EOL-ORX



Created by COPILOT

Details:

Comparison process:

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

WHAT THIS DOES:

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

WHAT THIS DOES NOT DO:

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

Bonds and Connections

- No Nae'Em connection.

Counter:

NO COUNTER IS AVAILABLE

Creations:

Scroll of Dispel Magic

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

Enhancements:

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



Focus Items and/or Kits:


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

3

Call Bonded Person

LEVELTier 1

373-1



COST

4 pts

RANGE

PMP

ROLL OUT

30 Minutes

COLLECTION

Creation-Meta

OUTCOME

Magical

STACK

1

AoE

1 Recipient

DURATION



Instant

SAVECOL

none

CLASS GROUPS


ORX



Details:
-- Person to be teleported must have a current Nae'Em bond with the caster.

- WHAT THIS DOES:**
- ... visibly open a portal near the selected Nae'Em.
 - ... teleport small to medium sized person to the caster.
 - ... use the Langstrom plane.
 - ... bring the recipient and their carried inventory to the caster.
 - ... allow only the selected Nae'Em to enter the portal.

- WHAT THIS DOES NOT DO:**
- ... effect creatures of 'Large'. (larger than 7 ft / 2.13 m).
 - ... effect creatures that are 'Tiny' or smaller. (smaller than 1 ft 8 in / .5 m) .
 - ... stay open after the casters Nae'Em travels through.



Bonds and Connections

Counter:


No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
10	Rollout Halved	6
12	Rollout Init	12
16	Rollout 1 Min	8



Focus Items and/or Kits:

-- AoE can include one more person.

3



Orix False Glow


579-1

LEVEL

Tier 1

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
4 pts	4 Squares	2 Minutes		Creation-Meta	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	1 Item	15 Minutes		none	ORX



Details:

- An item appears to be magical if any kind of reveal of Magic is used.
- Item glows white (Generic magic), but not bright enough to indicate extreme power.


WHAT THIS DOES:

- ... make an item appear magical.
- ... work only against spells that would reveal magic.

WHAT THIS DOES NOT DO:

- ... actually make an item have magical properties.
- ... affect anything other than items.

Bonds and Connections



Counter:

LVL: 3 Same Spell

Creations:

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

Enhancements:

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



Focus Items and/or Kits:

- Creates a low but visible glow, that can be seen normally.
- therefore, magic is not needed to detect for

3 Visible Sign Posts

580-1

LEVEL

Tier 1

COST

4 pts

RANGE

5 Squares

ROLL OUT

1 Minute

COLLECTION

Creation-Meta

OUTCOME

Mundane

STACK

1

AoE

1 Sign Post

DURATION


2 Hours

SAVE COL

none

CLASS GROUPS

ORX



Details:

-- About sign posts:

- Comes with two signs.

- The origin is either pointing in a compass direction or down,

- Pointing down indicates the origin was at the post,

- The second sign is the compass direction the creator went,

- It tracks the creator ONLY up to 5 Squares from the post,

- If the creator has traveled from the post in the teleport the result is compass direction of destination.

WHAT THIS DOES:

... reveal sign posts created by portals to the caster.

... allow the caster to decide whether the sign posts will be visible to others during casting!

... reveal up to three sign posts created by portals to the caster.

... requires the caster to to choose whether it's visible to everyone during casting.

WHAT THIS DOES NOT DO:

... reveal any information about the creator of the sign post.

Bonds and Connections

Counter:

LVL: 3 Same Spell

Creations:

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

Enhancements:

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

Focus Items and/or Kits:





16 Create Leather Golem


491-1

LEVEL

Tier 4

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
16 pts	Touch	6 Hours		Creation-Meta	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
3	1 Contstruct	1 Day		none	ORX



Details:

- Creature:
 - 2 Squares high and occupies 1 square,
 - 120 HP and moves at half rate of a standard human, does not tire or need sleep.
- Battle Stats:
 - AC: 16/10, 1x1 Attacks, Init-2, ToHit+2, Damage 2d10 or by weapon.
 - HP at 0 dies (no bleeding).

WHAT THIS DOES:

- ... animate a humanoid creature out of soft leather,
 - With standard articulation of two limbs.
- ... create a Golem from leather and leather-like materials,
 - Heavy cloth, hides, or monster pelts which do NOT have to be a finished product.

WHAT THIS DOES NOT DO:

- ... allow the Golem to think on it's own,
 - Each round the caster must verbally direct it's actions.
- ... set up a Nae'Em relationship.

Bonds and Connections

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
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8
14	Range At 3 Sqs	8
18	Duration X4	10
18	Range X4	10



Focus Items and/or Kits:

-- Additional 4 damage.





17 Place An Arcane Aspect


492-2

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	3 Days		Creation-Meta	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
99	1 Item	Permanent		none	ORX



Details:

- The process of putting magic into an item is done by first.

Process of making a permanent magic item is done by obtaining a high quality item, putting an arcane aspect into it using the Focus Item sealing it with permanence. This spell can put the arcane aspects into the item

WHAT THIS DOES:

putting an arcane aspect into it,

- Caster casts one of the 'Identify x aspects' to hold the item open for up to 3 days per aspect ID'd.
- This may be recast to hold it open for another 3 days per x if needed.
- Caster attempts to coax arcane power into the item.
- Caster casts the 'Coax Arcane Aspect' spell using a SKL:>99, if the Focus item is used then caster can use Save of SKL:4

WHAT THIS DOES NOT DO:

- to compare to the arcanes SKL:4 Save of 55.
- Player rolls the casters SKL:4 / SKL:>99 and notes how close to the SKL:4 / SKL:>99 they came
- GM rolls the arcane's SKL:4 of 55 and notes how close to the SKL:4 they rolled.
- Passing a Comparison Save happens by being the highest above the required Save.
- If both are below the required Save then the one that is below by the least amount passes.

The Caster Passing the save is able to put an arcane aspect into the item.

The Arcane passing means it does not go into the item.

Each aspect needs a single condition and single result

Examples of aspects with coniditions and results are:

- If the race of 'Mountaineer' holds this then +1 ToHIT

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
-----	--------------	------

Focus Items and/or Kits:

18 Create Wood Golem

493-1

LEVEL

Tier 5

COST

20 pts

RANGE

Touch

ROLL OUT

8 Hours

COLLECTION

Creation-Meta

OUTCOME

Magical

STACK

1

AoE

1 Construct

DURATION

1 Day

SAVE



SKL


COL

2

CLASS GROUPS

ORX





Details:

- Creature Stats:
 - 3 Squares high and occupies 1 square, does not tire or need sleep,
 - 160 HP, below 0 it does not lose points, but stops moving. (no bleeding).
- Battle Stats,
 - AC: 19/13, 1x1 Attacks, Init+0, ToHit+4, Damage 3d8 (cannot wield a weapon),
 - very vulnerable to fire.

WHAT THIS DOES:

- ... require a passing SKL:2 roll.
- ... animate a humanoid creature out of soft wood,
 - Effectively has two limbs, but many non-articulating limbs.
- ... have natural clubs for 'hands'.

WHAT THIS DOES NOT DO:

- ... have the ability to hold items, weapons or shields.
- ... allow the Golem to think on it's own,
 - Each round the caster must verbally direct it's actions.
- ... set up a Nae'Em relationship.

Bonds and Connections

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
10	Rollout Halved	6
12	Range X2	8
14	Range At 3 Sqs	8
18	Duration X4	10
18	Range X4	10



Focus Items and/or Kits:

-- Increases damage by 6.





19 Create Stone Golem


633-1

LEVEL

Tier 5

X

COST	RANGE	ROLL OUT		COLLECTION	OUTCOME
20 pts	Touch	8 Hours		Creation-Meta	Magical
STACK	AoE	DURATION		SAVE COL	CLASS GROUPS
1	2x2 Squares	1 Month (30 days)		SKL 4	ORX



Details:

- Creature:
 - 3 Squares high and occupies 4 squares, does not tire or need sleep.
 - 200 HP, below 0 it does not lose points, but stops moving. (no bleeding).
- Battle Stats:
 - AC: 22/19, 1x1 Attacks, Init+0, ToHit+8, Damage 3d10 (cannot wield a weapon).

WHAT THIS DOES:

- ... require a passing SKL:4 roll.
- ... work with natural unworked stone or sculptured stone.
- ... animate a humanoid creature out of stone,
 - Has two limbs, but many non-articulating limbs.
- ... have natural clubs for 'hands'.

WHAT THIS DOES NOT DO:

- ... have the ability to hold items, weapons or shields.
- ... allow the Golem to think on it's own,
 - Each round the caster must verbally direct it's actions.
- ... set up a Nae'Em relationship.

Bonds and Connections

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
10	Rollout Halved	6
12	Range X2	8
14	Duration X2	8
14	Range At 3 Sqs	8
18	Duration X4	10
18	Range X4	10



Focus Items and/or Kits:

-- Additional 10 damage.

