

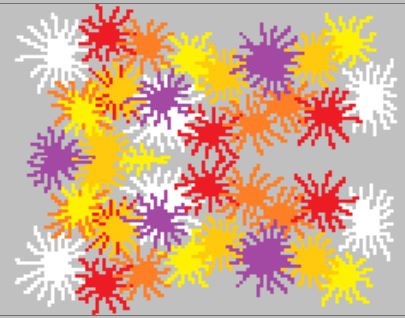
3 Armor of Light

641-1

LEVEL

Tier 1

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



Designed by Freepik

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

Details:

- Bright Sparkly armor surrounds the Caster.

This DOES...

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

This does NOT...

- Does NOT provide enough consistent light to read by.

Focus Items and/or Kits:

Bonds and Connections



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|------------------------|------|
| 4 | Aura Notably Brightens | -2 |
| 9 | Duration +50% | 6 |
| 12 | Rollout Initiative | 12 |
| 14 | Duration X2 | 8 |

2 Fire Crack!

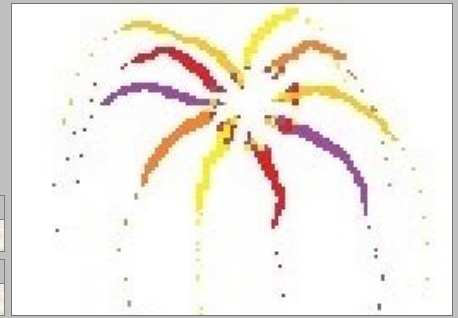
412-1

LEVEL

Tier 1

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

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



By GEB

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|------------------------|------|
| 4 | Aura Notably Brightens | -2 |
| 9 | Range +50% | 6 |
| 12 | Range X2 | 8 |
| 18 | Range X4 | 10 |

2 TIRO Spell Interference

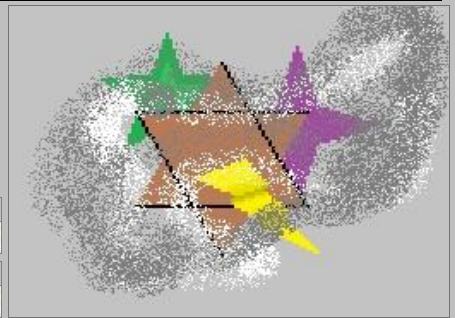
413-2

LEVEL

Tier 1

Save to disrupt spell. No ToHIT. Metal armor = -1 Col.

| | | | | | |
|---------|-----------|----------|-----|----------------|--------------|
| COST | RANGE | ROLL OUT | NOW | COLLECTION | OUTCOME |
| 30% Max | 8 Squares | Instant | | Battle-Offense | Magical |
| STACK | AoE | DURATION | NOW | SAVE COL | CLASS GROUPS |
| 99 | 1 Spell | Instant | | RM 1 | TRO |



By GEB

Details:

- The caster uses random magical energy to disrupt someone else's spellcasting.
- If the Target has metal armor then the Save column is 1 worse.
 - For example, if the usual save is RM:1 then the save would be RM:2 if Target wears metal.

This DOES...

- Does work against spells:
 - That require a specific existing counter spell to be disrupted
 - That would stop a Nae'Em relationship
- Does stop permanent effects that have already been activated.
- Does only work against spells cast within the last 10 minutes.

This does NOT...

- Does NOT add its own random messy auras to a current casting.
- Does NOT block a spell from being cast due to the sloppy use of Tiro magic.
- Does NOT require the Target to make a Save to determine whether the casting is interrupted:
 - Pass = no interference with their (Target's) spell.
 - Fail = the spell is stopped.

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

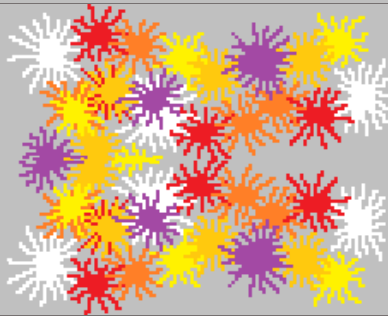
Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|------------------------|------|
| 4 | Aura Notably Brightens | -2 |
| 9 | Range +50% | 6 |



4 Quick Flash Fire

LEVELTier 1

424-1



ToHIT needed.1d12 Dmg. Save for 1/2.

| | | | | | |
|---------|------------|------------|---|----------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 30% Max | 12 Squares | Initiative | | Battle-Offense | Magical |
| STACK | AoE | DURATION |  | SAVECOL | CLASS GROUPS |
| 99 | 1 Target | Instant | | AGL2 | TRO |

Details:

- The caster throws colorful embers at a target, dealing 1d20 fire damage.
- If the Target has metal armor then they must pass the Save.
- The magical fire disappears so quickly that this cannot be used as a signal.

This DOES...

- Does deal 1d12 fire damage.
- Does allow the Target to make a Save.
 - Success means half damage is dealt to the Target with a minimum of 1.
 - Failure means full damage is dealt to the Target.

This does NOT...

- Does NOT set anything aflame.

Focus Items and/or Kits:

Bonds and Connections

Counter:
No Counter Available.

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

Enhancements:

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

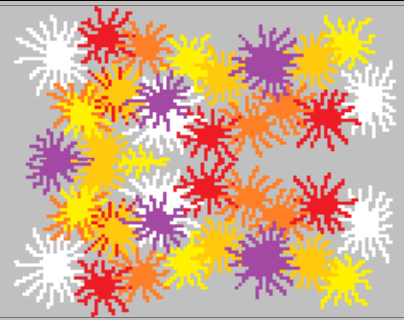
3 I Have Your Item!

419-5

LEVEL

Tier 1

Magic travel to the item and snatches it. Mgc armor: -1 Col.



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

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections

Counter:

NO COUNTER AVAILABLE

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|------------------------|------|
| 4 | Aura Notably Brightens | -2 |
| 9 | Range +50% | 6 |
| 12 | Range X2 | 8 |
| 18 | AoE = 2 Targets | 10 |

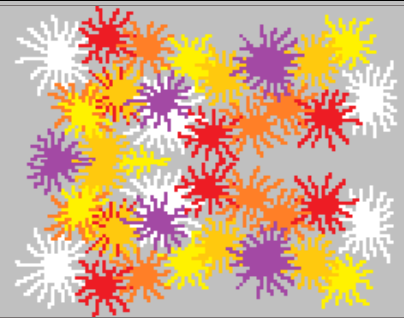
1 Beauty Contestant - 2nd Prize

422-1

LEVEL

Tier 1

Recipient becomes more attractive by their race's standards.



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

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

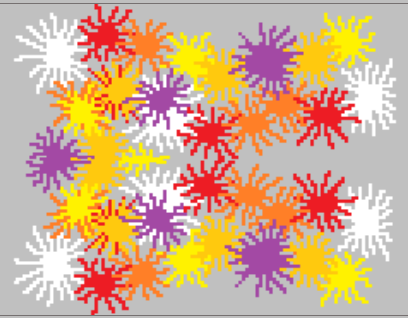
| LVL | ENHANCEMENTS | COST |
|-----|------------------------|------|
| 4 | Aura Notably Brightens | -2 |
| 9 | Duration +50% | 6 |
| 12 | Rollout Initiative | 12 |

1 Pie Fight!



LEVEL

Tier 1

410-1



Blocks vision with Save.

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

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

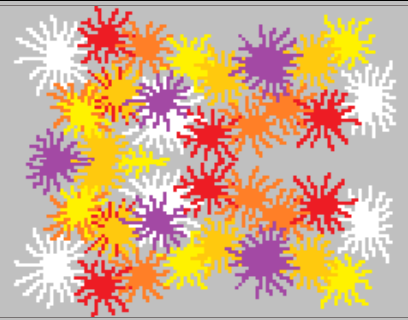
| LVL | ENHANCEMENTS | COST |
|-----|------------------------|------|
| 4 | Aura Notably Brightens | -2 |
| 14 | Duration X2 | 8 |

3 2 Rope Image

LEVEL

Tier 1

417-1



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

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

Details:

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

This DOES...

- Does allow someone to hold onto the rope and use it for safety.
- Does allow the Caster to roll a Save to merge the ropes into one.

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:



| LVL | ENHANCEMENTS | COST |
|-----|------------------------|------|
| 4 | Aura Notably Brightens | -2 |
| 9 | Duration +50% | 6 |
| 14 | Duration X2 | 8 |
| 18 | Duration X4 | 10 |

1

Healing Bolus

LEVELTier 1

408-4

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

Details:

- A basic healing spell that heals 1d12.

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

| Enhancements: | | |
|---------------|------------------------|------|
| LVL | ENHANCEMENTS | COST |
| 4 | Aura Notably Brightens | -2 |
| 18 | Healing +4 | 10 |
| 18 | Healing +8 | 10 |

2

Garish Pup Tent

LEVEL

Tier 1

414-1

COST

20% Max

RANGE

8 Squares

ROLL OUT

1 Minute

STACK

99

AoE

1x2 Squares

DURATION

8 Hours

COLLECTION

Shelter-Rest-Protection

SAVE

COL

none

OUTCOME

Magical

CLASS GROUPS

TRO

Details:

- The Caster creates a colorful tent.

This DOES...

- Does create a brightly colorful tent.

- Does allow the caster and their allies to rest inside (up to 3 people) and get rest bonuses.

- Does function like any other tent (can be blown away, soaked etc)

- Does require the tent to be set up after it is created.

This does NOT...

- Does NOT let the Caster choose the tent's color, it's random.

- roll a d20 (1-5 is red, 5-10 is yellow, 10-15 is green, 15-20 is blue)

- Does NOT make a sturdy tent, it must be secured with rocks and the like.

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|------------------------|------|
| 4 | Aura Notably Brightens | -2 |
| 9 | Duration +50% | 6 |
| 14 | Duration X2 | 8 |

4

Aural Spark

LEVELTier 1

418-1

random color of sparks for 1d20 minutes.

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

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections

Counter:
NO COUNTER AVAILABLE

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

| Enhancements: | | |
|---------------|------------------------|------|
| LVL | ENHANCEMENTS | COST |
| 4 | Aura Notably Brightens | -2 |
| 9 | Duration +50% | 6 |
| 9 | Range +50% | 6 |
| 14 | Duration X2 | 8 |

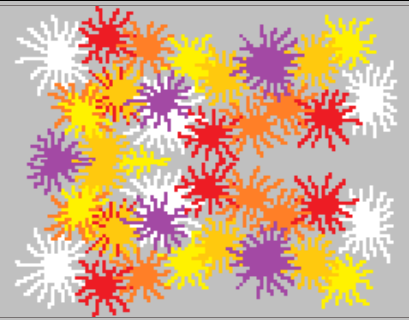
2 Amplify Own Speech

416-1

LEVEL

Tier 1

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



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

Details:

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

This DOES...

- Does amplify speech from AOE out to range of up to 3 Squares away.
- Does amplify even whispers.

This does NOT...

- Does NOT affect anyone but the caster.
- Does NOT allow sound to carry over walls/barriers.
- Does NOT allow the caster to end the spell prematurely.

Focus Items and/or Kits:

Bonds and Connections



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|------------------------|------|
| 4 | Aura Notably Brightens | -2 |
| 9 | Duration +50% | 6 |
| 9 | Range +50% | 6 |
| 9 | Range Set at 1 Sq | 6 |
| 14 | Range Set At 3 Sqs | 8 |

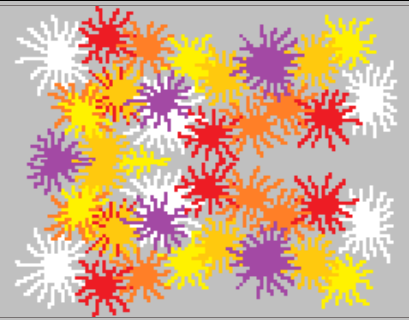
3 Colored Signal Flare

425-1

LEVEL

Tier 1

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



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

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections



Counter:

SAME SPELL WILL COUNTER.

Creations:

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

Enhancements:

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

4

Sloppy Spying

LEVEL

Tier 1

415-1

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

Details:

- Caster randomly uses one of the senses used to spy.
- After rolling 1d5, the Caster uses the rolled sense to gather information within range.
- The info returned to the Caster is by the sense (taste, smell, hearing, sight, touch)
 - This is in reference to what would be experienced if the Caster were in the AoE.

This DOES...

- Does allow the Caster to roll 1d5 for a random sense, which they can use to spy on someone.
- Does return the results through the used sense,
 - as if the Caster were experiencing the Target's situation.

This does NOT...

- Does NOT allow spying to be done through water or metal.
- Does NOT allow the caster to choose the sense.
- Does NOT affect anyone except the caster.

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|--------------------|------|
| 9 | Duration +50% | 6 |
| 9 | Range +50% | 6 |
| 12 | Range X2 | 8 |
| 12 | Rollout Initiative | 12 |
| 14 | Duration X2 | 8 |
| 18 | Duration X4 | 10 |
| 18 | Range X4 | 10 |

2

Random Friendship

LEVELTier 1

411-1

Potentially makes someone more tolerant of the caster.

| | | | | | |
|---------|------------|------------|--|----------------------|--------------|
| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
| 40% Max | 10 Squares | Initiative | | Personal-Connections | Mundane |
| STACK | AoE | DURATION | | SAVECOL | CLASS GROUPS |
| 99 | 1 Target | Special | | none | TRO |

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections

Counter:
No Counter Available.

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

| Enhancements: | | |
|---------------|------------------------|------|
| LVL | ENHANCEMENTS | COST |
| 4 | Aura Notably Brightens | -2 |
| 9 | Duration +50% | 6 |
| 14 | Range Set At 3 Sqs | 8 |

4

Tiro Tracking

674-1

LEVEL

Tier 1

Find and follow a trail while leaving an obvious trail.

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

Designed by Freepik

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

- This DOES...**
- Does find a given path,
 - Does require a Save,
 - Pass = path found if it is within area. Signposts planted,
 - The skill will leave a massive and obvious trail of its own on top of the path found.
 - Fail = path not found and 2d8 signposts planted in one spot,
 - It is considered a Fail when the Save was passed but the path is not in the area.

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

Focus Items and/or Kits:

Bonds and Connections

Counter:
No Counter Available.

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

| Enhancements: | | |
|---------------|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

1

Quick Jump

LEVELTier 1

407-1

1d6 squares in direction indicated. Distance rolled.

| | | | | | |
|---------|-------------|------------|--|---------------|--------------|
| COST | RANGE | ROLL OUT | | COLLECTION | OUTCOME |
| 20% Max | 1d6 Squares | Initiative | | Travel-Planes | Magical |
| STACK | AoE | DURATION | | SAVECOL | CLASS GROUPS |
| 99 | Self | Instant | | none1 | TRO |

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections

Counter:
NO COUNTER AVAILABLE

Creations:

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

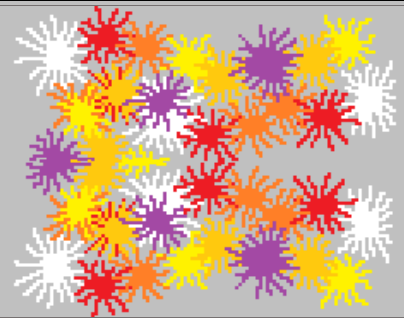
| Enhancements: | | |
|---------------|------------------------|------|
| LVL | ENHANCEMENTS | COST |
| 4 | Aura Notably Brightens | -2 |
| 9 | Range +50% | 6 |

3 Quick Push!

LEVEL

Tier 1

420-1



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

| | | | | | |
|---------|-------------|------------|---|---------------|--------------|
| COST | RANGE | ROLL OUT |  | COLLECTION | OUTCOME |
| 40% Max | 4 Squares | Initiative | | Travel-Planes | Magical |
| STACK | AoE | DURATION |  | SAVE COL | CLASS GROUPS |
| 99 | 1 Recipient | Instant | | none | TRO |

Details:

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

This DOES...

- Does move an ally to a random spot 4 squares away.
 - Roll a 1d8 for direction (1=N, 2=NE, 3=E, etc),
 - Roll a 1d2 for distance in number of squares.
 - The Recipient always ends up facing the square they were originally in.
- Does only work if the Caster has known the Recipient for at least a week.
- Does require a willing Recipient.

This does NOT...

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

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|------------------------|------|
| 4 | Aura Notably Brightens | -2 |
| 9 | Range +50% | 6 |
| 12 | Range X2 | 8 |
| 18 | Range X4 | 10 |

4



Tiro Tasty Cumber Meals

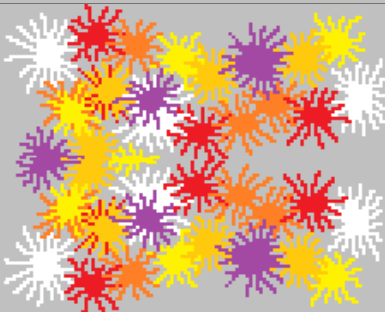
643-1

LEVEL

Tier 1

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

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



Designed by Freepik

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

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

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

Focus Items and/or Kits:

Bonds and Connections

Counter:
No Counter Available.

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

| Enhancements: | | |
|---------------|-----------------|------|
| LVL | ENHANCEMENTS | COST |
| 0 | No Enhancements | 0 |

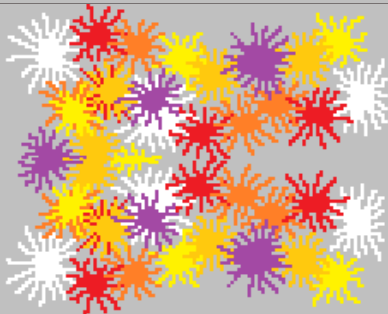
1

Water From A Plant

LEVEL

Tier 1

409-1



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

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

Details:

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

This DOES...

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

This does NOT...

- Does NOT spout a lot of water.
- Does NOT allow the caster to control where the water pours.
- Does NOT have any affect against plant-like creatures.

Focus Items and/or Kits:

Bonds and Connections

Counter:

No Counter Available.

Creations:

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

Enhancements:

| LVL | ENHANCEMENTS | COST |
|-----|------------------------|------|
| 4 | Aura Notably Brightens | -2 |
| 9 | Duration +50% | 6 |
| 14 | Duration X2 | 8 |
| 18 | Duration X4 | 10 |