ALL

AAA-My Party

4 Situational Awareness

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	Self	Within Hearing	4 Minutes	1 Hour / Tier		

Fighter maintains a watchful eye for enemies.
Fighter must maintain concentration for the duration.
Battle does not interrupt this skill.
Fighter's party gains bonuses to Initiative (+2) and will not a surprise round.
Fighter has penalties to ToHIT (-2) and AC (-2) for the duration.

NO FOCUS USE

ENHANCEMENTS: 3

5 Coordinate Group Initiative

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	Self	Player Party	Initiative	1 Battle		

The Fighter coordinates the priority of attacks from the group.
Attacks-1. Distribute +6,+4,+0 & -2 Initiative bonuses to the group's classes.
Give up one attack to use this skill, but can still use 'Extra' attacks.
This skill only affects the Fighter's party.
This skill can be reset by a second use of the skill.

NO FOCUS USE

5 Repair Weapons/Armor

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
		8 pts	1 Square	1 Wpn/Armor	4 Hours	Permanent		Weapon Repaired

Using the Fighters Kit the Fighter repairs weapons and armor.
Unbroken weapons/armor can be repaired. 1 item per Tier within the duration.
Non-magic items do not need a Save to be fixed.
Repaired items are returned to an intact, yet imperfect state.
Repairing Magic items requires passing a Save. Save column must match the Magical +.

Required

ENHANCEMENTS: 2

6 1000 Yard Stare March

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	Self	Self	10 Minutes	20 Hours		

Character can march on without sleep or food during a slow but long march.
Able to walk 3 times the normal distance for the given situation in 20 hours.
There is a lower likelihood of an encounter and a higher likelihood of surprise.
After using this skill 8 straight hours of sleep may be needed within an hour.

NO FOCUS USE

ENHANCEMENTS: 2

10 Honing Melee Weapon

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		12 pts	Touch	1 Weapon	2 Hours	1 Battle		

Clean and oil while completing minor repairs bringing it back to peak performance.
Weapon gets +1 Dmg thru next battle for blades, hammers, & axes. Enhancement to +2.
Undamaged weapons are brought back to it's former best condition.
A weapon with major chips, cracks, breaks, or bends is considered 'damaged'.
This will only work on non-magic weapons that are not already in it's best condition.

Required.

ENHANCEMENTS: 3

Altered Reality

1 Beauty Contestant - 2nd Prize

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		15% Max	Self	Self	5 Minutes	12 Hours		

Recipient becomes more attractive by their race's standards.
Caster lets colorful sparks cover the part they wish to change,
which fade after a moment.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 3

1 Pie Fight!

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
		20% Max	4 Squares	1 Target	Initiative	1 Round		Blocks Vision

Glowing Pie appears as thrown pie to block vision.
The caster makes a throwing gesture and a pie made out of colorful light appears, flying
towards the target

NO FOCUS USE

ENHANCEMENTS: 2

3 2 Rope Image

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
		10% Max	1 Rope	1 Rope	1 Minute	2 Hours		Rope not cut

Illusion makes 1 rope seem like 2 short ropes.
The caster conjures a rope that looks like two short ropes made out of colorful ribbons.

NO FOCUS USE

ENHANCEMENTS: 4

ALL

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
LEVEL **4 Gathering The Darkness**		4 pts	Touch	Self	10 Minutes	6 Hours		Dark profile

A darkness coalesces around the target's body.
Target is outlined in pure shadow if Save is passed.
Does NOT fully obfuscate the targets form in shadow if Save is passed.

Save Column + 1
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 3

	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM **5 Ribbon Goblin Lookout**		8 pts	1/4 Mark	1 Ribbon Crtr	30 Minutes	8 Hours		

Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.
LVL:2   HP:2   Attks:x0x1 Init:0 ToHIT:0   Dmg:2 Move:6 Sqs.
Vivid purple coils wend around to create the shape of a halfling sized ribbon creature.

Telepathic Convo
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 8

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL **7 Annie's Slow Alteration**		8 pts	Self	Self	4 Rounds	4 Hours		

Take 4 rounds to slowly morph. Move from young FTR elf & exit as older commoner elf.
Enter a crowd as a young armored elf and exit as an older unarmored elf.
Can change their age, clothing, carried items, hair, eyes, and facial hair.
They normally cannot change their race, height, weight, and gender.
Safest to do when surround (in a crowd) by 10 or more people.

Change Race, Ht, Wt, Gender
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 4

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM **9 Image of Nae'Em Rogue**		12 pts	Self	Self	3 Minutes	2 Hours		

This image may be more useful after the rogue dons a disguise.
Creates an illusion making the caster look like the Rogue.
Caster must have a current conversation with the rogue to start and keep this going.
This uses the rogues current image. Therefore will copy a disguise as well.

speak like rogue
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 7

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL **11 Illusional Bear**		12 pts	16 Squares	1 Image	1 Minute	1 Hour		

False of a bear.
caster to direct where the image is to go.
Caster can direct the illusion with general commands, run, attack, sleep…
Caster cannot give detailed commands like trip the enemy or stand on this stone…

Set mood
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 10

	STACK 5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL **11 Personal Decoy**		12 pts	25 Squares	25 Sq Radius	2 Rounds	20 Minutes		

Barely visible seafoam colored weave surround an area where the duplicate appears.
Creates an image of the caster.
But must stay in range and moves at 1/2 rate.
If casters image changes within duration the image changes as well.

Image +10 HP.
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 6

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL **13 Illusional Condor**		16 pts	8 Squares	1 Image	1 Minute	2 Hours		

Barely visible copper colored roots rise into flight as it becomes a condor.
Illusional Condor

Set Mood
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 11

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL **13 Illusional Dolphin**		16 pts	8 Squares	1 Image	1 Minute	2 Hours		

Barely visible copper colored roots emerge from the casters hand and flows to the water as it
Illusional Dolphin
Barely visible copper colored roots emerge from the casters hand and flows to the water as it becomes a dolphin.

Set mood
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 11

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL **20 Mirror A Person**		20 pts	15 Square Radius	1 Person	2 Rounds	1 Hour		

Caster creates the image of a person within range.
The image can speak in their own voice, move and say what the caster commands it to.
No effect unless the caster can also use those skills/spells and attacks.
Stats= HP:20 (Focus Item=35), AC:10/10, Battle x1x1 Init+2 ToHit+2 Dmg+2

see and hear
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 6

ALL

Battle-Actions

3 Blunder Reroll

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		4 pts	Self	1 Blunder	Instant	Instant		

Rogue desparately attempts to lessen the impact of a Blunder.
Allows Rogue to attempt to mitigate a Blunder roll
Rogue disregards the first Blunder roll and rolls again.
Rogue must take the 2nd roll.

NO FOCUS USE

5 Converge On The Enemy

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		8 pts	Self	1 Target	Initiative	Conc + 2 Rds		

Fighter coordinates the groups attacks for a better effect.
This effort will continue as long as the Fighter concentrates and then 1 more round.
Fighter targets a single enemy with jeers & war cries to encourage the group to attack.
Reduces their number of attacks by one (Minimum of 0), ToHIT (-4), and AC (-1).
The Fighter's party would gain Initiative (+1/FTR Tier) and ToHIT (+1/FTR Tier).

NO FOCUS USE

5 Fire Starter

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
LEVEL		8 pts	6 Sqaures	1 Item	Initiative	Instant		Ignite

Ember strands wind around the hand. Fire jumps from the hand to the target.
Flammable objects take 1d1 damage per round. Save for objects on Targets.
Objects on Targets increase Save column by 1.
No secondary targets are considered. (i.e. wall behind the target).

A darkened fire bolt.

ENHANCEMENTS: 4

6 Critical Roll Additions

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		8 pts	Self	1 Attack	Instant	Instant		

Fighters skill and experience pays off with a critical success!
Before the critical roll. Roll 1d100 +Lvl +ToHIT to improve critical roll.
Note that there are 2 ways to get an exact 100:
     1. Roll a 100 on the 1d100   or
     2. Roll a 1d100 and add the bonuses to exactly 100.

NO FOCUS USE

7 Blunder Change Up

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		8 pts	Self	Self	Instant	Instant		

Rogue uses a different column for a better outcome to the Blunder.
Allows Rogue to mitigate a Blunder roll by choosing a different column in the chart.
The orignal number rolled must still be used, but the Rogue is able to search other columns
to find the same number which could give a different result.

NO FOCUS USE

9 Critical Hit - 2nd Choice

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		12 pts	Self	Self	Instant	Instant		

Fighter can upgrade a natural critical roll.
Fighters luck improves with more choices when rolling a critical!
Reroll a Critical and choose either the original roll or the reroll.

NO FOCUS USE

10 Last Ditch Effort

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		12 pts	Self	Self	Initiative	1 Battle		

Pure determination keeps a fighter in battle even after death. Must be played out.
Fighter buffers their 'Death Point' with 30 points. If they normally die at -12 it becomes -4
Fighter must have 30 HP or less to use the skill.
During skill use: Binding has no effect & 1/2 Healing while in negative points.
Afterwards the Fighter may be dead, out cold, or just weak.

NO FOCUS USE

ENHANCEMENTS: 1

Battle-Defense

1 Avoid An AoO

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL		4 pts	Self	Movement	Instant	Instant		Avoids an AoO

Rogue dodges and weaves to avoid others taking pot shots at them.
This is an attempt to counter and dodge AoO attacks from others.
The number of AoO's that can be dodged is equal to the Rogues Tier. (1 per Tier)
This is an 'Counter Action'. Only 1 is allowed per round.
This skill does NOT interfere with the Rogues normal attacks in the round.

NO FOCUS USE

ALL

	LEVEL	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save

1 Protect vs Ranged and Thrown

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
4 pts	Self	1 Battle	1 Minute	3 days

Redish blue sparks dance around the caster.
Dodging (+2 AC) vs Ranged and Thrown attacks.
Does not protect vs Melee

NO FOCUS USE

SAME SPELL WILL COUNTER.
ENHANCEMENTS: 4

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1 Set for Charge

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 pts	Self	1 Charge	Instant	Instant		

Fighter turns some of the effect of a charge back on the aggresser.
Requires a medium shield or larger AND a weapon the size of a longsword or larger.
Will double a shield AC & give a bonus+2 to the AC. (Shieldx2)+2.
This is an 'Counter' action. Only 1 Counter is allowed per round.
Defending Fighter only has this attack.

NO FOCUS USE

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1 Shield Dancing

STACK	99	COST			ROLL OUT		SAVE:	No Save
		4 pts			Initiative			

Meant for Devoted
AC+2 and ToHit-1. On Small Medium, Large shields.
xx

NO FOCUS USE

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1 Tornado Wall

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
4 pts	Self	1 Square	Initiative	4 Rounds		

Ghostly light brown roots rise and spiral around the caster.
A single square whirlwind provides AC+2 vs Ranged/Thrown attacks.
Tornado stays with caster as they move, but cannot push into occupied square.
Casting is not affected by the tornado unless the spell is vulnerable to wind.
This can NOT be combined with other spells such as Heat Wave Wall.

+2 AC

SAME SPELL WILL COUNTER.
ENHANCEMENTS: 2

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2 Defend - No attacks

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 pts	Self	Self	Instant	2 Rounds		

Fighter fully focuses on blocking and dodging attacks to avoid damage.
No attacks.   Base move x half.   AC+1 per Tier.
Fighter quickly glides up behind then an enemy to deliver a strong blow.

NO FOCUS USE

ENHANCEMENTS: 2

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3 Disengage

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 pts	Self	2-3 Squares	Initiative	1 Round		

Fighter skillfully avoids combat as they avoid battle.
REQUEST BEFORE INITIATIVE IS ROLLED. Fighter moves in a straight line up to 3 Squares.
Fighters AC is improved by 4.
BRU/AGL:2 to avoid AOO's. Fighter can use either Brute or Agility Save.
No attacks are allowed while using this skill.

NO FOCUS USE

ENHANCEMENTS: 1

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3 Protect Fighter vs Ranged/Thrown

LEVEL NAE'EM

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 pts	8 Squares	1 Recipient	Initiative	10 Minutes		

Barely visible straw colored sparks swirl around the fighter the fades.
Recipient Fighter must have a Nae'Em with the caster.
Gains +2 to AC vs ranged and thrown attacks. No benefit vs melee.

Total AC bonus:+4

ENHANCEMENTS: 7

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3 Tornado Wall For Nae'Em Hunter

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 pts	4 Sqs / Tier	1 Recipient	Initiative	4 Rounds		

Recipient in the eye of storm. Wind gives AC+2 vs Ranged/Thrown.
Recipient must be a Hunter by a Nae'Em to caster and must reside in only 1 sq.
Tornado stays with Hunter.
Skills aren't affected / blocked unless vulnerable to wind.
This spell will not allow the Hunter to push into another occupied square.

NO FOCUS USE

SAME SPELL WILL COUNTER.
ENHANCEMENTS: 4

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4 Assist Another To Disengage

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU/AGL: 2
4 pts	3 Squares	1 Recipient	Initiative	1 Round		Disengages

Fighter aids another while they face the same enemy & attempt to exit a battle safely.
REQUEST BEFORE INITIATIVES ARE ROLLED.
Both roll initiative & move during highest initiative in a straight line 1-3 squares.
Both Save either Brute or Agility Save to avoid AOO's and are not allowed to attack.
No attacks are allow by the recipient and the fighter.

NO FOCUS USE

ALL

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2
4 Shield Block		4 pts	0 Squares	Self	Instant	Instant		Blocks

Fighter blocks an enemy's attack with their sheild.
COUNTER: Block a single melee attack BEFORE the damage from the attack is announced.
Fighter blocks an enemy's attack with a medium or smaller shield.
Save to block. Blunders merely fail. Criticals allow 2nd block instantly.
This skill cannot block critical hits TO the fighter.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5 Provide Protection		8 pts	1 Square	1 Creature	initiative	1 Round		

The Fighter blocks attacks to the recipient using weapons and position of body.
Fighters Initiative and ToHit drops by 2 and Movement is in half (with recipient).
Fighter is able to interpose and take 'Extra' attacks in place of the recipient.
Recipient must remain within 1 sq of the Fighter and recipients AC + 4.
The recipient must not be actively unwilling, (can be unconscious)

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 1
6 Bob and Weave		8 pts	Full Move	Self	Initiative	2 Rounds		Avoids an AoO

Rogue can bob and weave to avoid AoO
Dodge attacks of opportunity. 1 attempt to dodge an attack per Tier.
Rogues passing the AGL Save will avoid the AoO. Movement is not affected.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2
6 Brace for Onslaught		8 pts	Self	Self	Initiative	2 Rounds		Bracing works

Number of attacks is reduced by 1 each round (minimum of 1)
Fighter must pass the Save to resist each Pushback, Stun, or Daze.
Facing away from (not just looking) attacks will negate 'Stand Ground' effect.
May defend vs 3 continuous front squares. (no flanking squares).

NO FOCUS USE

ENHANCEMENTS: 3

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
6 Evade Missiles		8 pts						

Meant for Dey Raechio
Avoid Missiles
Meant for Dey Raechio

NO FOCUS USE

LEVEL	STACK 6	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7 Half Wall of Force		8 pts	Touch	4 Sqs Long	20 Minutes	20 Minutes		

Barely visible burgundy coils follow the caster's hand outlining the wall.
1/2 Sq high and 1 to 4 Sq long.   Each Sq has HP:30   AC:15
Non-moveable nearly invisible wall (1 ft / 30 cm thick). May have 1 corner if desired.

+ another corner.
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Tier
8 Circle of Protection vs Undead		8 pts	Self	3 Square Radius	Initiative	5 Rounds		Pass through

Barely visible mustard colored sparks which highlights the perimeter then fades.
Undead must Save to pass through the perimeter. Save column is equal to casters tier.
Class symbol must be represented in the art of the circle.
Does function as long as the caster concentrates (within duration).

Range 6 Sq Radius
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8 Mundane Fire Immunity		8 pts	1 Target	1 Target	5 Rounds	1 Hour		

Grants Target immunity to mundane fires cooler than a forge.
Forge fires or hotter break this spell.
Creates enough light to read by if within 2 squares of caster.

CREATE:
Normal Fire Protection

Warms those close.
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

LEVEL	STACK 4	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8 Pull Aggro		8 pts	Self	8x8 Squares	Initiative	1d3+1 Rounds		

Fighter convinces enemy(ies) to target them.
GM rolls 1d3+1 to determine max number of creatures. NOTE: Enemy must be able to think.
Fighter is a better target but has fewer attacks (-2, Min 1) and Lower AC (-4).
Party is a less attractive target with increases to Initiative (+2) and AC (+2).
This is NOT a guarrantee the ploy will work. It depends on the creature(s).

NO FOCUS USE

ENHANCEMENTS: 2

10 Astral Mental Shield

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
		12 pts	Self	Self	2 Minutes	4 Hours		Avoid Attack

Barely visible flaxen colored sparks surround the caster
Protection from astral influence while in the Astral Plane.
Astral plane is a mental plane and as such attacks are generally mental.
This inhibits Astral attacks.
Save vs Astral = RM:2. AC bonus +2.

Total AC Bonus +4

ENHANCEMENTS: 5
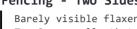
10 Charged Fencing - Two Sides

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
		12 pts	6 Squares	2 - 9 Sqs	Initiative	2 Hours		No damage taken.

Barely visible flaxen colored sparks create a two-sided wall around the caster.
Two 3 sqs walls that is 2 sqs high blocking anyone trying to pass.
Save to break through. If a person makes it through that does NOT leave a hole.
3d6 electric damage when touched.

Invisible Wall

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 5

10 Magical Fire Protection

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		12 pts	Self	Self	5 Minutes	20 Minutes		

Limits mundane fire damage to 1 HP per round.
Fires as hot as or hotter than a forge will do 1d4 damage per round.
If the fire is magical in nature this spell has no protection to offer.

Forge fire = 1 hp / Rd.

ENHANCEMENTS: 6

10 Minor Defense Bubble

LEVEL	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
		12 pts	Touch	Self	Initiative	1 Battle		

Lavender coils loop around the caster in a ribboned chain-linked bubble.
Attacks are slowed, thus the impact lessens the damage.
Lavender coils loop around the caster in a ribboned chain-linked bubble.

Other recipients

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

10 Wind Wall

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL:: 2
		12 pts	Self	1 Square	2 Rounds	10 Minutes		

Wind pulls up small bits and debris then whips back and forth in front of the caster.
AC+4 vs Melee/Ranged/Thrown which protects the caster from every non-flank direction.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 5

11 Catch Small Incoming

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
		12 pts						

Meant for Dey Raechio
All attcks converted. Thrown/Missile attacks=Move:1. AC-4
Meant for Dey Raechio

NO FOCUS USE

12 Circle of Animal Protection

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		12 pts	Touch	2x2x2 Sq Sphere	2 Minutes	1 Hour		

Barely visible sepia colored roots reach out to the camp border.
Animals crossing must pass the MGC Save.
Barely visible sepia colored roots reach out to the camp border.

Column +1

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

12 Circle of Containment

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 3
		12 pts	Touch	3 Sq Rad Circle	10 Minutes	4 Hours		Able to exit Circle

Barely visible blue streams of light form a cage inside the circle.
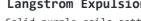Drawn circle that stops creatures from exiting its area.
Can be used in/as a trap with Rogues skill "Set Up Eolas Spell Release (TRAP)".
Must Save to Exit.

BRU:>95

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

12 Circle of Langstrom Expulsion

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		12 pts	Touch	3x3 Squares	10 Minutes	4 Hours		

Solid purple coils settle to the ground and become chalk.
Returns Langstrom creatures. The caster rolls a MGC:2 save.
Solid purple coils settle to the ground and become chalk.

AOE: 4 Sq Radius

ENHANCEMENTS: 6

ALL

		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:		SKL: 2
LEVEL				16 pts	Touch	3 Sq Radius	10 Minutes	4 Hours			Expulsion

13 Circle of Astral Expulsion

Drawn 3 sq radius circle glows then fades. Caster Save to banish a creature.
Returns Astral creatures to their home plane. The caster rolls a Save.
Creature lands in a random location within the Astral plane.
Spell continues until end of duration regardless of number of creatures/save.

NO FOCUS USE

ENHANCEMENTS: 6

Battle-Offense

		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL				4 pts	6 Squares	1 Square	Initiative	3 Rounds		

1 Acid Mist

A green cloud emits from the caster's hands and gathers over the target square.
Damage of 2d4 + ACU for 2 rds on 1 square. Leave area to avoid.
No ToHIT is required.
Effects all creatures in the square regardless of armor/clothing.
Does NOT cause any structural damage or damage to the armor.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 9

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 1
LEVEL				4 pts	3 Squares	1 Square	Initiative	until Healed		Not Sick

1 Acid Rash w/ Ongoing Fragility

The caster throws green acid at the target in an arc. This is lobbable.
Damage of 2d4 + ACU Bonus for 3 rds. Targets Save to avoid sickness I.
Does put upon the enemy an advancement of fragility (Starting at Sickness I)
Can't go beyond the given fragility during the battle,
May go beyond the given fragility during start of day from this point forward

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL				4 pts	1 Square	1 Target	Instant	Instant		

1 AoO on Enter or Exit

"Extra" attack which can be taken if an enemy enters or exits melee range.
With entry/exiting melee range a Fighter may interrupt battle to attack the combatant.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

NO FOCUS USE

AVOID AN AoO - ROG Lvl:1

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2
LEVEL				4 pts	4 Squares	1 Square	Initiative	Possibly Days		No Illness

1 Cause Illness

Sparks directed straight to target the square the caster points to. (No ToHIT)
Damage of 1d4+ACU to 1 sq for 1 round from a direct spark. No lobbing.
Target's failed Save indicates Sickness I.
This can progress through Sickness II and III, to Disease I-II, then to death.

NO FOCUS USE

ENHANCEMENTS: 6

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL				4 pts	4 Squares	1 Target	Initiative	4 Rounds		Partial blindness

1 Flash Of Fire!

Directs a small ball of magical fire to the target.
Must be a direct path and not lobbed. No ToHIT needed.
Does 1d6 + casters Acumen bonus in damage.
Can be directed at a creature or a single square.

CREATE:
Flash Bang!

NO FOCUS USE

ENHANCEMENTS: 5

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
LEVEL				4 pts	8 Squares	1 Square	Initiative	Instant		

1 Force Pinch

Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be
Damage of 1d4 + ACU. Target Save Lose Attack/Action.
Barely visible blue coils waft out to the target and pinches a sentive spot. Caster must be
able to see the target.   (No ToHIT)

NO FOCUS USE
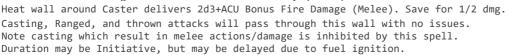
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8

		STACK	1/Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL				4 pts	Touch	1 Sq (1 Target)	Initiative	5 Rounds		1/2 Damage

1 Heat Wave Wall

Creates an inhibiting wall of heat vs those nearby (Melee).
Heat wall around Caster delivers 2d3+ACU Bonus Fire Damage (Melee). Save for 1/2 dmg.
Casting, Ranged, and thrown attacks will pass through this wall with no issues.
Note casting which result in melee actions/damage is inhibited by this spell.
Duration may be Initiative, but may be delayed due to fuel ignition.

Recipient w/in 6 sqs

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 5

ALL

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Massive Bludgeoning Attacks		4 pts	Melee	Self	Initiative	2 Rounds		

Fighters use the flat or blunt area of their weapon.
Every Hit is treated as a critical roll using the Hand/Foot chart (Damage only).
FFull damage is applied right away. After 30 minutes half of the damage fades away.
Bludgeoning can be applied to all or none of the attacks.
Cannot be applied to non-melee attacks.

NO FOCUS USE

ENHANCEMENTS: 3

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Rose Thorns		4 pts	10 Squares	1 Target	Initiative	Instant		

The caster flicks their wrist to throw thorns at the target.
A single ToHIT+4 for 2d6+ACU Bonus Thorns (1 Dmg each).
The attack is directed to a single target via a ToHIT roll with a +4 bonus.
Blunder rolls merely indicate the target was missed.

Total +10 ToHIT bonus

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 2

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Backstab - Melee		4 pts	1 Square	1 Target	Instant	1 Round		

Rogue takes advantage of a nearby targets flank.
ToHIT +4 & Dmg +4 per Tier. This special attack must target the enemies flank.
This skill improves the effect of a normal backstab.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.
Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.

NO FOCUS USE

ENHANCEMENTS: 4

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
2 Barbed Sparks		4 pts	Self	4 sq Triangle	Initiative	5 Rounds		Target Sees

Caster conjures and throws colorful lights fom their fingertips into the AOE.
Can distract or temporarily blind people for up to 2 rounds.
All in AoE must Save to not be blinded for this round + 1 more.
Those that do Save have no visual issues.
Failed saves create issues seeing clearly. Penalties: Init & ToHIT -2.

Total Duration 4 rounds

ENHANCEMENTS: 7

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Electric Zap		4 pts	8 Squares	1 Square	Initiative	Instant		

Sparkling flaxen colored sparks race directly to the target, zapping them. (No ToHIT)
Direct damage of 1d8+ACU on 1 sq. +2 damage if non-Adamantine armor.
Sparks race to the target without any arc or lobbing.
No ToHit or Save required.

+4 Damage

ENHANCEMENTS: 5

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Fighters Charge		4 pts	Move x2	1 Creature	Initiative	1 Round		

Fighter races forward and uses their momentum to help in an attack.
This charge must be in a striaght line and not start or stop with a pivot.
Fighter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2).
They have detriments to Move (min 4 squares), Number of attacks (Max 2), and AC (-4).
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

NO FOCUS USE

SET FOR CHARGE - FTR Lvl:1

ENHANCEMENTS: 3

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
2 Fire Crack!		20% Max	6 Squares	1 Target	Initiative	Instant		Damage taken

Bright Multi Colored flashes appear in the caster's hand.   (ToHIT Required)
Caster rolls a Thrown ToHit. 1d3 Damage.   Metal armor requires Save.

NO FOCUS USE

ENHANCEMENTS: 4

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
2 Flame Bolt		4 pts	10 Squares	1 Target	Initiative	1 Round		Spell missed

No ToHit. Direct magical fire dmg 2d10 +ACU bonus. Save to dodge.
Magical fire only damages target, not other people or items.
The flame bolt can not be lobbed or arc to the target.

CREATE:
Flame Ball

Col +1

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
2 Force Push		4 pts	10 Squares	2 Squares	Initiative	Instant		

Solid lavender coils extend from caster's hand to push directly from the caster to the target
Direct damage of 1d6 + ACU.   Target(s) Save or pushed back
Solid lavender coils extend from caster's hand to push directly from the caster to the target.   (No ToHIT)

Save Col +1

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 5

ALL

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
2 Hail Attack			4 pts	8 Squares	1 Square	Initiative	Instant		

Mist from the caster creates a cloud above the target and hail pelts down to a square.   (
Damage: 3d4 + ACU Bonus.   Target Saves for 1/2 Damage.
Mist from the caster creates a cloud above the target and hail pelts down to a square.
(No ToHIT)

+4d4

SAME SPELL WILL COUNTER.
ENHANCEMENTS: 3

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Scorching Skin			4 pts	Touch	1 Target	Initiative	3 Rounds		

Ghostly rust colored flames encases the caster's hand.
Caster must touch the target. (Roll a ToHIT)
1d6 +ACU damage per round.
+4 additional damage to Undead/Living dead.
Does radiate heat but not much light

No Sickness/Disease

SAME SPELL WILL COUNTER.
ENHANCEMENTS: 4

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
2 TIRO Spell Interference			30% Max	8 Squares	1 Spell	Instant	Instant		Disrupted

Caster sends colorful sparks towards a spell.   (No ToHIT)
Save to disrupt Target's current spell. Metal armor = 1 column worse.

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Charge - Rogue			4 pts	Move x2	1 Target	Initiative	1 Round		

The rogue races forward to deliver an intimidating hit.
One attack only, Minimum Move of 4 in a direct line, AC -4, ToHIT +8, & Damage +8.
'Extra' Attack. Only 1 Extra attack is allowed per round.
When announced before/during initiative add 10 to Initiative.
Charge must be a straight path to the target (Min of 4 sqs) and not end with a pivot.

NO FOCUS USE

SET FOR CHARGE - FTR Lvl:1
ENHANCEMENTS: 3

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: >05
3 Distraction			4 pts	In Sight	In Sight	Initiative	Up to 30 Min		Distracted

Draw attention. May draw aggro or distract a crowed. Must be maintained to continue.
Roll >05, Move x1/4, Attck=0. Target: AC-4, no multi rd
THE DIFFERENCE BETWEEN THIS SKILL AND THE COUNTER SPELL CALLED DISRUPTIVE FACTOR:
THIS WILL NOT COUNTER MOST THINGS, BUT CAN DRAW AGRO OR ATTENTION.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Heat Metal Armor			4 pts	6 Squares	1 Target	Initiative	4 Rounds		

Metal bits of target armor glow with heat. Targets Init, AC, ToHIT drop 1 per round.
Round 1: Initiative -1   Ac -1   ToHIT -1
Round 2: Initiative -2   Ac -2   ToHIT -2
Round 3: Initiative -3   Ac -3   ToHIT -3
Round 4: Initiative -4   Ac -4   ToHIT -4

CREATE:
Enflame Metal Armor

AC/Init/ToHIT additional -1

SAME SPELL WILL COUNTER.
ENHANCEMENTS: 6

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Shield Bash (Odd rounds)			4 pts	1 Square	1 Target	Initiative	1 Round		

Fighters use their shield as a weapon. This is considered a blunt attack.
Skill requires a small to large shield. Does not allow bucklers or kite shields.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.
Odd Rounds Only. ToHIT+4. Damage = Shield Front AC + STR Bonus.
All 'Shield Bash' must be directed to the same target.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Surprise Throw			4 pts	1 Sq / Tier	1 Melee Target	Pre-Battle Instant	1 Round		

Character quickly throws a weapon before the fighting begins! Single hand weapon only.
Init+15, ToHIT+6, Damage: Crit chart roll. 1 Attack instead of normal number per round.
Surprise Thrown attack is done before battle is started. Which will create a round 0.
Rogue gains +15 Initiative and +6 ToHIT. Also, Damage is rolled on Critical chart.
If other Surprise attacks happen, highest rolled Init wins and others fail to happen.

NO FOCUS USE

ENHANCEMENTS: 3

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Accurate Ranged Shots			4 pts	Char Sheet	1 Target	Initiative	1 Round		

A focus on accuracy rather than speed.
Shooter focus' on a single target for the round.
Shooter gains +2 ToHIT and +2 Damage per Tier. Plus to damage is NOT per die.
Shooter loses 1 attack (Minimum 1). This skill requires the use of a bow / crossbow.
Applies to all ranged shots during the round.

NO FOCUS USE

ENHANCEMENTS: 2

ALL

LEVEL	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
4 Conjure Native Beetles		4 pts	4 Squares	1 Mark	Initiative	2 Rounds		Conjured

Arcane swarm appears in a square adjacent to the target.
Conjures a swarm to attack nearest creature to the caster for 1d8 Dmg.
Will attack any living target. Even if the target is friendly to the caster.
Save to conure.

CREATE:
Beetleroot Granules
Dmg set at 5 pts
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 7

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Hunters Charge		4 pts	Move x2	1 Creature	Initiative	1 Round		

Hunter charges up to an enemy for a frontal melee attack.
Charge must be a straight path to the target and not end with a pivot.
Hunter gains bonuses to ToHIT (+8), Damage (+8), and Movement (X2).
Detriments to Movement (minimum 4 squares), Number of attacks (Max 1), and AC (-4).
No other attacks (including 'Extra' attacks) can be attempted in the same round.

NO FOCUS USE
SET FOR CHARGE - FTR Lvl:1

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
4 Quick Flash Fire		30% Max	12 Squares	1 Target	Initiative	Instant		1/2 Damage

Colorful embers appear in the caster's palm.   (ToHIT Required)
1d12 Damage. Save for half damage.

NO FOCUS USE
ENHANCEMENTS: 3

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5 COUNTER: Disruptive Factor		8 pts	8 Squares	3x3 Squares	Instant	2 Rounds		

Character draws attention to themselves in attempt to interrupt others.
This action might disrupt other actions or break concentration of others.
All the Targets in the AoE must pass the Save to not be affected/interrupted.
Enhancements are able to increase the range.
This is a Counter Action and can only be used once in a round.

NO FOCUS USE
ENHANCEMENTS: 2

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5 Instant Ranged Shots		8 pts	by the bow	Self	Instant	1 Round / Tier		
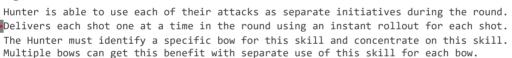
Hunter is able to use each of their attacks as separate initiatives during the round.
Delivers each shot one at a time in the round using an instant rollout for each shot.
The Hunter must identify a specific bow for this skill and concentrate on this skill.
Multiple bows can get this benefit with separate use of this skill for each bow.
Each attack is instant & will be completed before the next attack from another person.

NO FOCUS USE
ENHANCEMENTS: 2

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5 Long Distance Crossbow Shots		8 pts	By Weapon	1 Target	Initiative	4 Rounds		

Hunter uses flight bolts with a crossbow to gain distance
Damage is reduced by 2 points (Min 1). Distance is increased by 8 squares.
Hunter must use a crossbow with flight bolts. Bows cannot use this skill. No changes to
Initative and ToHIT rolls.

NO FOCUS USE
ENHANCEMENTS: 2

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5 Penetrating Ranged Shots		8 pts	By Weapon	By Weapon	Initiative	2 Rounds		

Hunter focus' on burying the arrows deep into the targets the cost of accuracy.
This skill only works with bows and for ranged attacks.
This skill requires the use of a bow and the ToHIT has a penalty of 2.
The damage (upon a hit) gains a bonus of +6 Damage. The minimum damage is 8.
This applies to all of the Hunters bow shots for the duration.

NO FOCUS USE
ENHANCEMENTS: 2

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5 Step and Shoot		8 pts	Miss Attack	Miss Attack	Initiative	1 Round		

Meant for Archer
Hunter moves 1 sq forward, shoots & continues. Shots:1+ 1 per Tier
Meant for Archer

Dmg +2
ENHANCEMENTS: 1

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6 AoO on Melee Entry		4 pts	Melee	Self	Instant	1 Round		

Rogue take AAO as target enters the battle
Allows Rogue an Attack of Opportunity when a target enters into melee range.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.
Rogue can interrupt the battle, resolve the Extra attack, then the battle continues.

NO FOCUS USE
AVOID AN AoO - ROG Lvl:1

ALL

LEVEL		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
6 Create Arcane Beetles			8 pts	8 Squares	1 Square	Initiative	3 Rounds		Conjured

Save to conjure. Recommend sequential casting due to multiple round Duration.
Attacks nearest enemy in 8 Sq Range for 1d8 Damage per attack(x2x2).
This spell continues through Duration even if caster is not aware.
The beetles attack non-enemies if no enemies are in range.
Battle stats: HP:30, AC:15,   Init+6,   ToHIT+6 # of Attacks:x2x2, Dmg: 1d8

CREATE:
Cinderroot powder
SKL:>05

ENHANCEMENTS: 9

LEVEL		STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
6 Half and Half			8 pts						

Meant for Dey Raechio
Split focus of Attack and Move
Meant for Dey Raechio

NO FOCUS USE

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6 Held Shot - Single Target			8 pts	By Weapon	1 Target	Initiative	5 Attacks		

Hunter keeps the target in sight and fires a carefully aimed shot.
Each attack held gains +2 ToHIT & Dmg. Up to a max bonus of +10 (5 attacks missed).
Hunter keeps prey in sight and fires a carefully aimed shot. Bow or crossbow.
If the target is out of sight for an entire round or more the count must start over.
Each successive attack w/ same target +2 ToHit and Damage(Max +10).

NO FOCUS USE

ENHANCEMENTS: 3

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6 Held Throw - Single Target			8 pts	By Weapon	1 Target	Initiative	5 Attacks		

Holds a thrown attack as they concentrate on a single target to find a weakness.
ToHIT +5 & Dmg +5 per ATTACK held (Max of +20). Movement is cut in half of walking.
If the target is out of sight/range for a round or more this effort is broken.
During the wait time the following non-damaging skills can be used on the same target:
   Rogue Signals, Ventriloquism, Wander and Pass Unnoticed, Walk Quietly.

NO FOCUS USE

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6 Shoot Thru Party to Target			8 pts	By Weapon	By Weapon	Initiative	1 Round		

Hunter is able to target the enemy just beyond or inter-mixed with their own group.
Past known party members.   Initiative +2.   All ranged attacks in Rd.
Hunter must annouced BEFORE initiative roll to gain the Initiative bonus of +2.
If not annouced, the Hunter still is able to shoot through the group to the target.

NO FOCUS USE

ENHANCEMENTS: 5

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7 AoO on Kill			8 pts	1 Square	1 Target	Instant	Instant		

The fighter has dropped an enemy and another becomes the target!
'Extra' attack focuses on another non-flank enemy within melee range with +6 ToHIT.
Is an Extra Attack. Only 1 Extra attack is allowed per round.
Interferes with skills such as 'Converge On The Enemy' & "Situational Awareness".
'Range X2' Enhancement allows attacks on combatants 2 sqs away with a 1 sq move.

NO FOCUS USE

AVOID AN AoO - ROG Lvl:1

ENHANCEMENTS: 1

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2
7 Brutal Push Forward			8 pts	1 Square	1 Square	Initiative	1 Round		Move Forward

From a standstill to a massive push almost instantly!
This skill will push the target back 1 square, if the square is open.
Fighter gains a bonus to their Initiative (+4 if stated) and ToHIT (+2).
Init+4 if stated. AC-2, Attacks-1, ToHIT+2.
Fighter has one less attack (Min of 0). Use Enhancement 'Attacks +1' for Min of 1.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8 Acid Rain			8 pts	8 Squares	1 Square	Initiative	2 Rounds		

Caster draws their hands downward while fluttering their fingers.
Damage of 3d6+ACU for 2 rds from above the target. Leave to avoid.
Caster draws their hands downward while fluttering their fingers.   (No ToHIT)
Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"

+2 HP Damage
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 9

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8 Desperation Attack			8 pts	Self	Self	Initiative	1 Round		

Fighter attacks in wild and desperate attacks that just might work.
Fighter can end up with a devastating -7 adjustment or up to +12 bonus!!!
Roll a 1d20-8 and adjust AC. Then roll 1d20-8 and adjust the Initiative.
Then roll 1d20-8 and adjust the ToHITs. Then roll 1d20-8 and adjust the damage roll.
(There is a Strumos spell that can change the formula to 1d20-5 !)

NO FOCUS USE

ENHANCEMENTS: 3

ALL

			COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
LEVEL		STACK 99	8 pts	4 Squares	1 Square	Initiative	1 Round		1/2 Damage
8 Flame Strike									

Flames shoot upward from the Caster's hand and down towards the AoE.
No ToHIT required. Can Lob magical fire to target.
Damage of 4d10 +ACU. Target Saves for 1/2 damage.
Magical fire does not light things afire.

hurts fire based.
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 4

			COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
LEVEL		STACK 99	8 pts	12 Squares	2 Squares	Initiative	Instant		
8 Force Clap									

A force wall pushes directly from the caster to the target but only the target will usually b
Damage of 2d6+ACU.   Target Saves or Daze 1d2 rds.
A force wall pushes directly from the caster to the target but only the target will usually
be dazed and/or take damage.   (No ToHIT)

Save Col +1
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 6

			COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
LEVEL		STACK 1	8 pts	8 Squares	2x2 Squares	Initiative	Instant		
8 Hail Stones									

Barely visible rust colored roots, rise over the area, and throw down hail.   (No ToHIT)
Damage of 3d6 + ACU Bonus. Saves for 1/2 Damage.
Has a reduced effect against hot temperature targets.
Delivers the attack and damage from above the target.

+1d6 Dmg
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 6

			COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		STACK 1	8 pts	Self	PMP	30 Minutes	5 Minutes		
8 Portal To Nae'Em									

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

NO FOCUS USE
ENHANCEMENTS: 6

			COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		STACK 99	8 pts	10 Squares	Direct Line	Initiative	Instant		
8 Static Bolt									

Sparks travel from the caster's hand directly towards the target.   (ToHIT Required)
Damage of 1d8 + ACU on 3 in row. +1d8 damage if non-Adamantine armor.
Sparks travel for 3 squares in a direct row.
1st square of row must be within Range.

+4 Dmg
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 6

			COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		STACK 99	8 pts	Touch	Adjacent Sqs	Initiative	1 Round		
8 Whirling Mordra - Rogue									

Rogue spins about and attacks all targets adjacent to them.
1 Attack applied to all targets in adjacent squares. Only this attack and no others in the r
Roll ToHit once with +4 bonus. This ToHit applies to each target.
Roll Damage one with +4 bonus. This Damage applies to each target that was hit.
This is applied to all surrounding squares regardless wheter friend or foe.

NO FOCUS USE
ENHANCEMENTS: 3

			COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		STACK 1	12 pts	Self	Self	Initiative	1 Round		
9 Adrenalin Rush									

The Fighter hypes themselves up. (Narrative)
Character must verbally hype themselves up within pre-intiative part of their round.
Fighter can move and attack or just attack. Movement after the attack is not allowed.
Fighter gains bonuses to Initiative (+10), ToHIT (+10), and Damage (+6).

NO FOCUS USE
ENHANCEMENTS: 2

			COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL		STACK 99	12 pts	4 Sqs Min	1 Target	Initiative	1 Round		Allowed a ToHIT
9 Curved Throw									

Allows Rogue to throw a 1 handed throwing weapon around a corner.
1 handed weapon designed to be thrown, curves (Diagonally 45 degrees) as thrown.
Throw must be a minimum of 4 squares.

NO FOCUS USE
ENHANCEMENTS: 2

			COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL		STACK 99	12 pts	1 Square	1 Horse	Initiative	1 Battle		Attack is attempted
9 Mounted Melee Attack									

Character is able to direct a trained mount into battle.
Only 1 attack when moving. Max 2 attacks when stopped.
Requires the use of a trained mount.
Single handed weapons only.
Character is only able to use small or buckler shield.

NO FOCUS USE

ALL

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
10 Blunted Bow Shots (Bow Only)		12 pts	By Weapon	1 Target	Initiative	4 Rounds		

Hunter aims to subdue, not kill.
Full damage is applied till end of round, then only 1/4 of the damage remains.
Hunter must use a bow with blunted missiles. Crossbowyers cannot use this skill.
No changes to Initative and ToHIT rolls.
Damage is from the critical blunt column. Use 'Blunt' on Criticals chart.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
11 Wake To Battle		12 pts	Self	1 Round	Instant	Instant		Wakes up

Fighter jumps from full sleep to full battle mode instantly.
Once awake the Fighter is able to move and attack normally, exhaustion will not inhibit this
Fighter must pass the Save to wake. If sleep was magical then Save column set 2 higher.
This skill can be enacted by the Player even if the Character is asleep.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	MR: 2
12 Circle - Dimensional Expulsion		12 pts	Touch	3x3 Square	12 Secs (2 Rds)	1 Round		Expulsion

Forces Dimension Creatures and items back to Dimension Plane.
This is cast using chalk outlined circle. Once spell starts outline fades to unseen.
Save for each creature/item. Pass to expell. Every Save attempt alerts the caster.
Range is for casting. Distance to caster does not matter after casting.

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
12 Class Power Attack		12 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Dmg if same

Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class.
SYL:Ice, STM:Elect, ORX:Force, EOL:Acid
The power surges outward impacting the enemy.
No ToHIT required.

Knockback w/ RM:3
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 2

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
12 Class Power Attack (FIRE)		12 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Dmg if same

Bolt of power: Dmg 4d10+ACU Bonus. Save for 1/2 dmg IF same class.

The power surges outward impacting the enemy. No ToHIT required.

Knockback w/ RM:3
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 2

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12 Targeting A Moving Target		12 pts	By Weapon	By Weapon	Initiative	1 Round		

Hunter tracks the movment and shoots!
Init+4 and ToHIT+8 vs Moving targets for 1 Rd.
Bonuses of +2 per Tier to Initiative and ToHIT
Penalties to Number of attacks reduced to half normal. Minimum is 1 attack.
Standard 'Moving Target' AC adjustment of AC-4 is accounted for with ToHIT Bonus.

NO FOCUS USE

ENHANCEMENTS: 4

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12 Whirling Mordra		12 pts	Touch	8 Squares	Initiative	1 Round		

In 1 Sq the Fighter spins back and forth to strike out at all within melee range.
'Extra' melee attack replaces ALL attacks and targets all eight surrounding squares.
It's recommended to tell the party then stall on your initiative until friends step away.
Fighter gains a bonus on ToHIT (+4) and Damage (+4). Range is adjacent squares only.
Adjusted ToHIT & Dmg rolls are applied to all targets. Note some targets may be missed.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
13 Fire Bombardment		16 pts	12 Squares	1x3 Squares	Initiative	1 Round		1/2 Damage

Ruby colored flames cascade from the caster's hand into the sky and down to the AoE.
Lobs damage of 6d10+ACU bonus to 3 Sqs. Target Saves for 1/2 damage.
This can be lobbed but needs clearance past obstacles before hitting target.
No ToHIT is required. Damage to 3 adjcent squares.
AoE: Row of 3 squares in a line leading away from caster within range.

AoE: 3x2 Squares. 2 wide.
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
13 Ice Spear		16 pts	10 Squares	1 Target	Initiative	Instant		1/2 Damage

Solid brown roots grow into a spear. ToHIT is required and this is lobbable.
Dmg: 3d8+ACU Bonus +4. ToHIT +4. Target dodges (AGL) for 1/2 Damage.
Solid brown roots grow into a spear. ToHIT is required and this is lobbable.

Save Col +1

ENHANCEMENTS: 3

ALL

	LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	14 Acid Blobs			16 pts	12 Squares	2x2 Squares	Initiative	3 Rounds		

Sickly green Acid blobs begin to fall in the AoE.
Damage 3d6+ACU for 3 rds on 2x2 squares from above. Leave to avoid.
Can be used in/as a trap with the Rogues skill "Set Up Eolas Spell Release (TRAP)"

CREATE:
Scroll of Acid Blob

3x3 AoE.
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 6

	LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	14 Ranged Sucker Shot(s)			16 pts	By Weapon	1 Target	Initiative	1 Round		

Hunter scopes out a stationary target that is unaware of any danger.
The target must have a relaxed sense about them. Not with their guard up.
Bonuses: +12 to Init, ToHIT, and Damage. Though, Initiative may not come into play.
Detriments: One unaware target, Bow required, & half normal attacks. (Min 1)
Target may have armor / be in a protected state. Required unguarded stance of target.

NO FOCUS USE

ENHANCEMENTS: 5

	LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	14 Surprise Death Blow			16 pts	Melee	1 Creature	Instant	1 Round		

Vulnerable target is beat down.
Target must be unable to defend themselves (Surprised/Dazed/Stunned/Held).
Fighter gains +15 bonus to ToHIT.
Damage is rolled on the Critical chart. And enhancements can add to the damage.
This is an 'Extra' Attack. Only 1 Extra attack is allowed per round.

NO FOCUS USE

ENHANCEMENTS: 2

	LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
	15 Dokour Flame Attack			16 pts	8 Squares	1 Target	Initiative	1 Round		1/2 Damage

Flames erupt out of the casters hand heading directly to the target. (No ToHIT)
Directs a ball of magical flame straight to the target. No lobbing.
Direct dmg 5d8 +12 +ACU bonus. Target Save for 1/2 damage.
Does not light anything on fire since this is a magical fire.

Dmg +4/die
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 3

	LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	15 Moving And Shooting			16 pts	By Weapon	1 Target	Initiative	1 Round		

Hunter uses a ranged weapon while shooting from an unstable position.
Instability could be: Ships deck, Horseback, Slipping, etc. . .
Potentially negates some of the downsides of being unstable as your attempt to shoot.
A ranged weapon must be used. The weapon will only have half of the normal distance.
Number of attacks are halved. Minimum of 1.

NO FOCUS USE

ENHANCEMENTS: 3

	LEVEL		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
	16 Water Blast			16 pts	8 Squares	1 Square	Initiative	3 Rounds		1/2 Damage

Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). 2nd
Dmg 5d8 + ACU Bonus.   Target dodges with AGL for 1/2 dmg.
Caster throws a blast of water at the enemy. This direct blast has no arc. (No ToHIT). 2nd
and 3rd rounds allow concurrent casting.

Put out Mgc fire
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 4

	LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
	17 Hammering Force			20 pts	12 Squares	2 Squares	Initiative	Instant		

A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to
Damage of 3d8 + ACU in 2 sqs.   Target(s) Save or Stunned 1d3 rds.
A giant floating hammer moves directly to the target. Force pushes and causes 1/2 damage to
creatures/items in the way.   (No ToHIT)

Save Col +1
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 5

	LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
	17 Lightening Bolt			20 pts	12 Squares	Direct Line	Initiative	Instant		1/2 Damage

Lightening travels from the caster's hand directly towards the target(s).
Damage of 2d6 + ACU on 4 in row.
  +1d6 damage if non-Adamn armor.
  +4 damage with use of Focus ring.
  1/2 damage if Save passed.

+6 Dmg
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 3

Battle-Prep

1 Camp Perimeter Shock

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
		4 pts	Touch	3x3 Sq	2 Minutes	8 Hours		No shock

Sandy colored sparks scatter to the perimeter and fade away.
8 Sq Dia circle around caster delivers 1d3 electric damage.
When a creature crosses the perimeter causes a zap sound.
The creature must roll a Save. Passing means no damage, otherwise 1d3 damage.

+1d3 Dmg

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

2 Triggered Forced Healing

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	Self	Caster	1 Hour	3 Days		

Damage triggers 2d8 rolled. Damage first, then 2x Healing.
In effect until duration is over or is used.
Does NOT allow the choice to not use it.
Only 1 triggered health can be in place at any time.

CREATE:

Triggered Forced Health Draught

Stack+1

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

3 Armor of Light

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		30% Max	Self	Self	1 Minute	4 Hours		

Solid Multi Colored flashes and surrounds the Caster.
AC becomes 16. Image of bright, sparkly magic armor around Caster.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 3

3 Improve Resist & Skill Saves

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	Self	Caster	5 Minutes	2 Hours		

Violet coils encircles the caster, flashes, then fades away.
-5% to Resist Magic and Skill Saves for this ORIX.
Violet coils encircles the caster, flashes, then fades away.

Total= 10% adjust

ENHANCEMENTS: 8

4 Focused Thrown Attacks

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	Thrown	1 Target	Pre-Battle Instant	1 Round		

Concentrates on a target and throws at the last second.
Rogue holds all attacks until an initative of 0.
Thrown attacks gain a +6 ToHIT and Damage to a single target at the end of the round.
Initiative for these attacks are set to 0.
For all normal attacks in the round. Does not affect additional attacks.

NO FOCUS USE

ENHANCEMENTS: 1

4 Watchful Approach

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	Self	Self	4 Rounds	20 Minutes		

Rogue is obviosuly and continously scanning and monitoring their surroundings.
Must concentrate. No Search/Trap Acts. SKL:2 to not be noticed.
Flank AC = Front AC. Saves vs Agility, Senses, and Serendipty better by 1 column.
This cannot be done while focusing on singular issues like traps, locks, disguises.
Must roll SKL:2 to not be noticed while using this skill.

NO FOCUS USE

ENHANCEMENTS: 2

4 Weapon Speed Charm

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: x
		4 pts	Touch	1 Weapon	30 Minutes	1 Battle		

Bright plum colored coils encircle the weapon. (A pink oil)
Weapon +1 Init, poss +2 or +3.   Each + is a separate spell.
Bright plum colored coils encircle the weapon. (A pink oil)

CREATE:

Column -1

ENHANCEMENTS: 4

5 Entangle

LEVEL	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 2
		8 pts	Touch	2x2 Squares	1 Minute	4 Hours		Exited

Caster throws etheral vines into the AoE. The vines blend & wait for their victim.
This allows a trap to be sprung hours after the caster has left.
Root/vines/branches in area reach out and attempt to grab any moving creatures.
If no root/vine/branch are in the environment then brown ribbons reach out.
Save required to move from square to square until fully out.

Aoe: 3x3

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

ALL

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
5 Point 80 ft Ahead			8 pts	Self	Self	10 Minutes	4 Hours		No surprise.

Hunter takes on roll of a Point Person as the group moves forward.
If surprised Hunter Saves to overcome group surprise.
Hunter must be about 80 feet ahead of the group and alone in that point position.
Hunter maintains concentration to gain the benefits.
Sns:2 to avoid Surprize, Dazed, & Stun. No convo, 1000 yard stare.

NO FOCUS USE

ENHANCEMENTS: 5

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
7 Profiled In Fire			8 pts	Self	Self	Initiative	2 Hours		No Intimidation

Visible heat waves surround the casters's body for the duration.
Wreathes the caster in the image of intimidating flames.
Allow the target audience a Save due to the wreathe of flames.
Will not set items on fire due to Magical output.

CREATE:
Aura Of Flames

warmth = 2x2 AoE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
8 Circle of Protection vs Magic			8 pts	Self	3x3 Squares	8 Minutes	10 Minutes		

Magenta coils ripple from caster's hand to the edge of AOE.
Challenges to the circle equals MGC:? Save
Chalky magenta powder

CREATE:

COL +/- 1

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 10

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8 Critical Ranged Shot (Pre-Battle)			8 pts	By Weapon	By Weapon	1 Minute	4 Hrs or 1 Battle		

Specific ranged weapon for entire battle. 1 weapon per battle.
Critical attacks for a SPECIFIC ranged weapon happen on 18, 19, and 20.
Can be enhanced for 12 pts (13th lvl) to rollout this skill during initiative.
This skill cannot be stacked upon itself.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL NAE'EM		STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
8 Raise Nae'Em Fighter Str +1			8 pts	Touch	1 Fighter	2 Minutes	1 Hour		

Sparks cause the fighter to sparkle throughout the duration.
Raise Fighter Str +1
All adjustments to saves, initiatives, ToHITs are then applied.
See stacking number to determine how many Nae'Em Fighters can be affected.
One spell per creature, even if stack indicates more than 1.

4 Hours

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	BRU: 4
9 Dimensional Containment			12 pts	Touch	3x3 Sq Radius	10 Minutes	4 Hours		Able to Exit

Blood red aura lights up the perimeter before fading from view.
Holds Dimensional creatures within AoE.
Creatures of Dimension must Save to leave the containment.

Save = >95

ENHANCEMENTS: 4

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
9 Triggered Shield vs 1			12 pts	Self	1 Battle	1 Minute	3 Days		

Redish blue sparks dance around the caster. (Redish blue sand)
-1 ToHIT vs caster if a single attacker SNS:2 Save fails.
Redish blue sparks dance around the caster. (Redish blue sand)

CREATE:

-1 ToHIT

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

LEVEL NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
13 Enchantment of Returning			32 pts	Touch	1 Small Wpn	5 Minutes	1 Battle		

Creates a Dagger of Returning.
Make a small weapon or ammo into 'Returning'
Dagger is returned to the person that threw it.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
14 Magma Perimeter			16 pts	Caster	2 Sq Wide Moat	30 Minutes	6 Hours		

Bright magenta flames leaps from the Caster's fingertips into a created moat.
3x3 Square Island. 2 wide x2 deep Magma Moat. Magical damage of 8d6.
Magma in moat causes 8d6 damage each round.
Magma is 1 square deep. Submerged creatures have damage doubled.

5x5 Square Island

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 3

ALL

	LEVEL		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
16 Quick Ranged Shot (Pre-Battle)					16 pts	Melee	1 Creature	Instant	Instant		

Hunter starts a battle with a +15 Init to their bow attacks.
Hunter creates a zero round by with this quick shot.
Only 1 attack is allowed.
Bonuses are given to Initiative +15, ToHIT +5, and Damage +5.

NO FOCUS USE

ENHANCEMENTS: 3

Call-Summon

	LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
3 I Have Your Item!					30% Max	4 Sqs	1 Item	Initiative	1 Round		Item grabbed.

Bright Multi Colored flashes travel towards the item and snatches it.
Random object (No magic/metal/crystalline). Metal armor = 1 worse Save.
Save to retrieve item.

NO FOCUS USE

ENHANCEMENTS: 4

	LEVEL NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
3 Invoke Temporary Imp					4 pts	8 Squares	PMP	1 Hour	1 day / Tier		Imp appears

Emerges out of a flame. Looks similar to caster, but miniature and with a tail.
Small ball of magical fire creates an imp.
Emerges out of a flame. Imp is about 3 inches high (7.6 cm).
Imp has same skin color, hair color/style, and race (Miniaturized) as caster.
HP:12.   SP:0 Attacks: x1x1.   No Init:0 ToHIT:0.   Damage: 1d2 Distance:1

Alter the description

ENHANCEMENTS: 6

	LEVEL NAE'EM		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
3 Summon Astral Beast of Burden					4 pts	30 Squares	1 Creature	20 Minutes	1 Month (30 days)		Summoned

Caster summons an astral beast of burden. Up to 3 riders with one as the caster.
25 HP, 17/15 AC, 15 Move. 2 marks per day. Small bursts of speed, but no running.
Astral creature will only respond to the casters mental commands.
Creature will not understand threating or kind actions towards it.
If attacked it will attack in random directions w/ 1d8 since it does not understand.

HP at 50.

ENHANCEMENTS: 10

	LEVEL NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
5 Invoke Imp Partner (Year long)					8 pts	30 Squares	PMP	2 Days (24 Hrs)	End of Year		

Emerges out of a flame. Looks similar to caster, but miniature and with a tail.
Small ball of magical fire creates an imp.
Emerges out of a flame. Imp is about 3 inches high (7.6 cm).
Imp has same skin color, hair color/style, and race (Miniaturized) as caster.
HP:12.   SP:0 Attacks: x1x1.   No Init:0 ToHIT:0.   Damage: 1d2 Distance:1

Alter the description

ENHANCEMENTS: 4

	LEVEL NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
6 Summon Nisse					8 pts	Self	8x8x8 Sqs	3 Hours	1 Month (30 days)		Summoned

The caster summons a small gnome-like familiar.
A creature that can be seen with ultra violet vision.
Timid invisible creatures that stay within 8 sqs of caster.
Is a physical creature,   HP:12 AC:18   Init+10 ToHIT-10 (Runs from fights).

Named Nisse. AoE:10x10x10

ENHANCEMENTS: 8

	LEVEL NAE'EM		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
13 Summon Strumos Creations (Tae'Em)					16 pts	PMP	1 Nae'Em	10 Minutes	Instant		

The caster focuses on up to 6 items they have created and left behind.
The items the Strumos summons from must be a preset location (Vae'Em).
Item(s) are drawn to the caster through the Astral Plane.
All the items must have been created by the caster.
The connection is to the items.

Subtle Casting (Free)

ENHANCEMENTS: 2

	LEVEL		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
17 Force Cage					20 pts	8 Squares	3x3 Squares	10 Minutes	3 Rounds		

Smokey purple strands weave and become a cage for all but Dokour.
May be over a circle of containment.   3d6 damage to touch.
Smokey purple strands weave and become a cage for all but Dokour.

Cage HP = 398

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

ALL

Climb-

1 Climbing

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3
LEVEL		4 pts	Move	Vertical Area	1 Minute	5 Minutes		Has not fallen

Rogue removes bulky items, sacks, and packs to climb quickly
Rogues climb up/down is movement. Others climb at 1/2 their moment.
Items in Rogues kit (Ropes and pitons, and such) will adjust the Save column.
No packs or sacks & hands must remain free. Failed Save =a fall.(2nd Grab Skill?)
Falling damage is 2d8 for every section the character has climbed.

NO FOCUS USE

5 Freehand Climbing @ 1/2 Movement

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3
LEVEL		8 pts	1/2 Movement (Sqs)	1/2 Movement (Sqs	12 Secs (2 Rds)	1 Rds (6 Sec)		has not fallen

Ability to climb freehand vertically without packs, sacks, armor, or medium+ weapons.
At end of climb Rogue rolls Save to not fall. Fall damage is 2d8 per 1/2 move.
Kit, rough surfaces, inclines, ropes, & other methods will shift the Save columns.
Must find a secure stoping spot at the end of the distance or Save to not fall.
This can be used with the skill, '2nd Attempt To Grab' if the Rogue fails their Save

NO FOCUS USE

9 2nd Attempt To Grab

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL		12 pts	Touch	Self	Instant	Instant		Grab works

A Rogue a attempt to recover from missing a grab
Rogue gains an opportunity to re-attempt a failed grab if the Save is passed.
If the Save fails the 2nd attempt to grab fails.

NO FOCUS USE

ENHANCEMENTS: 1

Communication-

1 Rogue To Rogue Signals

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 GM
LEVEL		4 pts	In Sight	In Sight	Initiative	Instant		Sent & Rcvd

A rogue taps to a song, shakes a hand, or stands to stretch. Is it communication?
Includes Sign language, Facial expressions, and Non-verbal / Body language, etc.
One statement per round. Only basic information is put across.
If more subtle or complex communication is attempted a Save must be passed.
Coded a message or local terminology is used the information is NOT 'readable'.

NO FOCUS USE

ENHANCEMENTS: 1

1 Speak/Read/Write Common

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		4 pts	Self	Self	1 Minute	1 Day		

The character is able to read and write the language known as 'Common'.
Read and write local common and personal racial language.
The character is able to read and write the language known as 'Common'.

NO FOCUS USE

2 Amplify Own Speech

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		20% Max	Self	3x3x3 Sq	Initiative	5 Minutes		

The caster takes a deep breath and speaks at an amplified volume.
Amplifies sound out up to a 3 Square wide Cube.
The caster takes a deep breath and speaks at an amplified volume.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 5

2 Convincing Another (or Lie)

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 GM
LEVEL		4 pts	Hearing	Varies	5 Rounds	Usually 2 Days		Believed

Rogue embelishes, bends, or breaks the truth in an attempt to convince someone.
Players that role playing this out will get the Save column droped by 1.
Save column adjusted based on audience size and mood, the extremness of the lie, etc.
COUNTER: Disruptive Factor & contrary voices against the Rogue can affect column num.
If the target is general ("Any one person in the crowd") the column is reduced.

NO FOCUS USE

ENHANCEMENTS: 1

2 Hot Conversations

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	PMP	2 Fires	2 Rounds	20 Minutes		

Fire to fire Nae'Em.
Audio visual fire to fire Nae'Em. Small item pass through.
Two separate fires must be in preset location and lit.
The caster face willl be visible to the other side.
A single 'speakers' face will be visible to the caster.

Item passed through
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

ALL

LEVEL

2 Ventriloquism

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 GM
		4 pts	4 Sqs/Tier	1 Square	Initiative	1 Round		Convincing

A voice/sound is coming an unidentified place/person.
Mimic sounds or a short sentence per round.
Must indicate where sounds will seemly come from (within Range) Save to convince.
Save column based on audience size, noise level, mimicry, skill of listeners, etc.
Best: Prep the crowd and act out with cohorts with a practiced persona.

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL

3 Colored Signal Flare

	STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		15% Max	20 Squares	1 Flare	Initiative	1 Minute		

Vivid Multi Colored flashes shoot from the Caster's fingertips into the sky.
A colored signal flare. Random between Red, Blue, Yellow, and Green.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

LEVEL

4 Arcane Translation - 1 Page

	STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
		4 pts	Touch	200 Characters	20 Minutes	20 Minutes		

Plum colored coils drift to the text and lightly rebounds back to the caster.
Interaction with living text. Very involved spell.
Plum colored coils drift to the text and lightly rebounds back to the caster.

Random Enhancement

ENHANCEMENTS: 6

LEVEL

4 Sloppy Spying

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		25% Max	12 Squares	3x3x3 Sqs	Initiative	5 Minutes		

1d5 for Taste, Smell, Hearing, Sight, Touch.
Ghostly Multi Colored flashes surround the caster's tongue, nose, ears, eyes or hands and feet for the duration.

NO FOCUS USE

ENHANCEMENTS: 8

LEVEL

4 Triggered Announcements

	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	Touch	2x1 Sqs (Wall)	30 Minutes	Until Triggered		

Redish blue smoke moves from the casters hands to the center spot on the stone.
Motion activated. 30 words or less.
Redish blue smoke moves from the casters hands to the center spot on the stone.

Facail movements.

ENHANCEMENTS: 5

LEVEL NAE'EM

5 Arcane Interpretation - 1 Page

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
		8 pts	Touch	200 Char	Initiative	20 Minutes		Can read

Barely visible olive weave drifts to the text and lightly rebounds back to the caster.
Interaction with living text. Writing materials required. Only 3 attempts allowed.
Save vs interpretation. Each attempt requires a recasting of this spell.
  2nd attempt at 3rd column.
  3rd attempt at 4th column.

Random Enhancement

ENHANCEMENTS: 6

LEVEL

6 Overhear the Conversation

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	8 Squares	1 Conversation	5 Minutes	1 Hour		

Within sight & Range can hear as if within 1 Sq.
Conversations can be heard, but if in a very loud crowd won't be as effective.
 Example: In the middle of a crowd celebrating and singing.
If you would normally have to lean into someone's personal space this won't work.

Use in combat

ENHANCEMENTS: 4

LEVEL NAE'EM

6 Read/Write Language

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	1 Sqare	1 Person	30 Minutes	4 Hours		

Barely visible green weave in the shape of letters surrounds the person.
Common & Ancient Languages.
Allows the caster to read and write the recipient's language.
Text appears to the caster in their own language.
Transform what the caster writes into the recipient's language.

CREATE:
Scroll of Read/Write Language

NO FOCUS USE

ENHANCEMENTS: 4

LEVEL

6 Release Arcane Script

	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
		8 pts	Touch	200 Characters	10 Minutes	1 Hour		

Purple smoke gathers around the script.
For moving letter script (Cursed?)
Purple smoke gathers around the script.

NO FOCUS USE

ENHANCEMENTS:

ALL

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM			8 pts	Touch	1 Target	20 Minutes	5 Questions		

6 Speak with Dead

Red flames extend from the caster to be infused into the skull of the target.
Can be up to 100 years dead per Tier.   Creates a temporary Nae'Em (Cae'Em).
Requires full skull and a jawbone. Max of 5 questions within the rollout time.
Spell will interpret older languages to the current common language.

Truthseer

ENHANCEMENTS: 4

		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL			8 pts	In Sight	16 Sq Sphere	10 Minutes	20 Minutes		

7 High Flares

Brilliant violet smoke issues from the casters hand and quickly turn into the flares the cast
Red, Brown, Yellow, Purple, or Green arranged as a d6 (1 to 6)
Brilliant violet smoke issues from the casters hand and quickly turn into the flares the
caster needs. (Purple candles)

CREATE:

Delayed 5 Minutes.

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

		STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
LEVEL NAE'EM			8 pts	3 Marks	1 Recipient	1 Hour	1 Round / Tier		Viewed

7 Speak To Dokour Target

Bright yellow ribbons encircle the recipient.
An identified Dokour Target person becomes connected to the caster.
Requires the target to be within Range and to have already been identified
by the 'Direction To Dokour Target' spell.

SKL:>05

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 1

		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
LEVEL			8 pts	Touch	200 Characters	1 Hour	Permanent		

8 Constrain Arcane Script

Smokey magenta coils swirl around the script.
Write in Arcane
Smokey magenta coils swirl around the script.

NO FOCUS USE

ENHANCEMENTS:

		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL NAE'EM			12 pts	6 Squares	3 Squares	20 Rds (2 Min)	5 Minutes		Speech allowed

9 Speak With The Resting Dead

Draw 2 Sqs diameter summoning circle with a memento of dead person in the centre.
Speak with Dead. Ritual requires a Nae'Em connection and an item.
Dead must be undisturbed and in a covered grave with a marker.
A summoning circle must be created within 6 squares of the grave.
The dead can be summoned to be near the caster, but not forced to speak.

SKL:1

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL			12 pts	Touch	a person	3 Minutes	1 Day		

10 Speak Language

The caster touches a person who speaks the language.
Allows speaking of a current language.
The caster touches a person who speaks the language.
Can create Scroll of Speak Languages with this spell.

CREATE:

Scroll Of Speak Languages

Proficency

ENHANCEMENTS: 7

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL			12 pts	Touch	1 Signpost	10 Minutes	3 Days		

11 Add Signs to Signpost

Violet coils attach to the signpost and become a sign.
20 chars on each Sign. Up to 3 Signs.
Violet coils attach to the signpost and become a sign.

Visible Sign & Post

ENHANCEMENTS: 9

		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL			12 pts	Touch	2 Squares	3 Days	Permanent		

11 Triggered Announcement

Violet coils move to the target then fade into the targeted area.
Motion activated. 30 words or less. Permanent.
Violet coils move to the target then fade into the targeted area.

Speaks if a face

ENHANCEMENTS: 6

		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL			16 pts	Touch	1 Recipient	10 Minutes	2 Days		

16 Cultural Immersion

Barely visible jade colored weave surrounds the recipient.
Makes a willing recipient fit in. This is NOT passive. Caster must pay attention.
Non verbal & cultural naunces are learned upon 1st occurance.
Once an action has been demostrated by a NPC the GM ensures the character interprets
the significance right away.

change clothing

ENHANCEMENTS: 8

ALL

	LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
	19 Dead Spirit Conversation Circle		20 pts	6 Squares	1 Spirit	10 Minutes	Rollout		Connection made

The caster draws a summoning circle and attempts to summon up to 6 souls.
Speaks with the souls. Requires a ritual and a token for each soul/spirit.
Summoning an available soul/spirit is not voluntary.
Ancient dead or disconnected dead cannot be summoned forward.
Caster may get multiple answers when asking 2 or more souls, but can't require it.

MGC:1
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 4

Creation-Meta

	LEVEL	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	1 Water From A Plant		20% Max	1 Square	1 Plant	Initiative	10 Minutes		

The caster enchants a plant to pour water.
Water pours as if from a spout from the plant.
The caster enchants a plant to pour water.

NO FOCUS USE
ENHANCEMENTS: 4

	LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	3 Call Bonded Person		4 pts	PMP	1 Recipient	30 Minutes	Instant		

Thick violet coils create a portal.
Teleport a preselected person to the casters side.
Thick violet coils create a portal.

AOE +1
ENHANCEMENTS: 4

	LEVEL	STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	3 Eolas False Magical Glow		2 pts	4 Squares	1 Item	10 Minutes	End Of Year		

When cast a bright blue glow surrounds a non-magic item, then fades.
Make an item appear magical. Trap? Lock? Weapon? Rock? Rope?
 - Once scroll is read the first item touched glows with magic.
 - Ingredients: Peppermint Oil, Pine Tar, Wine.   Effect Dur: EOY Save Again.
 - Creation SP: x3 spell cost.   SKL:3 to make scroll.

CREATE:
Dust Of Arcane Glow
AoE X2
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 11

	LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	3 Orix False Glow		4 pts	4 Squares	1 Item	2 Minutes	15 Minutes		

Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fa
Reveal of Magic will show a false positive.
Barely visible violet coils weave a bright blue glow which surrounds a non-magic item then fades.

Visible to all
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 10

	LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	3 Reveal Sign Posts		4 pts	15 Squares	1 Sign Post	1 Minute	2 Days		

Barely visible seafoam colored weave travel the area and reveal sign posts.
Sign posts from teleports become visible.
Make signposts visible (or not).

Reveals 5 posts
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 6

	LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	3 Visible Sign Posts		4 pts	5 Squares	1 Sign Post	1 Minute	2 Hours		

Smokey violet coils Move Outward To Reveal Any Posts.
Sign posts from teleports become visible. [ORX]
Smokey violet coils Move Outward To Reveal Any Posts.

NO FOCUS USE
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 7

	LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	6 Make/Repair Arrows		8 pts	Touch	Self	4 Hours	Permanent		

Hunter uses a sharp blade, skill, time and materials to create arrows.
Kit required for all except blunt & crude arrows.
Tier 1: 12 crude or blunt arrows.
Tier 2: 12 standard arrows, require and arrow heads and sinew
Tier 3: 12 flight arrows require, light weight shafts and sinew

CREATE:
Required
ENHANCEMENTS: 2

ALL

LEVEL	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
16 Create Leather Golem		16 pts	Touch	1 Contruct	6 Hours	1 Day		

wrap the leather into a humaniod shape.
AC:16/10, Move 6.   1x1 Init-2 ToHIT+2 2d10 Dmg.   HP:120
wrap the leather into a humaniod shape.

Damage +4

ENHANCEMENTS: 9

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
17 Place An Arcane Aspect		20 pts	Touch	1 Item	3 Days	Permanent		

Embeds an aspect permanently

NO FOCUS USE

ENHANCEMENTS:

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
18 Create Wood Golem		20 pts	Touch	1 Construct	8 Hours	1 Day		

Bright lavender coils bind the wood into a moving creature.
SKL:2 to create. AC:19/13, Move 8. 1x1 Init+0 ToHIT+4 3d8 Dmg. HP:160
Bright lavender coils bind the wood into a moving creature.

Damage +6

ENHANCEMENTS: 8

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4
19 Create Stone Golem		20 pts	Touch	2x2 Squares	8 Hours	1 Month (30 days)		

Vivid violet coils surround the stone and animates a creature.
SKL:4 to create. AC:22/19, Move 10. 1x1 Init+0 ToHIT+8 3d10 Dmg. HP:200
Vivid violet coils surround the stone and animates a creature.

Damage +10

ENHANCEMENTS: 9

Creations-

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Create Singer's Salve		4 pts	Touch	3 Salves	4 Hours	End Of Year		

Hunter creates a Singer's Salve in their own way, resulting in 3 small corked jars.
Qty:3 Helps with damage over time (DOT) if Save is passed.
1 bunch-Bittercress leaf, 1 jar-Wild garlic oil, 1 shot-Rocko's Hot Water.
Requires a Campfire and Hunters KIT.
Salve works against DOT. +2 (+4 if by Hunter) healed at each cycle of the DOT.

CREATE:

Required

ENHANCEMENTS: 1

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Create Sunrise Potion		4 pts	Touch	1 Potion	4 Hours	Used / EOY		

Hunter creates a Sunrise Potion in their own way.
Qty:3 To be used at 6 AM to gain 2 extra HP (5 HP with Hunter) if Save passes.
1 Bunch of Anises leaf, 1 Jar of Ginger Oil, 1/4 cup of honey, Campfire, & KIT.
Potion used at sunrise heals 2 HP. If hunter applies it then 4 HP.
Requires a campfire and Hunters Kit.

CREATE:

Required

ENHANCEMENTS: 1

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Apply A Field Bandage		1 pt	Touch	1 Creature	Initiative	Permanent		

Once per battle per target.   Always binds.   HP+1
Use of Hunter Kit (Out of battle) gives an additional +2 HP.
Hunter slaps on a hurried bandage that binds the wound and heals 1 HP.
If applied after a healing spell this skill has no effect.
Requires a campfire.   (Kit/Kitchen NOT required)

ENHANCEMENTS: 1

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
5 Create Revive Salve		8 pts	Touch	1 Jar	4 Hours	Used / EOY		Revive to wakeness

Workshop/kitchen IS required.
Qty:1-3.   Heals Unconscious creature 1d3 HP and revives for 30 min if Save passes
1 bunch of Bittercress leaves, 1 jar of Pine sap, 1 jar of Oak sap,
Hunters Kit and KITCHEN required.

CREATE:

Kit & Workshop

ALL

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
7 Create Health Poultice		8 pts	Touch	1 Cloth	4 Hours	Used / EOY		Help Sick/Disease

Hunter creates a Poultice.
Qty:1-3. Helps recover from Sickness/Disease by making the Save column one better (-1).
Sickness/Disease rolls are done in the morning using the Health:2 Save.
Requires a campfire and a Hunters Kit.

CREATE:
Required

ENHANCEMENTS: 2

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
7 Create Repellent Oil		8 pts	Touch	1 Jar	4 Hours	Used / EOY		Attacked

End result: 3 Small corked jars of repellent.
Qty:1-3. Repels Insects. Save column one better (col -1).
Ingredients are Honeysuckle, Palm, Marshdaisy.
Requires a campfire and a Hunters Kit.

CREATE:
Required.

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
11 Create Clear Mind Inhalent		12 pts	Touch	1 Vial	4 Hours	Used / EOY		Clears Daze/Stun

Hunter creates an inhalent.
Qty:1-3. Dazed or stunned become clear headed with Save.
This helps Save column. (Col-1).   Requires a campfire and a Hunters KIT.
Hunter creates an inhalent. Ingredients are Garlic, Ginger, Hemlock.

CREATE:
Required

ENHANCEMENTS: 2

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
11 Create Java Meal Spice		12 pts	Touch	1 Meal	4 Hours	Used / EOY		Stay awake 48 hrs

Hunter creates a bit of spice.
Qty:1-3.   Recipeint will remain alert 48 hrs. (cannot be past 48).
Hunter creates a small edible that will keep the person awake for most of the day.
1 does per 24 hours. Ingredients are Anise, Peppermint, Hemlock.
Requires a campfire and a Hunters KIT.

CREATE:
Required

ENHANCEMENTS: 2

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 1
12 Create Calming Tea		12 pts	Touch	1 Jar	4 Hours	Used / EOY		Stay Awake

Hunter creates a very recognizably tasty tea which helps with Skill Point recovery.
Qty:1-3.   Deeper sleep and raises Skill Pts at 6am.   Pts + 2.
Hunter creates a very recognizably tasty tea which helps with Skill Point recovery.
Cabbage, Ginger, Palm, Oak, KIT

CREATE:
Required

ENHANCEMENTS: 2

Disguise-

LEVEL	STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4
2 Disguise		4 pts	1 Person	Audience	30 Minutes	12 Hours		Disguise works

Rogue alters the recipient to evade notice.
Changes appearance of gender, costuming (within class), Hair (color, style, condition)
Weight +-5lbs (2.27 kg) Max 10 lbs (4.54kg) and Height +-2 in (5cm) Max 4 in (10cm).
All are within skill.   Additional enhancements available higher levels are:
Weight>10 lbs, Height>4in, Hair/Fur, Skin/Hide/Scales/Fur, Costuming, Eye color.

-2 Col

ENHANCEMENTS: 8

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
12 Impersonate		12 pts	Self	1 Person	15 Min/Complexity	6 Hours		Success

Rogue alters themselves to appear to be another very specific person.
Change appearance of gender, costuming, Hair (color/style/condition), skin, &
Wt, Ht, Skin (Hide/Scales/Fur), & Eye color to mimic a specific known person.
Save columns adjust based on knowledge, amount of prep, amount of practice, etc.
Exact Cost based on original 12 points + cost of all enhancements that are needed.

Required

ENHANCEMENTS: 10

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
13 Feign Death		16 pts	Self	Self	Instant	2 Rds Minimum		Convincing

Rogue falls to the ground and appears dead.
Rogue appears dead to others.   Rogue AC=3/3.
Rogue must make GM aware this skill will be used in the upcoming round.
Rogue can choose what segment to start. If the skill isn't used the points sill are.
GM will roll the Save for any checks for signs of life.

NO FOCUS USE

ENHANCEMENTS: 4

ALL

Environ-Nature

2 Plant Healthy Growth

LEVEL	STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	Self	4x4 Sqs	1 Hour	Permanent		

Barely visible olive colored roots Wind Around The Base Of The Plants.
Promotes normal healthy growth.

CREATE:
Healthy Plant Growth Powder

1d4 Plant HP

ENHANCEMENTS: 3

2 Remove Plant Disease

LEVEL	STACK 0	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		4 pts	4 Squares	4x4 Squares	10 Minutes	Permanent		

Olive colored roots wind around the base of the plants.
Remove Plant Disease

CREATE:
Plant Disease Powder

Removes All

ENHANCEMENTS: 6

4 Predict Weather

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	Self	Up to 5 Marks	1 Hour	1 Week		

Barely visible sepia colored roots rise into the air, hover, then float down.
Predicts Weather patterns for a wk. GM rolls casters MGC:3
Barely visible sepia colored roots rise into the air, hover, then float down.

NO FOCUS USE

ENHANCEMENTS: 2

6 Create Permanent Ae'Em

LEVEL NAE'EM	STACK 5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	Ae'Em Created
		12 pts	Touch	1 Recipient	4 Days	Permanent		

Glowing green ribbons encircle the recipient and caster.
This permanent mental bond allows the caster to initiate a connection.
A Save is required. The animal can only articulate from it's view.
Both must be in same PMP. Arcane (Ancient Magic) will erase the bonding.
The animal is NOT able to send any mental images, but can describe things.

COL-1
NO COUNTER IS AVAILABLE. Lvl:5

ENHANCEMENTS: 2

11 Control Wind Sphere

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
		12 pts	18 Squares	5x20 Sq Area	10 Minutes	12 Hours		

Barely visible tan roots Whip Into A Wind Column And drift away.
Direction and general speed of wind within Sphere.
Barely visible tan roots Whip Into A Wind Column And drift away.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8

17 Control Water

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
		20 pts	Self	4x4x4 Sqs	10 Minutes	4 Hours		

Barely visible amber roots rise at the casters feet and fade away.
Direction and general speed of water within Sphere.
Barely visible amber roots rise at the casters feet and fade away.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 9

Find-Hide-Reveal

1 Detect Magic & Number of Aspects

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
		4 pts	2 Squares	1x1x1 Square	5 Minutes	Instant		Not Blinded

Caster attempts to find out if an item/object is magical
Mundane=Nothing, Magic=Candle pwr, Epic=Dazed, God=Blind(Save vs Blind.)
Everyone in 20 sqs must Save if the item is powerful. Failing blinds 2d4 rds.
Detection will not enact powers/magic. Does give a count of Aspects within the item.
Does not reveal the kind of magic.

CREATE:
Scroll of Detect Magic

No blinding.

ENHANCEMENTS: 7

1 Find Entry Gate

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		4 pts	Urban	Community	1 Round	30 Minutes		Get clear description

The Rogues quickly surveys the situation and knows the direction to go!
Compass direction to entrance used last. Rogue gets N/NE/E/SE/S/SW/W/NW and a landmark.
This works without any Save in villages, Towns, Cities, and Palaces. Not Villages.
Requires Rogue to pass the Save to use this inside complexes, ruins, dungeons, & such.
Does not give distance, best path, or elevations.

NO FOCUS USE

ENHANCEMENTS: 2

ALL

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
1 Hide			pts	Self	Self	Initiative	10 Minutes		

Anyone can to use basic skills and situation awwareness to hide.
Every person can use basic techniques to hide as necessary
Anyone can to use basic skills and situation awwareness to hide.

NO FOCUS USE

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Shadow Cover			4 pts	Self	1 Suare	1 Minute	1 Hour		

Flames surrounds the caster and darkens the area as it fades to black.
Shadow surrounds the caster and their belongings.
At night helps Dokour blend into darkness.
In daylight Dokour still in darkness, but is very obvious.
When using the enhancement 'Subtle Caster' shadow comes on slowly over rollout.

Muffles caster in AOE.
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 7

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Crack in the Wall			4 pts	2 Squares	Caster+Guest	Initiative	5 Rounds		

Caster must find a visible crack in the wall.
Caster uses a crack to create the extra dimensional Ethereal space.
Caster can include another person.
Caster must enter and use the space for the spell to be used.
Caster and other person are either in or out. Cannot straddle.
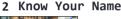
Can cast from hiding.
ENHANCEMENTS: 6

LEVEL NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Know Your Name			4 pts	20 Squares	1 Target	Initiative	Instant		

No standard casting movements as the caster mumbles.
Learn the name target goes by for the situation.
Locally known name of the person

NO FOCUS USE
ENHANCEMENTS: 4

LEVEL		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Orix View Sign Posts			4 pts	8 Squares	1x1 Sq Sphere	2 Minutes	30 Minutes		

Lavender coils orbit the casters head.
View Sign Posts
Lavender coils orbit the casters head.

NO FOCUS USE
ENHANCEMENTS: 9

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3 GM
3 Reveal Value			4 pts	Self	1 Item	10 Rds (1 Min)	Permanent		GM gives info

Rogue appraises small and medium sized items.
The value of an item can depend on many things, but rogues can give an estimate.
Initial evaluation answering 'Is it less than 100gp?' done without skill points.
To estimate values over 100 gp requires a Save.
This does NOT determine providence of the item.

Col -1
ENHANCEMENTS: 1

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
3 Shadow of the Magi			4 pts	Self	3 Sq Dia Sphere	Initiative	Conc +4 Rds		

Stays fixed right above the caster.
Darkness to continues for up to 4 rds after the concentration has stopped.
Caster to creates darkness that will stay centered above them.
Keep darkness active by lightly concentrating on the spell,
Other spells actions that do not state a need to concentrate may be used.

CREATE:
Dust of Darkness

Brighter by Tier
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 7

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
4 Aspects Counted By Type			4 pts	1 Square	1 Item	30 Minutes	Permanent		Revelation

Barely visible lime colored weave leave the caster's hand and surround the item.
Get an accurate count of Aspects. SAVE required.
Also get a count of the type of aspects:
    Informational,   Battle Effects,   Spell Effects (non-Battle),
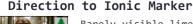   Intelligence Within, or   Diety Touched

read 1st aspect
ENHANCEMENTS: 4

LEVEL NAE'EM		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Direction to Ionic Marker			4 pts	PMP	1 Nae'Em	1 Hour	Instant		

Barely visible lime colored weave surrounds the marker.
Identifies the markers location. (N,NE,E,SE,S,SW,W,NW)
Must be on the current PMP.

reveals plane
ENHANCEMENTS: 4

ALL

4 Find Hidden Accesses

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
		4 pts	Self	2w x 2d x 1h Sqs	10 Minutes	2 Hours		Access found

Find unnoticed areas from easiest to hardest. (Camouflage, concealed, and Hidden.)
Search for panels, doors, and other cleverly hidden issues.
Will reveal if there are issues in range and give descriptions.
Difficulty, lighting, & other conditions alter the Saving throw column.

Col -1

ENHANCEMENTS: 4

4 Identify Aspects (1/Tier)

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	1 Square	1 Item	30 Minutes	Permanent		

Learn magical properties and other information imbedded into an item.
Identify one Aspect per tier. One at tier 1, two at tier 2 etc . . .
To view more aspect than a spell allows more casters are needed.
Does NOT reveal the number of Aspects.
Can be used to make a scroll of 'Identify ONE Aspect'

CREATE:
Scroll Of Identify One Aspect

Rollout is 10 Min.

ENHANCEMENTS: 5

5 Create Ionic Marker

LEVEL NAE'EM	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	Touch	1 Object	1 Day	Permanent		

Thick purple coils surrounds the item and fades into it.
Creates permanent marker
Thick purple coils surrounds the item and fades into it.

NO FOCUS USE

ENHANCEMENTS: 6

5 Create Ionic Marker (Nae'Em)

LEVEL NAE'EM	STACK 9	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		48 pts	Touch	Caster	1 Day	Permanent		

From common unworked non-magic item creates a trackable marker as a Tae'Em.
Ionic Marker.   Cannot be purchased. Must be made by the caster.
 - Trackable common place item w/ no other magic on it.
 - Beetleroot, Cinderroot, Oak/Pine/Palm wood   or
 - Beetleroot, Cinderroot, common stone.

CREATE:
Ionic Marker Ingredients (Item N

NO FOCUS USE

ENHANCEMENTS: 5

5 Detect Magic

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
		8 pts	2 Squares	1 item	5 Minutes	Instant		Sight

Caster attempts to find out if an item/object is magical.
Magic=Candle light.   Mundane=None. Epic=Blinding Light, Save vs Blind.
Requires a Save of all in 20 sqs if it is powerful, failed Saves blinds for 2d4 rds. Casting this will not enact the powers or magic,
nor does it reveal the kind of magic is in play.

CREATE:
Scroll of Detect Magic

Save Col -1

ENHANCEMENTS: 3

5 Know About You

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1 GM
		8 pts	8 Squares	1 Creature	30 Seconds (5 rds)	Instant		Not noticed

Spend short amount of time and learn about the subject.
Name, Job (Class and Tier), Postion title (Wagon master, Prince, Tavern owner…), general heal
Learn the following: Locally known name of the person, Job (Class and Tier),
Postion title (Wagon master, Prince, Tavern owner…), general health.
Block Scrying counters this.

NO FOCUS USE

ENHANCEMENTS: 6

5 Locate Ionic Marker

LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		8 pts	PMP	1 Marker	1 Hour	Instant		

Purple coils whirl around the caster then point the direction of the marker.
Caster able to identify the markers location. (N,NE,E,SE,S,SW,W,NW)
Purple coils whirl around the caster then point the direction of the marker.

SKL:1

ENHANCEMENTS: 7

6 Attention Avoidance

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
		8 pts	Caster	4x4 Squares	6 Minutes	4 Hours		Not so visible

Bubble muffles sound & deters detection. Save to not be observed.
Works absoluetly best in dim light and lower.
Physical bubble that has 1 HP.
Spell blocks 'Speak To Dokour Target' and 'Direction To Dokour Target'.

CREATE:
Haze Bubble

Torchlight inside.

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

6 Wander and Pass Unnoticed

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
		8 pts	Self	Urban	1 Round	10 Rds (1 Min)		Unnoticed

Rogue assumes a common look as they stroll around and attempt to blend.
This is used when there is an active search for the Rogue.
Disguise, distractions and like skills should enhance the Savings roll.
Saves adjusted for environments, race (Graymore?), crowds, Rogues speed, etc.
Non Rogues attempting this must pass a NON:3 Save

Col-1

ENHANCEMENTS: 2

ALL

LEVEL NAE'EM

7 Direction To Dokour Target

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: Vari GM
		8 pts	Self	7 Mark/Tier Radius	1 Hour	Instant		Compass direction

Find a high alignment Dokour within Range.
If the Savings Throw roll is 0 to 5 no targets are revealed. (See full description)

Roll 0 to 5 and no targets shown,	Beat Column 1 to find alignments > 150,
Beat Column 2 to find alignments > 125,	Beat Column 3 to find alignments > 100,
Beat Column 4 to find alignments > 75,	Roll >95 to find alignments > 50.

Target Align -50
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 2

LEVEL NAE'EM

7 Sphere Of Privacy

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
		8 pts	8 Squares	3x3 Squares	4 Minutes	2 hours / Tier		Scry's are noticed

Circle of white perimeter. Those within can talk without fear of being overheard.
Blocks Nae'Ems for duration. Afterwards Nae'Ems are no longer blocked.
GM rolls Save to see if caster is aware of any current scrys.
If Save passes then any current scrying within AoE fails.
GM usually does NOT report pass or failure.

Aoe: 5x5 Sqaures
ENHANCEMENTS: 8

LEVEL NAE'EM

7 View Dimension

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	10 to 100 Sqs sight	2x2 Sq Perimeter	10 Minutes	6 Hours		

Creates a scrying area for the caster and others to view Dimension.
Those within the AoE can see into the Dimension from their spot in the PMP.
Can see a distance of 100 squares in daylight. Only 20 squares in moonlight.
Caster cannot move the scry point, but can move around to see in other directions.

Light up Dimension
ENHANCEMENTS: 5

LEVEL

8 Dimension Personal Hideaway

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	Self	1x2 Squares	10 Minutes	2 Hours		

create a 1 square wide and 2 square high flat opening.
Dead End Dimensional Hallway to hide in.
create a 1 square wide and 2 square high flat opening.
1d4 magical fire damage to pass through

Range:Self+1/Tier
ENHANCEMENTS: 5

LEVEL NAE'EM

8 Scry on Imp Spy

	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	Touch	1x2x2 Squares	1 Minute	4 Hours		

Requires the caster to have created an Imp previously.
Imp Spy must be on the same PMP.
Sees through Imp Spy's eyes with normal vision only.
Does NOT communicate with Imp Spy

Send 1 command.
ENHANCEMENTS: 2

LEVEL

9 Detect 'Ems (All Types)

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
		36 pts	4 Squares	1 Square	20 Minutes	Instant		Revealed

Bright Orange ribbons float to the object/person and fade as they surround them.
Caster attempts to reveal the existence and nature of a Nae'Em.
This will create a separate glow for each Nae'Em, Ae'Em, Vae'Em, Tae'Em, and Cae'Em.
But only 1 can be reviewed.

Rollout Halved.
ENHANCEMENTS: 4

LEVEL NAE'EM

9 Hide in a Plant

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		12 pts	Touch	1 Plant	10 Minutes	2 Hours		

Brown ribbons join the caster and the plant as the caster enters the plant.
Hide in a Plant of at least 1 sq high for min of 1 hr.
Brown ribbons join the caster and the plant as the caster enters the plant.

Can hear
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 11

LEVEL NAE'EM

9 Search for Arcane Focus Item

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		12 pts	Self	1 Mark	1 Day	4 Hours		Found

Caster is soley able to detect a focus item within range.
Caster chooses detection method:
  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.

NO FOCUS USE
ENHANCEMENTS: 7

LEVEL

11 Astral Plane Projection

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		12 pts	Self	Astral Plane	20 Minutes	4 Hours		

The caster focuses, then creates a glowing astral projection in the astral plane.
HP = Acumen bonus x2.   AC = Acumen bonus x3.   Movement = 1/2 Spell Points.
Disrupt Images spell does a flat 40 HP of damage.
Interaction with the Astral world is 100% dependant of the caster's Awareness.
If image in the Astral Plane is destroyed or dies the char in PMP is at -8 HP.

HP x2
ENHANCEMENTS: 4

ALL

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 GM
LEVEL NAE'EM		12 pts	1 Mark per Tier	1 Object	30 Minutes	1 Day		See eyes move.

11 Sight of the Statue

Barely visible seafoam colored weave travels from the caster's hand to the statue.
Used on art/sculptures with eyes.
Caster to see through the eyes of a statue.
Does NOT allow the caster to hear or feel by bonding with the statue.

NO FOCUS USE

ENHANCEMENTS: 2

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		16 pts	Self	10 Marks	1 Hour	6 Days		
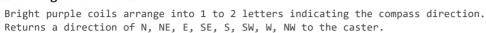
13 Find Nearest Langstrom Portal

Bright purple coils arrange into 1 to 2 letters indicating the compass direction.
Returns a direction of N, NE, E, SE, S, SW, W, NW to the caster.
Bright purple coils arrange into 1 to 2 letters indicating the compass direction.

Distance in Marks

ENHANCEMENTS: 7

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM		64 pts	1 Square	1 Square	12 Hours	Permanent		

16 Reveal True Name

This uses all the clues the caster has gathered attempt to find the True Name.
Use clues gathered to attempt to find the True Name.
Caster states aloud all the clues during the rollout.
Resulting in the direction and distance in marks if the Save is passed.
The knowledge is NOT announced out loud.

NO FOCUS USE

ENHANCEMENTS: 6

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		30 pts	Touch	1 Object	6 Hours	Permanent		

18 Identify All Aspects

Barely visible spruce colored weave surrounds an item.
Fully Identify a magical item
Reveals what every aspect is.

NO FOCUS USE

ENHANCEMENTS: 5

Flora-Fauna-Nature

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
LEVEL		4 pts	Self	Animal	12 Hours	Permanent		1 hide

1 Skinning A Hide

Hunter settles in to clean, trim, skin, and cure an animal hide.
Pass Save to complete 1 hide in the 12 hours. (1 per day)
Hide finished at end of duration. This includes Skinning, Trimming, Cleaning, Drying.
Tier of Hunter indicates the size of the finished hide regardless of size of creature.
1st= Small(2x4 ft/60x120 cm) 3rd= Med(3x6 ft/90x180 cm) 5th= Lrg(6x6 ft/180x180 cm).

CREATE:

Required

ENHANCEMENTS: 1

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		4 pts	10 Squares	10 Squares	5 Minutes	1 Hour		

2 Benign Approach

Use of 'Calm Animal' skill will greatly help this effort.
Approaching animals and not alarming them (much).   No attacks.
How close depends on the animal, situation, and the level of the hunter.
If started outside of range the animal may leave while not noticing the hunter.
Using this within range means the animal is aware, and hopefully not scared.

NO FOCUS USE

ENHANCEMENTS: 1

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL		4 pts	2 Squares	1 Animal	20 Minutes	2 Hours		Animal is calmed

3 Calm Animal

The hunter calms a wild animal in their own way.
Some animals flee before effect happens.   Skill:2
Calming animals can be more difficult with some creatures that are very skittish.
Hunter should use calming mannerisms, slow patient movement, and food to help.
Must Save using column 2, but can use column 1 if the situation fits (as per GM).

NO FOCUS USE

ENHANCEMENTS: 5

Food-Water

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		4 pts	Touch	2 Skins/Tier	5 Minutes	Permanent		

1 Draw Up Ground Water

Blue and Orange ribbons burrow into the ground.
Pull water from ground.   2 skins per Tier. 1 skin in dry areas.
Typical person requires 1 skin per day. Deserts mean 2 per day.
Does NOT continously draw water from the same spot,
Each repeat adds 10% to failure chance (1d100 roll).

+2 Skins extra

ENHANCEMENTS: 2

ALL

3 Hunt/Fish/Gather

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
		4 pts	Self	20x20 Squares	9 Hours	9 Hours

SAVE: SKL: 2 Aquired food.

CREATE:

Required

Able to hunt, fish, or gather once per day
Skill Save:2 to be rolled, but adjusted for region.
Spring/Summer: Pass=35 meals.   Fail=3d8 meals.
Fall/Winter: Pass=12 meals.   Fail=2d4 meals.

ENHANCEMENTS: 1

4 Improve Food

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
		4 pts	1 Square	4 Meals	10 Minutes	1 Hour

SAVE: No Save

The caster focuses and yellow sparks streak to the food and swirls around it.
Improve Food - Improve Quality/Taste of non-cumber food.
Does work on all non-poisoned / non-spoiled food.

Duration = 1 day

ENHANCEMENTS: 7

4 Increase Food

LEVEL	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
		4 pts	2 Squares	1-21 Meals	10 Minutes	Permanent

SAVE: No Save

Barely visible red flames surrounds targetted prepared food.
Doubles up to 21 meals in casters pack.
Barely visible red flames surrounds targetted prepared food.
Does not affect magically created food.

Ensures food is safe

ENHANCEMENTS: 4

5 Bring Out Rain Water

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
		8 pts	Caster	1 Square	1 Minute	Permanent

SAVE: No Save

Desert and hot environments may limit or inhibit this spell.
1 cubic square of drinkable water.

20lbs/9kg Pressure

ENHANCEMENTS: 2

5 Divining Water

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
		8 pts	1/4 Mark	6-15 Sqs Deep	30 Minutes	Permanent

SAVE: SKL: 4 Desert/Arid

Caster uses a divining rod to find water and reveal if it's potable or not.
Save Column depends on region/environ. Reveals potable or not.

Save Col -1

ENHANCEMENTS: 6

6 Destroy Harmful Substance

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
		8 pts	6 Squares	1 Square	10 Minutes	Permanent

SAVE: No Save

Bright wine colored coils drift about in the AOE then fades.
Material decays if rotten/poisoned.
Bright wine colored coils drift about in the AOE then fades.

NO FOCUS USE

ENHANCEMENTS: 9

8 Imbue an Item with

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
		8 pts	Touch	1 Item	3 Days	5 Years

SAVE: No Save

Lasts 5 years if within 8 Sqs of caster.

NO FOCUS USE

ENHANCEMENTS: 6

9 Coastal Net Fishing

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
		12 pts	Self	Ocean	16 Hours	Permanent

SAVE: No Save

CREATE:

NO FOCUS USE

Hunter coordinates a net fishing effort.
Hunter coordinates fishing in deep waters.
3-12 assistants needed.
Meals gained: 6d20 + 5/assistant.
Cook:1 hr per 30 meals

9 Food Times Three

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
		12 pts	3 Squares	2x2 Squares	1 Day	Permanent

SAVE: No Save

CREATE:

Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)
Increases amount of food by 3.   Max of 63 meals affected per spell.
Teal coils roil outward and settles on the AOE. (Teal Powder increases Yield)

Tastier

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8

ALL

		STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL				16 pts	Touch	1 Square	5 Minutes	Permanent		

15 Create Food For A Family
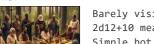
Barely visible golden sparks surround an area, before food and water appear.
2d12+10 meals.
Simple hot meal and cool water.

Improved taste & Wine

ENHANCEMENTS: 5

Health-Life-Death

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL				4 pts	2 Squares	1 Target	Initiative	Permanent		

1 Basic Healing

When assisting a Nae'Emed fighter use range of 8 sqs
Heal 2d6 + ACU Bonus. If helping a partner Fighter range is 8 sqs.
The caster's hands glow and direct the healing to a wound.
When assisting a Nae'Emed fighter use range of 8 sqs

CREATE:
Draught Of Health

Min Roll 7

ENHANCEMENTS: 6

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL				4 pts	Touch	1 Creature	Initiative	Instant		

1 Field Binding

Binds a wound and stops any bleeding.
Character applies emergent first aid.

NO FOCUS USE

		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL				4 pts	1 Square	1 Target	Initiative	Permanent		

1 Forced Heal 1d6 HP (+more)

Healing energy drawn from all parts of the body are forced to the wounded area.
First roll the dice and calculate full healing with enhancements,
Then apply as force damage to the target, if the target is dead next steps fail.
Lastly, apply the full healing time two (x2) to the target.
This becomes more powerful (and more costly) with the Enhancements.

Fragility Save - 1 Column

ENHANCEMENTS: 8

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL				30% Max	1 Square	Recipient	Initiative	Permanent		

1 Healing Bolus

A rainbow of colors surrounds the person being healed.
1d12 HP healing.
A rainbow of colors surrounds the person being healed.

NO FOCUS USE

ENHANCEMENTS: 3

		STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 2
LEVEL				4 pts	Self	Caster	5 Rounds	20 Minutes		Damage reduced

1 Reduce Fire Damage

surround the wound on the caster and stitch the skin together.
Any magical/mundane fire dmg is reduced by 1 per die, minimum of 1.

CREATE:
Burn Reducer

Total of 4 Pts Reduced.

ENHANCEMENTS: 6

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL				4 pts	Touch	1 Creature	Initiative	Permanent		

1 Sylvan Forced Healing 1d6 HP

Spiritlike light brown roots envelope the wound and force the wound to heal.
Roll 1d6. Damage x1 then Heal x2
(bite sized naan bread)

+1 HP per die

ENHANCEMENTS: 2

		STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL				4 pts	2 Squares	1 Target	1 Minute	Instant		

2 Heal Sickness

Sparks surround the sick person and they glow with a yellow light.
Use Targets Health Save. Use Frailty Scale.
 - Does allow target to roll a Health Save at one column lower than normal.
 - Does allow target to roll the save right away (vs waiting for start of day).
 - Does allow repeated spells to bring the target from Sickness III to no sickness.

CREATE:
Cure Sickness

NO FOCUS USE

ENHANCEMENTS: 6

ALL

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
LEVEL		4 pts	Touch	1 Recipient	Initiative	Permanent		Healed self.
2 Healing Flames 1d4 HP per Tier								

Spiritlike rose colored flames dance around the wound.
Roll 1d4 per Tier.   Dmg x2 with pain, then Heal x3.   Self heal requires Save.
Does heal living creatures and plants, but most plants die from the damage first.
Does NOT heal or hurt the undead and living dead.
Caster can choose what Tier level to use.

CREATE:
Fire Balm
+1 HP extra

ENHANCEMENTS: 4

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		-2 pts	Touch	1 Target	1 Minute	Permanent		
3 Repair Undead/Living Dead								

Encasing the undead/living dead in flames for one full minute.
"Heals" the target for 1d6 points while caster may gain 2 SP.
Target must actually be at less than maximum points. Must have a need to be "healed".
Has no effect on a corpse.
Max gain of SP set to 20 SP per day.

no Sick/Disease to caster

ENHANCEMENTS: 5

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		4 pts	2 Squares	1 Creature	2 Minutes	4 Hours		
4 Delayed Healing 2d6								

Barely visible yellow specks float around the person the caster is healing.
Delayed Heal - up to 4 hrs (+2d6 HP)
Yellow sparks float around the person the caster is healing.
1 per creature, but 99 (Stack) can be made.

CREATE:
 - No creations. Usable only as a
Duration reset to 1 week.

ENHANCEMENTS: 7

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		4 pts	Touch	1 Body	2 Hours	Permanent		
4 Final Rites								

Yellow flames creep across the body without burning it.
Must be dead a month or less.
The dead are sent beyond any connection that can be made from the known planes.
To finish the spell a dieties name must be spoken aloud.

NO FOCUS USE

ENHANCEMENTS: 2

	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL		4 pts	2 Squares	2 Creatures	10 Minutes	8 Hours		Healing continues
4 Slow Healing								

Barely visible yellow specks float around the person the caster is healing.
10 HP per undisturbed Hour. MUST SAVE EVERY HOUR TO CONTINUE.
heal a creature of the caster's choosing for 10 HP/hr.
Maximum of 4 hours per creature.
Save every hour. Failed Save ends spell.

+ 2 HP / Hr

ENHANCEMENTS: 7

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM		8 pts	4 Squares	1 Heal Spell	10 Minutes	Instant		
5 Assist Another's Healing								

Barely visible purple coils reach out to join the efforts of the other healing spell.
Other caster: Heal x2 then +4
Barely visible purple coils reach out to join the efforts of the other healing spell.

NO FOCUS USE

ENHANCEMENTS: 10

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL		8 pts	1 Square	1 Target	30 Minutes	Permanent		Repair done
5 Repair A Dead Body								

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

Range = 8 Sqs

ENHANCEMENTS: 5

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM		-4 pts	4 Sqs	1 Animal	1 Minute	Permanent		
6 Animal Healing								

Barely visible brown roots Grow At The Casters Feet Then Fades.
Heal 2d8+4 to domestic or wild woodland animals.
(treats for the animal to eat)
Caster GAINS 4 pts when casting this if the animal is healed.
Max benefit gain of 20 SP

CREATE:
Animal Treats
+4 HP

ENHANCEMENTS: 5

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		8 pts	Self	Self	30 Minutes	12 Hours		
6 Cleansing Fire								

Magenta flames engulf the caster during the RollOut then flames fade away.
Removes frialty from the caster.
1 hp Dmg per hour.
Immune to Sickness/Disease.

Cast to another

ENHANCEMENTS: 4

ALL

6 Common Healing

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	8 pts	Touch	1 Creature	Initiative	Instant	

Barely visible force grows at casters feet & fades.
Heal 2d8 + ACU Bonus. If helping a partner Fighter range is 8 sqs.
Yellow sparks float around the person the caster is healing. (Potion of Milky Yellow Liquid)

CREATE:
Draught Of Health

+1d4 HP

ENHANCEMENTS: 4

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7 Electrifying Sickness Cleanse

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 No Sickness
	8 pts	Touch	1 Creature	8 Hours	Permanent		

Golden sparks move from the caster to the recipient.
Creature cleared of Sickness. but very uncomfortable.
Does make the caster immunue to getting any Sickness for the rollout.
Creature must pass Save.

COL -1

ENHANCEMENTS: 8

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8 Extra Healing

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	8 pts	Touch	1 Creature	Initiative	Instant	

Yellow sparks float around the person the caster is healing.
Heal 3d8 + ACU Bonus
Yellow sparks float around the person the caster is healing.

CREATE:
 - No creations. Usable only as a

+4 HP

ENHANCEMENTS: 4

---

9 Cure Disease

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 No Disease
	12 pts	2 Squares	1 Target	8 Hours	Permanent		

Golden sparks move from the caster to the recipient and hover.
Creature cleared of Disease. but very uncomfortable.
Does make the caster immunue to getting THIS disease for the rollout.
Creature must pass Save.

Col -1

ENHANCEMENTS: 6

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10 End Current Dmg Over Time

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	12 pts	8 Squares	1 Target	Initiative	Permanent	

Stops current Damage Over Time (DoT) upon 1 target.
Enacted in next round on casters initiative
Does NOT heal or cure the target of any diseases.

d6 healing

ENHANCEMENTS: 5

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11 Heal 5d6+2 HP

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	12 pts	2 Squares	1 Target	Initiative	Permanent	

Yellow sparks float around the person the caster is healing.
4d6+2 healed
Yellow sparks float around the person the caster is healing.

+1d4 HP

ENHANCEMENTS: 6

---

11 Revive Life With A ZAP!

LEVEL NAE'EM

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	HTH: 3 Alive!
	48 pts	Touch	1 Body	8 Hrs	Permanent		

Sparks surround then converge on the fallen body.
Revive creature that's been dead less than 25 hrs and passes the Save.
This spell restores a fallen creature to -4 HP.

Health at 4 HP.

ENHANCEMENTS: 5

---

12 Heal 5d6+6 HP

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	12 pts	2 Squares	1 Creature	Instant	Permanent	

Yellow sparks surround the wounded person.
Heal 4d6+6
Yellow sparks surround the wounded person.

+1d4 HP

ENHANCEMENTS: 5

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12 Ranged Forced Healng 2d8+2 HP

STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save
	12 pts	6 Squares	1 Target	Initiative	Permanent	

Barely visible Blue sparks and Orange ribbons wind around the recipient.
Energy from throughout the body is force to an injury.
Roll dice and use the result to apply damage,
the use double the same result and apply healing.

NO FOCUS USE

ENHANCEMENTS: 6
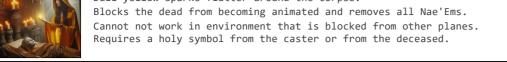
ALL

	LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
14 Consecration of Corpse			16 pts	1 Square	1 Corpse	30 Minutes	Permanent		

Dull yellow sparks flutter around the corpse.
Blocks the dead from becoming animated and removes all Nae'Ems.
Cannot not work in environment that is blocked from other planes.
Requires a holy symbol from the caster or from the deceased.

CREATE:
Consecration Anointment

NO FOCUS USE

ENHANCEMENTS: 4

	LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
14 Healing Bolt			16 pts	12 Squares	1 Creature	Initiative	Permanent		

Bright yellow spark towards the target, which surrounds them.
Damages the target for 1d2 Lightning damage, then heals 6d6 HP.

+1d4 HP

ENHANCEMENTS: 4

	LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 1
15 Held Stasis			16 pts	Touch	1 Target	1 Minute	1 Month (30 days)		

Burgundy coils wrap around the target & orbit the target until end of duration.
Places a non-combatant into a Coma like state.

Duration +6 Months
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8

	LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
18 Group Heal			20 pts	6 Squares	3 Sq Rad Circle	20 Minutes	Permanent		

Orange sparks Surround the group.
3 persons minimum within AoE. 200 pts divided equally.
Orange sparks Surround the group.

+50 HP

ENHANCEMENTS: 5

	LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
20 Raise The Dead			20 pts	Touch	1 Corpse	8 Hours	Permanent		Alive!

Bright amber sparks Surround the corpse, then heals it.
Must be dead <20 years. Come back with 5 hp.
Restore them to 5 HP.
Works if the person is missing body parts, but the parts will not come back.
Allows the person to be healed back to full HP with other spells.

Health at 10 HP

ENHANCEMENTS: 5

Light-

	LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Aural Spark			10% Max	10 Squares	2x2 Sqs	Initiative	1d20 Minutes		

Colorful lights surround an area.
Non-flammable point of low light. 1 of 5 colors.

NO FOCUS USE

ENHANCEMENTS: 5

	LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Capture/Release Normal Light			4 pts	Self	12 Sqs Radius	2 Minutes	2 Hours		

Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed a
1 light source per Tier. Light must be less than bonfire brightness.
Vaporous plum colored coils swirl around the casters fingers. (Plum colored quarrel pointed
absorbs a light)

CREATE:

Item emits a light

ENHANCEMENTS: 4

Locks-

	LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 2
1 Set Or Open Padlock			4 pts	Touch	Lock	2 Minutes	Until Reset		Locked/Unlocked

Inspect the lock during rollout & choose to try to open it (or re-lock it). 3 tries.
Inspection first, if issue is found (trap?) points are spent & lock not touched.
Skeleton key padlocks cost no extra points to attempt. Create lock x3 pts.
Slim key padlocks enhancement requires level 4 Rogue and cost 4 more points.
Magical: TIRO 'Spell Interference' w/Save OR EOLAS SPELL 'Pause Magical Lock'.

Col -1

ENHANCEMENTS: 3

ALL

LEVEL			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
4 Set Or Open Door Lock				4pts	Touch	Lock	6 Minutes	Until Reset		Locked/Unlocked

Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only.
After inspection if an issue is found (trap?) points are spent but lock not touched.
Skeleton key door locks cost no extra points to attempt. Create Lock x3 pts.
Slim key door locks enhancement requires 5th level and cost 8 more points.
Magical door locks need 'Spell Interference' OR 'Pause Magical Lock'.

Col -1

ENHANCEMENTS: 2

LEVEL			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
6 Set Or Open Chest Lock				8pts	Touch	Lock	6 Minutes	Until Reset		Locked/Unlocked

Inspects lock during rollout then may try and open it (or re-lock it). 3 tries only.
After inspection if an issue is found (trap?) points are spent but lock not touched.
Skeleton key locks cost no extra points to attempt. Create Lock x3 pts. Slim key locks
enhancement requires 5th level and cost 8 more points. Magical locks need 'Spell
Interference' OR 'Pause Magical Lock'.

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
9 Set Or Open Wall Lock / Mechanism				12pts	Touch / 1 Sq	Lock	10 Minutes	Until Reset		GM

Inspects a lock during rollout then can open it (or re-lock it). 3 tries only.
After inspection, if an issue is found (trap?) points are spent but lock not touched.
Skeleton Key Wall lock will cost no extra points to attempt. Create Lock X3 pts.
Slim key door locks enhancement requires 5th level and cost 8 more points.
Magical Wall lock will need an EOLAS SPELL 'Pause Magical Lock'.

Required

ENHANCEMENTS: 2

Movement-

LEVEL			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: VAR
2 Walk Quietly				4 pts	Self	Self	Initiative	20 Minutes		No sound made

Rogue attempts to not be noticed while walking quietly.
No load (including packs & sacks) or heavy armor then no Save is required.
Carrying standard packs & Sacks requires a standard Save.
Non-Rogue armor raises the Save column by 2.
Rogue can reduce the Save column by 1 by moving at 1/2 speed.

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
3 Take Point				4 pts	Self	6 Squares	1 Minute	8 Hours		Detect someone

Rogue initaily surveys the area, then continues to scout as the party travels.
Rogue moves to be 30 ft ahead of the group, party gains Init+2 for 1st round of battle.
Rogue acts as a scout watching for potentail issues.
Rogue is not able use any skills or efforts that require a maintained concentraction.

NO FOCUS USE

ENHANCEMENTS: 2

N Ae'Em-Animal

LEVEL NAE'EM			STACK Pet / Ti	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
1 Invoke Pet				4 pts	Self	2 Marks	1 Hour	1 Week / Tier		Pet Responds

Timid domestic animal is bound to the caster. (Rat, Cat, Bird, Dog)
Timid creature bonds with the caster. Shies from aggression and battle.
Makes noises & must rest as normal for its kind. Can touch/move items.
After 1 day pet learns the casters ways enough to attempt rough communication.
Visible. AC:12/12. Attk 1x1. Init:+6 HIT:-4 Dmg:1d3. HP:6.   Death @ 0 HP.

See/Hear as pet.

ENHANCEMENTS: 6

LEVEL NAE'EM			STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Speak to Domesticated Animals				4 pts	Touch	1 Animal	5 Minutes	4 Hours		

Spell starts after the rollout & continues as the casters remains in touch.
Speak and understand domesticated animals, large and small.
Does not affect non-domesticated animals or monsters.
Animal will respond within the limits of their intellect.

Recipient

ENHANCEMENTS: 5

LEVEL NAE'EM			STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: >05
6 Befriend An Animal				8 pts	10 Squares	1 Animal	1 Minute	8 Hours		Animal is calmed

Assists with other animal spells which untilize a connection of trust.
Calms wild woodland and domestic animals. Sets any required Saves to >05.
Does NOT work with monsters or civilized creatures.
Does NOT affect animals currently enraged, frenzied, or conditioned to attack.
Wait and assist the animal to calm then use this spell.

Enraged/Frenzed okay.

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

ALL

7 Speak With Wild Animals

LEVEL NAE'EM	STACK 2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		8 pts	12 Squares	1 Animal	1 Minute	1 Hour		

Speak/understand wild animals

Stack x2

ENHANCEMENTS: 5

7 View An Animal (Ae'Em)

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	PMP	1 Ae'Em, 1 sq above	5 Minutes	1 Hour		

Portal opens to show the animal the caster has bonded to.
This is a top down view from about 1 square above the animal.
The spell stays with the animal as it moves.
There is no communication through this spell,
but can be done with other spells.

NO FOCUS USE

ENHANCEMENTS: 6

8 Call A Kindred Spirit Animal

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		16 pts	1 Square	1 Sq Area	7 Days	Permanent		Animal arrives

Timid animal is bound to the caster.
Any kind of domestic or wild animal that is not known for aggression.
After Rollout the animal learns enough to attempt rough communication.
AC:12/12, Attk 1x1, Init+6, HIT+6, Dmg:1d6, HP:20, Move=8

Hear/See thru animal

ENHANCEMENTS: 1

8 Call Hunting Pack

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		8 pts	Self	1/2 Mark / Tier	5 Minutes	Instant		

Pack animals are urged to respond to casters call.
Caster audibly prods a pack for response.
Casters call is projected throughout Aoe. Will be heard as sounds of that pack.
Possible Packs: Wild Dogs, Wolves, Hyenas, Lions.

+Urgency Save

ENHANCEMENTS: 7

8 Convoke Animal Mount

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		8 pts	2 Marks	1 Mount	1 Hour	1 Day		Mount arrives

Barely visible copper colored roots Dissipate Into the Air.
Call Animal Mount
Caster choose mount breed and type.   (Horses: riding, war, draft)
Choice of Horse, Pony, Camel, Llama, Zebra.

+ Passenger

ENHANCEMENTS: 8

13 Call Flock of Birds

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		16 pts	1 Mark	1 School	20 Minutes	2 Hours		

Calls a flock of birds within range.
Caster must be outside in the flocks normal environment.
Passing the Save draws a flock.
Save column can be reduced if the flock is close.
Preditory birds will raise the column.

COL-1

ENHANCEMENTS: 6

13 Call School of Fish

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
		16 pts	1 Mark	1 School	20 Minutes	2 Hours		

Calls a school of fish that is within range.
Caster must be in or near water.
Passing the Save draws a school of fish.
Save column can be reduced if a school is near.
Preditory or aggressive fish are will raise the column.

COL-1

ENHANCEMENTS: 6

14 Call Woodland Animal

LEVEL NAE'EM	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		16 pts	Self	1 Mark	5 Minutes	4 Hours		

Calls a woodland animal within range.
Call a Deer, Wolf, Fox, Cougar, or Hawk.
Spiritlike auburn roots rise then dispurse into the air.

Col -1

ENHANCEMENTS: 6

ALL

N Nae'Em-People

1 Create a Temporary Nae'Em

LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		4 pts	2 Squares	1 Civ Creature	2 Hours	1 Week		Nae'Em created.

Short term bonding with a willing civilized creature.
Short term bonding with a willing civilized creature.

NO FOCUS USE

ENHANCEMENTS: 3

2 Rogue's Right Place, Right Time

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	Touch	1 Rogue	5 Minutes	1 Hour		

Barely visible spruce colored weave shines around the rogue, then dissipates.
Assists the Rogue to be unnoticed.
Barely visible spruce colored weave shines around the rogue, then dissipates.

COL+1

ENHANCEMENTS: 6

7 Eavesdrop on Nae'Em Convo (Eolas)

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		8 pts	8x8 Squares	1 Convo	10 Minutes	5 Min/Tier		Can hear convo.

Listen in on a private conversation. But do NOT give up the ability to see.
Creates a temporary Nae'Em when a conversation is within range.
But blocks the vision of the caster while they listen to a Nae'Em conversation.
The owners of the Nae'Em communication will not be aware.
Can be used as a True Name clue.

NO FOCUS USE

ENHANCEMENTS: 6

8 Create Bond With Rogue

LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	PMP	1 Rogue	3 Days	Permanent		

Barely visible jade colored weave surrounds the caster and the Rogue.
Quickly create a Nae'Em with a rogue
This quick spell can be used to connect with rogues since the rogues are
a partner class to Eolas casters.

NO FOCUS USE

ENHANCEMENTS: 5

8 Protect Nae'Em Hunter vs Missiles

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	12 Squares	1 Target	2 Minutes	8 Hours		

Rust colored roots drift to surround the partner just before fading away.
The recipient Hunter must be Nae-Em bonded to the caster.
Hunter gains +2 to AC vs Missiles and Thrown attacks.

Agility Saves +20

ENHANCEMENTS: 7

12 Eavesdrop on Nae'Em Convo

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
		12 pts	20 Sq Radius	1 Convo	5 rounds	5 Min/Tier		Able to listen

Listen in on a private conversation. But give up the ability to see.
Creates a temporary Nae'Em when a conversation is within range.
But blocks the vision of the caster while they listen to a Nae'Em conversation.
The owners of the Nae'Em communication will not be aware.
Can be used as a True Name clue.

Duration +20 Min

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

12 Portal To Nae'Em

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		12 pts	Self	PMP & 2 Uses	30 Minutes	2 Minutes		

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

NO FOCUS USE

ENHANCEMENTS: 6

N Tae'Em-Thing

2 Ribbon Horse

LEVEL	STACK Tier	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	1 Square	1 Creation	5 Minutes	8 Hours		

Shining olive colored roots create The Shape Of A Ribbon Light Riding Horse.
Self w/carried items.
Can carry 1 large person, 2 medium sized, or 3 small.
Has 20 lines for inventory… separate from ability to carry people.

Looks almost Real-ish.

ENHANCEMENTS: 4

ALL

	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM			4 pts	PMP	1 Item	Initiative	Instant		

4 Call/Return Nae'Em Item

Lime colored weave spins around the caster's hand until the item appears.
Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.
Lime colored weave spins around the caster's hand until the item appears.

30 lbs / 13.6 Kg

ENHANCEMENTS: 3

	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM			8 pts	PMP	1 Item	Initiative	Instant		

5

Purple coils spin around the casters hand until an item appears.
Unbound light weight Nae'Em can be called. Limit of 10 lbs / 4.5 Kg.
Purple coils spin around the casters hand until an item appears.

30 lbs / 13.6 Kg

ENHANCEMENTS: 3

	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM			8 pts	3 Marks	1 Dolphin	10 Minutes	2 Hours		

5 Seaweed Dolphin

Dolphin - Stats: HP:10   AC:15/10   Move:12 Sqs swim   25 sqs race
Caster creates the image of a Dolphin out of any Seaweed like materials.
Ribbons create a dolphin which act mostly like normal dolphins.
Ribbons dolphins are not as good as real dolphins.
Stats: HP:2   AC:15/10 Move:12 Sqs swim   24 sqs race

Range: 5 Marks

ENHANCEMENTS: 8

	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM			8 pts	Self	Self	10 Minutes	2 Hours		

6 Ribbon Bat

Ribbons create a bat which act mostly like normal bats.
Bat - HP:2 AC:18/12 Move: 15 Sqs flight
Ribbons create a bat which act mostly like normal bats.
Ribbons bats are not as good as real bats.
Stats: HP:2   AC:18/12   Move:15 Sqs Flight

Low Light

ENHANCEMENTS: 8

	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
LEVEL NAE'EM			8 pts			1 Minute	Permanent		

7 Call/Send From Home Library

Green weave surrounds the caster's hand and a book appears.
Summons books the caster has read.

Reading light

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 10

	STACK	1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM			8 pts	Self	Self	10 Minutes	2 Hours		

7 Vine Wolf

Ribbons create a wolf which act mostly like normal wolf.
Wolf - HP:12 AC:16/12 Move: 12 Sqs walk/run
Ribbons create a wolf which act mostly like a normal wolf.
Ribbons wolves are not as good as real wolves.
Stats: HP:12   AC:16/12   Move:12 Sqs walk   20 sqs run

Attck: 1x1 1d6 Dmg

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8

	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM			16 pts	PMP	PMP	10 Minutes	1 Day		

14 Curse Ionic Marker

Barely visible green weave surrounds the marker.
Only works when another casters marker is found.

activate manually

ENHANCEMENTS: 6

N Vae'Em-Venue Site

	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM			4 pts	PMP	Caster	2 Hours	2 Minutes		

3 Ethereal Return Portal

Solid mint colored weave create a portal.
Returns to Home Pad. Default = casters school pad.
Solid mint colored weave create a portal.

Extra item

ENHANCEMENTS: 4

ALL

	LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
			8 pts	5 Marks	15x15 Squares	5 Minutes	30 Min / Tier		

5 Scry Open areas - 5 Marks

Able to view an area's that have smaller or no populations. (villages, open land, open sea)
View is from a maximum of 5 squares above.
View is always from above. Must Save to view inside buildings. +1 col for each level below grnd.
Can hear Nae'Em from above IF using the Focus Item.

Includes Audio.

ENHANCEMENTS: 4

	LEVEL NAE'EM	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
			8 pts	8 Marks	1 Nae'Em	2 Minutes	1 Hour		

5 Scry to a Nae'Em

Caster is able to view one of their Nae'Ems from above.
View from 4 squares above, but will lower the view if needed.

NO FOCUS USE

ENHANCEMENTS: 7

	LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
			8 pts	1 Square	1x1 Square	1 Hour	1 Hour		

6 Create Ethereal Home Pad

Barely visible green weave surrounds a 1x1 square area and forms the pad.
A return spot for Ethereal Portals.
ROLLOUT AND DURATION AT SAME TIME.
Allows any Eolas to use this as a destination even if they don't have this as a Vae'Em.

change location

ENHANCEMENTS: 6

	LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
			8 pts	Community	4x4 Squares	5 Minutes	10 Min / Tier		

8 Scry - Dense Populations

Able to view an area's that have larger populations. (Towns and Cities).
View is from a maximum of 5 squares above.
View is always from above. Must Save to view inside buildings. +1 col for each level below grnd.
Can hear Nae'Em from above IF using the Focus Item.

Includes Audio.
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 2

	LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
			12 pts	Current Plane	Nae'Em 4x4 Sqs	5 Minutes	1 Hour / Tier		

9 Scry To A Vae'Em (Place)

With Save able to view a Nae'Em.
View is from a maximum of 5 squares above.
View is always from above.
Can hear Nae'Em from above IF using the Focus Item.
Does NOT require acceptance from, or notice to, the Tae'Em, since it is a place.

Includes Audio.

ENHANCEMENTS: 2

	LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
			20 pts	PMP	1 Landmark	2 Days	Permanent		

19 Permanent Portal
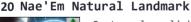
Barely visible seafoam colored weave envelopes the landmark
Permanent Portal

Closer

ENHANCEMENTS: 3

	LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
			20 pts	PMP	1 Landmark	2 Hours	Permanent		

20 Nae'Em Natural Landmark
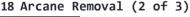
Caster glows lightly during the entire Rollout.
Find Natural Landmark and the image of it becomes a Nae'Em
Caster glows lightly during the entire Rollout.

Close to Landmark

ENHANCEMENTS: 4

Other-Enhancement

	LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
			60 pts	Touch	1 Target	6 Hours	Permanent		Magic is gone.

18 Arcane Removal (2 of 3)

Brilliant rust colored flames flow over the body of the Target.
Step 2 of process to permanently remove SP.
1st the ORIX, 2nd the DOKOUR, then the STRUMOS last.
Nae'Em is created with other casters and the target.
After the spell is done (failed or not) the Nae'Em is over.

Required.

ENHANCEMENTS: 2

Personal-Connections

		STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM

2 Connect With A Fighter

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
4 pts	PMP	1 Recipient	2 Days	Permanent

Caster surrounds a Fighter with a bright yellow glow.
Permanent mental bond allows either party to initiate and/or accept.
Each person must be within the same PMP to communicate.
Arcane (Ancient Magic) will erase the bonding.
This spell will only support 2 (See Stack) connections to Fighters.

Healing through Nae'Em

ENHANCEMENTS: 3

LEVEL NAE'EM

2 Connect With A Hunter

	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
4 pts	PMP	1 Recipient	2 Days	Permanent

Caster creates a green glowing connection to the Hunter.
Permanent mental bond allows either party to initiate and/or accept.
Each person must be within the same PMP to communicate.
Arcane (Ancient Magic) will erase the bonding.
This spell will only support 2 (See Stack) connections to Hunters.

Healing through Nae'Em

ENHANCEMENTS: 3

LEVEL

2 Random Friendship

	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
40% Max	10 Squares	1 Target	Initiative	Special

Colorful heart-shaped sparkles around casters hands.
Potentially makes someone more tolerant of the caster.

NO FOCUS USE

ENHANCEMENTS: 3

LEVEL NAE'EM

3 Connect To A House

	STACK	2	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
4 pts	PMP	Nae'Em	4 Days	Permanent

Caster surrounds a House member with a bright yellow glow.
Permanent mental bond allows either party to initiate and/or accept.
Each person must be within the same PMP to communicate.
Arcane (Ancient Magic) will erase the bonding.
This spell will only support 2 (See Stack) connections to Fighters.

NO FOCUS USE

ENHANCEMENTS: 3

LEVEL

4 Hunter Marks

	STACK	99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
4 pts	6 Squares	1 Square	1 Minute	1 Month (30 days)

Hunter can leave marks that look like naturally dispersed and meaningless arrangements.
No Save to find, just need to look
Hunter can leave marks that look normal to others but are meaningless to others. Others are NOT able to make sense of these arrangements.

CREATE:

NO FOCUS USE

ENHANCEMENTS: 4

LEVEL NAE'EM

6 Create a Vae'Em Location.

	STACK	7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
8 pts	1 Square	1 Square	4 Hours	Permanent

Caster concentrates to create a connection with a one square area.
2 hours to cast, 1 minute open. Caster must enter first.
GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location. All misdirected locations are safe to walk through.

NO FOCUS USE

ENHANCEMENTS: 3

LEVEL NAE'EM

7 Create Permanent Nae'Em

	STACK	3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
12 pts	Touch	1 Recipient	4 Days	Permanent

Bright yellow ribbons encircle the recipient.
Permanent mental bond allows either party to initiate and/or accept.
Each person must be in same PMP. Arcane (Ancient Magic) will erase the bonding.
This spell will only support 3 (See Stack) connections to another person.

SKL:>05

ENHANCEMENTS: 1

LEVEL

7 Hold Civilized Creature

	STACK		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
8 pts	8 Squares	1 Target	1 Round	5 Rounds

Barely visible burgundy coils streak out from the casters pointed finger and winds around the
Must be in sight. Target unable to cast, fight, or talk.
Barely visible burgundy coils streak out from the casters pointed finger and winds around the recipient.

target can talk.

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8

ALL

LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
9 Find Clues To True Name		24 pts	4 Squares	1 Item	2 Hours	Permanent		success

Bright Orange ribbons float to the object/person and fade as they surround them.
Caster attempts to locate clues to find a True Name.

Rollout Halved.

ENHANCEMENTS: 6

LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 3
11 Connect To An Arcane Focus Item		36 pts	Touch	1 Item	3 Days	Permanent		Connected

Multi Colored lights engulfs both the caster and the Arcane Focus Item for the entire Rollou
Creates a connection between the caster and the Arcane Focus Item.
Require the item to be of the highest quality.
Caster must currently not have a Focus Item.

No current Focus Item.

ENHANCEMENTS: 5

LEVEL NAE'EM	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
11 Disconnect An Arcane Focus Item		36 pts	Touch	Current Item	20 Minutes	Permanent		Connection broken

A weave engulfs the caster.
Removes the connection between all creatures and the focus item.
A creature that is currently connected will know when the disconnection happens.

NO FOCUS USE

ENHANCEMENTS: 2

LEVEL NAE'EM	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12 Langstrom Servant: Pucoe Gree		12 pts	1 Square	1 Creature	10 Minutes	8 Hours		

Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)
Vaguely humanoid gray servant from Langstrom
Lime green colored swirls create a small humaniodish creature. (2 ft / 60 cm high)

Protect caster

ENHANCEMENTS: 11

Shape Change

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Small Domestic Pet Form		4 pts	Touch	Self	5 Rounds	4 Hours		

Caster morphs into the pet slowly over 30 secs
Caster able to take the form of a common domestic pet.
Caster morphs into the pet slowly over 30 secs
Move = 1/2 Move   No use of Spells/Skills in this form

+ 8 hours

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
6 Alter Self - Medium Sized Dog/Cat		8 pts	Self	Self	1 Round	8 Hours		

Barely visible green specks envelope caster as they morph into a cat or dog.
Alter Self - Domestic Dog/Cat
Spell casting can be done. But use of the Focus item can't be done.
Not able to talk outside of the animals natural ability.
No extra ability to speak with animals is given.

Move+6

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
12 Caster Becomes Ribbon Creature		12 pts						

Caster Becomes Ribbon Creature

NO FOCUS USE

ENHANCEMENTS: 3

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
14 Alter Self - Porpoise		16 pts	Self	Self	10 Minutes	3 Hours		

Barely visible brown roots envelope the caster to become a porpoise.
AC:17 HP:Dbl Move:DblTime Init+12 ToHIT+14 Dmg 2d6+4 x0x1
Barely visible brown roots envelope the caster to become a porpoise.

NO FOCUS USE

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

ALL

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
15 Alter Self - Hawk		16 pts	Self	Self	10 Minutes	4 Hours		

Barely visible brown roots envelope the caster to become a hawk.
AC:18 HP:Dbl Move:Dbl Init+8 ToHIT+10 Dmg 2d6+4 x0x1
Barely visible brown roots envelope the caster to become a hawk.

NO FOCUS USE

SAME SPELL WILL COUNTER. ⏱

ENHANCEMENTS: 6

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
15 Alter Self - Wolf		16 pts	Self	Self	20 Minutes	4 Hours		

Barely visible brown roots envelope the caster to become a wolf.
AC:17   HP:Dbl Move:DblTime Init+6 ToHIT+10 Dmg 2d6+4 x1x1
Barely visible brown roots envelope the caster to become a wolf. Can speak wolf!
Can cast from this form.

NO FOCUS USE

SAME SPELL WILL COUNTER. ⏱

ENHANCEMENTS: 6

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
17 Alter Self - Condor		20 pts	Self	Self	5 Minutes	2 Hours		

Shining amber roots Grow To Cover The Caster changing them into a condor.
AC:20 HP:Dbl Move=Fly Init:+22 x1x1 ToHit:+12 Dmg:2d8+6
Shining amber roots Grow To Cover The Caster changing them into a condor.

NO FOCUS USE

SAME SPELL WILL COUNTER. ⏱

ENHANCEMENTS: 6

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
18 Alter Self - Bear		20 pts	Self	Self	5 Minutes	2 Hours		

Shining amber roots Grow To Cover The Caster changing them into a bear.
AC:20 HP:Dbl Move:Walkx2 Init:+8 x2x2 ToHit:+22 Dmg:4d8+6
Shining amber roots Grow To Cover The Caster changing them into a bear. Can speak bear.
Can cast from this form.

+1d6 Dmg

ENHANCEMENTS: 3

LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
18 Alter Self - Stingray		20 pts	Self	Self	5 Minutes	2 Hours		

Shining amber roots Grow To Cover The Caster changing them into a Stingray.
AC:20 HP:Dbl Move=Swim Init:+8 x1x1 ToHit:+12 Dmg:2d8+6
Shining amber roots Grow To Cover The Caster changing them into a Stingray.

NO FOCUS USE

ENHANCEMENTS: 8

Shelter-Rest-Protection

LEVEL	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Feather Bed		4 pts	Touch	1x2 Sqs	2 Minutes	12 Hours		

Yellow sparks trace the shape as it creates a rope bed.
A feather bed appear.
Can fit 2 persons.
Does continue even once the caster is out cold, asleep, etc…

AOE = 2

ENHANCEMENTS: 4

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
2 Garish Pup Tent		20% Max	8 Squares	1x2 Squares	1 Minute	8 Hours		

Bright Multi Colored flashes form a broken down colorful tent.
Bright multicolored pup tent. 2 participants.

NO FOCUS USE

ENHANCEMENTS: 3

LEVEL	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 👤
2 Hunters Hut (10 ppl)		4 pts	Touch	2x1 Squares	20 Minutes	8 Hours		Created

The hunter creates a shelter out of avialable materials
Creates temporary shelter for 8 persons.
The hunter creates a shelter out of avialable materials.
If left up the shelter will fall within 2 days.
After duration the shelter will no longer keep the weather out.

CREATE:

required

ENHANCEMENTS: 2

ALL

		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL	STACK 99	4 pts	Touch	3x8 Sq Perimeters	30 Minutes	8 Hours		

2 Perimeter Safety

Hunter uses materials from the environment to alert the party of intruders.
8x8 perimeter. Snaps/breaks/cracks sounds when crossed.
Hunter uses materials from the environment to alert the party of intruders.

NO FOCUS USE

ENHANCEMENTS: 2

		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
LEVEL	STACK 1	4 pts	4 Squares	1 Target	1 Minute	1d6 Hours		Heavy Sleep

2 Sleep

Inactive persons. Save: pass = 1d6 hrs. Fail = Light sleep.
Encourages a Target to fall asleep. Anywhere from 1 to 6 Hours.
Save fail means Target falls into a light sleep.
Save pass means the GM rolls a d6 to see how long the Target remains asleep.
Once a target is asleep they cannot wake themselves.
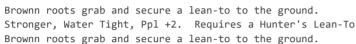
Col +1

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 6

		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM	STACK 1	4 pts	Touch	1 Lean-To	10 Minutes	2 Hours		

3 Assist Hunter's Lean-To

Brownn roots grab and secure a lean-to to the ground.
Stronger, Water Tight, Ppl +2. Requires a Hunter's Lean-To
Brownn roots grab and secure a lean-to to the ground.

COL+1

ENHANCEMENTS: 6

		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL	STACK 99	4 pts	Touch	1 Shelter	10 Minutes	2 Days		

3 Create Temporary Shelter (3 ppl)

Quickly built (1 min) & lasts 2 days, unless rough weather.
Very heavy rains and/or heavy winds will destroy this.
 - Shelter fits up to 3 people.
 - Any rolls to help the sick or diseased gains five (+5).

CREATE:

NO FOCUS USE

		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL	STACK 99	8 pts	4 Squares	1x2 Squares	1 Hour	1 Day		

5 Quarantine Isolation

Barely visible tan colored sparks Surround The AOE For The Duration.
Gives a sick/diseased person a better Save column on Frailty chart.
No spreading of a contagion is likely when using this.

AOE x2

ENHANCEMENTS: 7

		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL	STACK 99	8 pts	9 Squares	3 Sq Radius	5 Minutes	1 Hour		
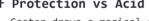
7 Circle of Protection vs Acid

Caster draws a magical circle in green weave that protects against acid.
The green weave becomes bubbling acid.
Those within the circle reduce acid damage by 3 points (min 1).
Passing in or out (crossing the edge) CAUSES 1d6 points of acid damage.

Acid 1d6 dmg at edge

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8

		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 4
LEVEL	STACK 99	8 pts	Touch	1 Crtr/Tier	10 Minutes	4 Hours		Wakes up

7 Deep Doze

Magenta flames extend from the Caster's hand to the recipient.
Full night's rest in 1 shift (4 Hours) instead of 2 (8 Hours).
During the 4 hours the recipient is not able to wake.
After the 4 hours recipient is reinvigorated.
Does not overcome negative HP or SP.

Dim night light.

ENHANCEMENTS: 3

		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL	STACK 3	8 pts	12 Squares	3x3 Sq Area	5 Minutes	12 Hours		

7 Grow A Plant Canopy

Barely visible auburn roots grow into saplings creating a light leafy canopy.
Plant Canopy can cover 1 to 4 people.
High winds can bring down the canopy.

+ a Wall

ENHANCEMENTS: 9

		COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL	STACK 3	8 pts	1 Square	3 x 3 Squares	1 Hour	8 Hours / Tier		

7 Hunters Hidden Shelter (4 ppl)

Hunter creates a hunting blind for up to 4 people.
Inhabitants should be aware of possible issues:
 - High winds will knock this down
 - smoke from fires may be noticed
 - Not useable in obvious locations (urban)

CREATE:

NO FOCUS USE

ENHANCEMENTS: 2

ALL

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
7 Strumos Waystation			8 pts	4 Squares	3x3 Squares	1 Minute	12 Hours		

Caster creates a waystation that looks normal in most respects.
3x3 Sqs platform that protects from some weather
Has center area for fires and 4 posts supporting a flat roof.

Canvass walls

ENHANCEMENTS: 5

LEVEL		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
10 Walls of Force (4 to 6)			12 pts	12 Squares	See Description	5 Min / Wall	4 Hours		

Solid lavender coils follow the caster's hand outlining the walls.
2 Sqs High. Length up to 6 Sqs per wall.
Solid lavender coils follow the caster's hand outlining the walls.

Door Included.
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 5

LEVEL		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
11 Force Wall			12 pts	Touch	6 Sqs Long	20 Minutes	1 Hour		

Bright violet coils Outline the wall then fade away.
2 Sqs High. Length up to 6 Square and 1 corner.
Bright violet coils Outline the wall then fade away.

HP:80 AC:16
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
13 Astral Shed			16 pts	Touch	1x1x2 Sqs	1 Minute	8 Hours		

Run-down-looking wooden shed that's actually a 4-bedroom house on the inside.
Small outside but 4 bedroom house inside.
Small shed outside… 5 rooms inside.

+1 Bedroom

ENHANCEMENTS: 5

LEVEL		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
14 Tree House			16 pts	8 Squares	4 Sq High Tree	30 Minutes	12 Hours		

Barely visible brown roots wind up into the trees branches and create a house.
Caster creates planted seedlings that grow vines then into a tree.
Does muffle sounds and lights within the closed house.

CREATE:
Pine Seeds of Tree House

Stairs or Ladder.

ENHANCEMENTS: 5

LEVEL NAE'EM		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
19 Circle of Thorns (3 sq x 3 sq)			20 pts	12 Squares	10x10 squares	30 Minutes	12 Hours		

xx
xx
xx

Adds a roof
SAME SPELL WILL COUNTER.

ENHANCEMENTS: 8

Tracking-

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
1 Find North			4 pts	Self	Self	Initiative	1 Hour		

Reviews surrounding area.
GM indicates direction of North.
Reviews surrounding area.

NO FOCUS USE

ENHANCEMENTS: 1

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
4 Tiro Tracking			30% Max	Self	1 Trail	Initiative	1 Hour		

Find and follow a trail while leaving an obvious trail.
Solid Multi Colored flashes litter the path to show everyone in sight where the path is.

NO FOCUS USE

ALL

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
9 Cover Trail			12 pts	Touch	1 Mark Trail	20 Minutes	12 Hours		

Hunter slows down to ensure no trial is left behind.
Hunters 'might' uncover trail. Max:1 mark covered.
Hunter slows down to ensure no trial is left behind.
Attempts to cover trail at full speed require GM to roll characters SKL:3 .

NO FOCUS USE

FIND/FOLLOW TRAIL- HNT Lvl:12

ENHANCEMENTS: 1

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2 GM
9 Urban Tracking			12 pts	Self	Urban or Subtrrn	3d8 Minutes	2 Hours		Path found

Rogue attempts to follow a hot path, before it grows cold.
Follow a person. Opposite of 'Lose a Tail'. Trail must be < 1 hr old.
Rogue attempts to follow a hot path, before it grows cold.
GM rolls for the Rogues success.

NO FOCUS USE

LOSE A TAIL - ROG Lvl:10

ENHANCEMENTS: 1

LEVEL		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2 GM
10 Lose A Tail			12 pts	Self	Urban	3d8 Minutes	Permanent		No one following

The Rogue winds back and forth using cover as needed to avoid notice.
Used in an urban environment to lose an active tail which may take some time to do.
A high SAVE leaves misleading clues.
Players can improve the Save by role play and descriptions.
GM rolls the Save for any pursuers.

NO FOCUS USE

URBAN TRACKING - ROG Lvl:9

ENHANCEMENTS: 1

LEVEL		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
12 Find/Follow Trail			12 pts	Self	1 Mark	20 Minutes	24 Hours		

Hunter becomes the tracker.
Succeed=GM rolls characters SKL:2. Move x 1/2.
Movement is reduced in half.
To move full speed and attempt tracking GM uses SKL:3 Save.

NO FOCUS USE

COVER TRAIL - HNT Lvl:9

ENHANCEMENTS: 1

Traps-

LEVEL		STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
1 Message -Create/Find/Remove			4 pts	Touch	1 Square	20 Minutes	Until Triggered		Success

Un-enhanced traps makes noticable noise and are only blended & can be hidden (+4 pts)
Signage pops up as triggered. Find mundane traps(12 pts Total). Remove(8 pts Total)
  Triggers: Trip rope/wire(+0 pts),   Pressed covering (+8 pts)
  Locations: In/on floor   (+0 pts),   Ceiling (+4 pts),   Wall/Door   (+8 pts)
     Type: Pop out/up   (+0 pts),   Drop down (+4 pts)

Required

ENHANCEMENTS: 9

LEVEL		STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
2 Impedance Trap-Create/Find/Remove			6 pts	Touch	1x2 Squares	20 Minutes	Until Triggered		Success

Makes trip or entangle traps. Find mundane in AoE(12 pts Total). Remove Trap(20 pts Total).
Un-enhanced traps are only blended, but can be hidden (+4 pts).
  Triggers: Trip rope/wire(+0 pts),   Pressed covering (+8 pts)
  Locations: In/on floor   (+0 pts),   Ceiling (+4 pts),   Wall/Door   (+8 pts)
     Type: Pop out/up   (+0 pts),   Drop down (+4 pts),   Shoot out   (+8 pts)

Required

ENHANCEMENTS: 10

LEVEL		STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
5 Damage Trap -Create/Find/Remove			12 pts	Touch	1 Square	20 Minutes	Until Triggered		Success

Traps that propel projectiles. Find all mundane traps for 12 pts. Remove a trap 20 pts.
Traps make noise can be noticed and are only blended & can be hidden (+4 pts).
  Triggers: Trip rope/wire(+0 pts),   Pressed covering (+8 pts)
  Locations: In/on floor   (+0 pts),   Ceiling (+4 pts),   Wall/Door   (+8 pts)
             Drop down (+4 pts),   Shoot out   (+8 pts)

Required

ENHANCEMENTS: 7

LEVEL		STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL: 3 GM
5 Set Up Eolas Spell Release (Trap)			8 pts	Touch	Per Spell	20 Minutes	Used / EOY		Success

Frame work for EOLAS Magical Fire Trap. Remove Trap 20 pts   OR   TIRO Mess 25%.
Traps make noise can be noticed and are only blended & can be hidden (+4 pts).
  Triggers: Trip rope/wire(+0 pts),   Pressed covering (+8 pts)
  Locations: In/on floor   (+0 pts),   Ceiling (+4 pts),   Wall   (+8 pts)
     Type: Pop out/up   (+0 pts),   Drop down (+4 pts),   Shot out   (+8 pts)

Required

ENHANCEMENTS: 3

ALL

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	:
		16 pts						

13 Magical Trap Assistance

Eolas to cast a mgc trap 'find'. If found it shows how a trained rogue can deactivate it. N
Create and Disarm Magical Trap

NO FOCUS USE

Travel-Mundane

LEVEL NAE'EM	STACK 7	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		8 pts	Touch	1 Creature	30 Minutes	12 Hours		

6 Attach Wings To Animal

Wings sprout out of the creatures back.
New Stats - Attk:x0x1 Init+6 ToHIT+6 Dmg 1d10   AC 22/12   1 Mark/Day
Creature gets the better of their natural battle stats or the New Stats.

2 Marks/Day
SAME SPELL WILL COUNTER.
ENHANCEMENTS: 7

LEVEL	STACK 5	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		12 pts	Self	Self	10 Minutes	4 Hours		

12 Personal Wings Of Flying

Brown, White, or Black feathers sprout from shoulders and become bird wings.
New stats= Attk:x0x1   Init+8 ToHit+8 Dmg:1d12   AC:22/12
non-battle flight = 2 marks/12 hrs.
Casting while flying must be done with a Focus Item.

+Recipient
ENHANCEMENTS: 4

Travel-Planes

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save 1
		20% Max	1d6 Squares	Self	Initiative	Instant		

1 Quick Jump

1d6 squares in direction indicated.
A colorful glow appears under the caster's feet and follows them like a rainbow as they jump.

NO FOCUS USE
ENHANCEMENTS: 2

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		pts	Self	Self	Instant	Permanent		

1 Riding (horses and other)

Using domesticated animals for travel.
Able to ride mounts that are equal to a horse. Twice speed of walking.
Using domesticated animals for travel.

NO FOCUS USE

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		4 pts	PMP	1 Mid Item	20 Minutes	Instant		

1 Send Item to A Nae'Em Location

Solid blue coils flashes as a portal opens and swallows the covered object.
Item fits into 1 Sq blanket and not living.
Solid blue coils flashes as a portal opens and swallows the covered object.

Add Ionic Marker
ENHANCEMENTS: 4

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		pts	Self	Self	Instant	Permanent		

1 Swimming - Beginning

Swim in a calm pool, lake, river
Beginning swimming in calm water
Swim in a calm pool, lake, river

NO FOCUS USE

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
		40% Max	4 Squares	1 Recipient	Initiative	Instant		

3 Quick Push!

Bright Multi Colored flashes travel towards the Recipient and surround them.
Recipient moved to random spot up to 4 Squares away.

NO FOCUS USE
ENHANCEMENTS: 5

ALL

	LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	5 Dimension Quick Portal for 2		8 pts	2 Squares	3 Civilized crtrs	30 Minutes	2 Rounds		

Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.
The flames cause magical fire damage (will not light combustibles) when in circle.
The PMP and Dimension once were the same but have split and advanced on their own.
Portal open for caster and 1 other. Portal closes after 2nd person.

NO FOCUS USE

	LEVEL	STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	6 Decrease Movement		8 pts	4 Squares	4x4 squares	Initiative	4 Rounds		

Inhibits movement by 4 squares. (by 5 sqs with Focus)
Does make the target's movement 4 less. (by 5 sqs with Focus)
Does also work on swimming and climbing if the roots/vines are in those areas.
Does slow running/dashes to a walk.
Does NOT stop the target's movement entirely, Minimum of 1 square movement.

CREATE:
Scroll of Grabbing Roots

Move -1 again

ENHANCEMENTS: 5

	LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	6 Langstrom Rupture		8 pts	8 Squares	1x1 Sq Portal	30 Minutes	1 Minute		

Barely visible wine colored coils swirl and to become a lime green portal.
To random spot in Langstrom. More use = Danger.
Barely visible wine colored coils swirl and to become a lime green portal.

Partial gets SKL:1

ENHANCEMENTS: 8

	LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 4 GM
	7 Astral Portal To Known Location		8 pts	1 Square	1 Square	2 Hours	1 Minute		Correct location

Golden sparks creates a portal through the astral plane to a destination.
2 hours to cast, 1 minute open. Caster must enter first.
GM Saves for accuracy. Failed Save means caster steps thru to a misdirected location.
All misdirected locations are safe to walk through.

Col -1

ENHANCEMENTS: 6

	LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 3
	8 Hunters Stare (1-4 days)		8 pts	Self	Self	10 Minutes	12 Hours		Able to do this.

Hunter zones out as they walk a preset direction
Walk X3 in 20 Hrs, Surprise likely, Encounters unlikely, 3 rounds to wake
Hunter zones out as they walk a preset direction

NO FOCUS USE

ENHANCEMENTS: 1

	LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	RM: 2
	9 PMP To/From Dimension Portal		12 pts	Touch	Portal Structure	1 Hour	2 Minutes		1/2 Damage

Portal travel: INTO Dimension 2d4 damage. FROM Dimension 2d6 damage.
Flames cause magical fire damage (will not light combustibles) when in circle.
PMP and Dimension once were the same but have split and advanced on their own.
Portal open for caster and 1 other. Portal closes after 3rd person.

+2d6 dmg except self

ENHANCEMENTS: 5

	LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	10 Ladders & Stairs		12 pts	12 Squares	1 Square	5 Rounds	1 Hour		

Can be cast/created in any plane
ITEM TO CREATE: 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.

CREATE:

Hand rails

ENHANCEMENTS: 10

	LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	10 PMP Projection		12 pts	Self	PMP	20 Minutes	4 Hours		

Colored sparks form a profile which becomes the image of the caster.
The casters Astral image is able to take a ghostly form and watch living creatures.
Only can see living sentient creatures, nothing else.
Caster will seem ghostly to the creatures and vice sa versa.

Move=18

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

	LEVEL	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
	13 Faster Path		16 pts	Self	Non-Urban	10 Minutes	1 Day		

Hunter estimates fastest path through known environments.
Solo=150%. Group=120% w/Hunter @ point. Not all environs.
The local area does NOT have to be known by hunter, only the type of environment.
Hunter can lead the group using a faster pace and a better path.

NO FOCUS USE

ALL

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM		16 pts	10 Squares	2x2 Sq Area	1 Day	Permanent		

15 Create Permanent Location Tae'Em

Orange ribbons encircle the area.
Location becomes a teleport destination.
Orange ribbons encircle the area.

Casual

ENHANCEMENTS: 7

Travel-PMP

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		4 pts	Self	Caster	5 Minutes	4 Hours		

3 Strumos Run

Caster is able to run as fast as a horses canter for the duration.
1.5 times travel through a PMP.
Caster avoids objects like normal. Can carry items and small pets.

CREATE:
Potion Of Speed Boost

Move x2

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 4

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		8 pts	2 Squares	1 Creatures	Initiative	1 Hour		

6 Increase Nae'Em Fighter Movement

Target can move faster in normal conditions. +2 Move.
Does work for base traveling during battle. Walking, Swimming, Flight.
Does NOT allow casting on the caster AND a creature. Stack of 1.

CREATE:
Potion Of Speed Boost

Move+2 Sqs

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 5

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		8 pts	24 Squares	Caster	2 Rounds	20 Minutes		

6 Travel Shadow to Shadow

Shining ruby colored flames Profile The Caster Then Dim To Nothing.
Caster can jump from one shadow to another within range.
This does work for the caster only on shadows that the caster can see and in Range.
This dowoes allow more options at night when more shadows are available.

No light when cast

ENHANCEMENTS: 6

Tricks-

	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	AGL:
LEVEL		4 pts	6 Squares	1 Item	Initiative	Instant		

4 Call Item (in Sight)

Barely visible plum colored coils extend from casters hand to the item.
Unbound & light (10 lbs / 4.5 Kg) within sight. Grab attempt possible.
Barely visible plum colored coils extend from casters hand to the item.

20 lbs / 4.5 Kg

ENHANCEMENTS: 6

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 2
LEVEL		4 pts	Self	Arms Length	5 Rounds	Instant		Success

4 Sleight of Hand

Rogue can perform skillful deception with their hands
Skillful deception Roll Save to fool an audience.
Rogue can perform skillful deception like that of a street magician.
Audience must not be at Rogues flank. If audience is flanking the Rogue column is 4.
Save column with add skills such as… Ventriloquism, Distraction, etc are easier

NO FOCUS USE

ENHANCEMENTS: 3

Utility-

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		4 pts	Self	Varies	Initiative	4 Hours		

1 Arcane Light with Class Hue

With a twirling of the fingers the caster brings about light!
No Focus = Candle power. With Focus caster can set power.
This spell does stay fixed in relation to the caster, right above them.
Use a Focus item for control of light brightness.

CREATE:
Astral Candle Light Powder

Brighter by Tier

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL		pts	5 feet / 1/5 meters	Campfire	2 Hours	10 Minutes		

1 Cooking - Basic

Meal for four people
Allows a character to cook a simple meal for 4 people.
Meal for four people

NO FOCUS USE

ALL

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL			100% Max	Self	Self	Instant	Permanent		

1 Graduate Tiro Ritual

fog envelops character during meditation process.
2 days of introspection and caster learns school location.
fog envelops character during meditation process.

NO FOCUS USE

		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL			4 pts	Touch	1 Worn Garment	1 Minute	1 Week		

2 Langstrom Cloak Pockets

Barely visible lavender wisps spiral around the caster.
Pocket within current cloak/robe
Barely visible lavender wisps spiral around the caster.

Hides magic

ENHANCEMENTS: 5

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SKL: 1
LEVEL			4 pts	Touch	Kindling	10 Minutes	Permanent		start fire

2 Make Fire with Sticks

Hunter rubs two sticks together to create a small fire.
Make Fire with Sticks. 3 attempts.
Dry Kindling needed. Damp kindling +1 Col. Wet environ +1 Col
Hunters Kit helps (-1 col).
Hunters base Save is SKL:1. NON Hunters base Save is NON:3

COL -1

		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL			4 pts	Self	Self	10 Minutes	18 Hours		

2 Mental Alarm Clock

Able to set a time and wake up at that time.
Fighter reviews the surroundings to understand normal sounds are during the rollout.
Fighter must not be exhausted or forced to sleep.
Does not guarrantee restful sleep.
When waking it takes 1 full round before Fighter is able to be clear headed.

NO FOCUS USE

ENHANCEMENTS: 2

		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM			4 pts	Self	Caster	1 Minute	2 Hours		

3 Animate Cats Eye Marble

Solid violet coils orbit above the caster's head then fades.
Caster sees through the marble which can be part of an item.

Multi-Vision

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 7

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	SNS: 2
LEVEL			4 pts	Self	6x6 Squares	Initiative	20 Minutes		Success

4 Mimic Soft Nature Sounds

Hunter creates low sounds that can be mistaken for natural sounds.
Indistinct natural outdoor sounds. Low volume and intensity.
Hunter can create soft low sounds with no penalty,
As the volume of a sound rises the GM may adjust the Save.
As the sounds become more distinct the GM may adjust the Save.

NO FOCUS USE

ENHANCEMENTS: 2

		STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL			25% Max	Touch	Varies	1 Minute	1 Hour		

4 Tiro Tasty Cumber Meals

1d12 meals appear at waist height of the Caster.
Solid Multi Colored flashes extend from the Caster's hand and form into consumable food.

NO FOCUS USE

		STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL NAE'EM			8 pts	1 Square	1 Square	2 Minutes	Permanent		

5 Arlo's Astral Storage

The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the ca
Open or Close storage. No magic or metal or crystals
The caster opens a pale yellow and orange "pocket dimension" in the Astral plane. Only the caster sees the items within.

+5 items

ENHANCEMENTS: 4

		STACK 3	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:	No Save
LEVEL			8 pts	16 Squares	2x2 Sq Platform	2 Minutes	10 Minutes		

6 Force Platform

Shining wine colored coils Outline the platform.
Levitating plaform. HP:60 AC:14   Move:2
Shining wine colored coils Outline the platform.

Half Wall

SAME SPELL WILL COUNTER.

ENHANCEMENTS: 9

ALL

6 Pause Magical Lock

LEVEL	STACK 99	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: RM: 3 **GM**

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE:
8 pts	2 Squares	Lock	10 Minutes	Rollout	Lock/Trap paused

Freezes all magic within a specific trap for the duration.
helps rogue with magical locks
Must target a specific magical trap.
Freezes all magic within the trap for the duration with Save passed.
If duration ends then magic may be enacted.

Range = 12 Squares

ENHANCEMENTS: 1

8 Increase Nae'Em Rogues Grace

LEVEL NAE'EM	STACK 1	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: No Save

COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION
8 pts	Touch	1 Rogue	3 Minutes	2 Hours

Barely visible jade colored weave surrounds the targeted Rogue.
Increase Grace of a Nae'Em Rogue by 2. Does NOT increase any other stats.

CREATE:
Scroll of Rogues Grace

12 Sq Range

ENHANCEMENTS: 7

15 Surprise Killing Blow

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: :
		16 pts					

Surprise required. Lgswrd+, ToHit+10, Hit=crit+60%, Dmg+50%

NO FOCUS USE

17 Impersonate Person

LEVEL	STACK	COST	RANGE	AREA OF EFFECT	ROLL OUT	DURATION	SAVE: :
		20 pts					

a

NO FOCUS USE