

1 Camp Perimeter Shock

LEVEL

Tier 1

256-1

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



Created by COPILOT

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



Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:



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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	AOE +50%	12
14	Duration X2	8

2

Triggered Forced Healing

LEVEL

Tier 1

471-1

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



Created by COPILOT

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
10	COUNTER: Block Healing	Instant	SKL	13



Creations:

Triggered Forced Healing Potion: Buy:12 GP.

- 2d6 rolled. Damage then 2x in Healing.
- Bear Bones, Quicksilver, Dried Thistle.
- Requires campfire. Creation SP:x3 Spell.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
18	Healing +4	10

8

Raise Nae'Em Fighter Str +1

LEVEL

Tier 2

437-1

Raises the fighters Strength 1 point.



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Duration becomes 1 minute



Xxx'Em Spells (Bonds/Connections):

- This Is an Nae'Em connection with a Fighter.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

Creations:

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

Enhancements:

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

3

Protect Fighter vs Ranged/Thrown

LEVEL

Tier 1

286-1

Recipient gains +2 vs ranged/thrown attacks.



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Xxx'Em Spells (Bonds/Connections):

- This Is an Nae'Em connection with a Fighter.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	Range X2	8
14	Duration X2	8
16	AoE = 2 Recipients	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

8

Circle of Protection vs Undead

LEVEL

Tier 2

436-1

Undead must Save to pass. Column = casters tier.



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

Creations:

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

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
12	AoE X2	6
14	Save +1 Col	8

10 Astral Mental Shield

LEVEL Tier 3 449-1

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



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



By Typhoonflame

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

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

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



- Focus Items and/or Kits:**
- Focus Ring with crystal is NOT passive.
 - While in the Astral Plane grants +4 AC instead.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Remove Magic D	Instant	SKL	12

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
14	Duration X2	8
16	AoE = 2 Recipients	8
18	Duration X4	10

10 Charged Fence - Two Sides

LEVEL

Tier 3

448-1

3d6 touch dmg. Save to pass through.



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	6 Squares	2 - 9 Sqs	5 Rounds	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Battle-Defense	STM	RM 3



Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:



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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Remove Magic D	Instant	SKL	12

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Duration +50%	6
12	AOE +50%	12
12	AoE X2	6
14	Duration X2	8
18	Duration X4	10

12 Circle of Astral Expulsion

LEVEL

Tier 3

453-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	3 Sq Radius	4 Hours	10 Mintes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Battle-Defense	STM	SKL2



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

Enhancements:

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

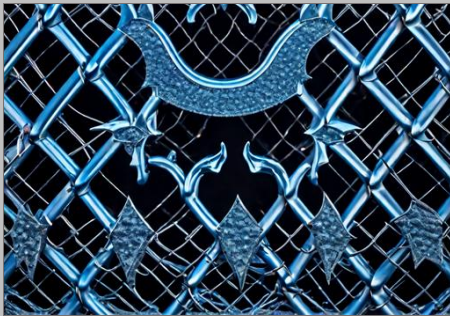
12 Circle of Containment

LEVEL Tier 3 454-1

Creatures from exiting its area. Must Save to Exit.



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



Created by COPILOT

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

- This DOES...**
- Does inhibit creatures from leaving the circle.



- This does NOT...**
- Does NOT inhibit the Caster from leaving the circle.



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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
14	Duration X2	8
18	Duration X4	10

9

COUNTER: Remove Shelter

LEVEL

Tier 3

569-1

Ends Magical shelters.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magic->Mundane	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL 3



Created by COPILOT

- Details:**
- Forces another casters shelter spell to end their spell.
 - May cancel a current effort of another casters shelter spell after casting but before creation.

- This DOES...**
- Does work on currently active magical shelter spells.
 - Examples of Spells this will Counter:
 - TIRO Garish Pup Tent
 - STM Quarantine Isolation
 - STM Strumos Waystation
 - STM Astral Shed
 - SYL Tree House
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does NOT affect any mundane shelters, even if it

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

10

COUNTER: Block Healing

LEVEL

Tier 3

567-1

Save blocks a person using a healing spell.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Instant
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL 3

GM



Created by COPILOT

- Details:**
- COUNTER SPELL
 - Forces another casters spell to end.
 - It MAY take effect before it takes effect.

- This DOES...**
- Does work on currently active spells.
 - This Spell counters spells like:
 - ALL: Forced Healing.
 - STM: Basic Healing, Slow Healing, Triggered Healing, Common Healing, Extra Healing,
 - STM: Heal, Healing Bolt, Group Heal.
 - SYL: Animal Healing.
 - DOK: Healing Flames.
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does NOT affect automatic healing from :
 - regeneration.
 - Start of Day gain of health.

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

10

COUNTER: Remove Magic Defense

LEVEL

Tier 3

571-1

Ends a currently active defensive spell.



COST	RANGE	AoE	DURATION	ROLL OUT	
12 pts	20 Squares	1 Spell	Instant	Instant	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL	3



Created by COPILOT

- Details:**
- COUNTER SPELL
 - Forces another casters spell to end.
 - It MAY take effect before it takes effect.

- This DOES...**
- Does work on currently active spells
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

11

COUNTER: Disrupt Images

LEVEL

Tier 3

570-1

Can dispell unreal visages.



COST	RANGE	AoE	DURATION	ROLL OUT	
12 pts	20 Squares	1 Spell	Instant	Instant	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL	2

GM



Created by COPILOT

- Details:**
- COUNTER SPELL
 - Forces another casters spell to end.
 - It MAY take effect before the other casters spell takes place,
 - If another caster has started a spell this spell may interrupt it before it starts.

- This DOES...**
- Does work on currently active magical illusions and visual spells.
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does NOT affect anything that is physical.
 - Does NOT affect a Rogues disguising, since that is a mundane effort.

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

12

COUNTER: End Ongoing Damage

LEVEL

Tier 3

564-1

Counters ongoing damage that is damage over time.



COST	RANGE	AoE	DURATION	ROLL OUT	
12 pts	10 Squares	1 Spell	Instant	Instant	
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE	COL
99	Magical	Battle-Actions	DOK-SYL-STM-EOL-ORX	SKL	4



Created by COPILOT

- Details:**
- COUNTER SPELL.
 - Forces another casters spell to end.

- This DOES...**
- Does work on currently active spells.
 - Does allow the original caster to recast without this affecting the recast.



- This does NOT...**
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does NOT have any effect with ongoing damage from non-spells.

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

1

Cause Illness

LEVEL

Tier 1

330-1

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



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



Created by COPILOT

Details:

- Skin irritation possible.

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	AoE X2	6
12	Range X2	8
18	Range X4	10
20	AOE X4	20

2

Barbed Sparks

LEVEL

Tier 1

269-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	Self	4 sq Triangle	5 Rounds	2 Rounds
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
0	Magical	Battle-Offense	STM	RM1



Created by COPILOT

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

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

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



- Focus Items and/or Kits:**
- Focus ring with crystal is NOT passive.
 - Duration becomes 4 Rounds.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

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

Enhancements:

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

2

Electric Zap

LEVELTier 1261-1

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



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Damage Increased +50%	8
9	Range +50%	6
12	Range X2	8
18	AoE = 2 Targets	10

4 Conjure Native Beetles

LEVEL Tier 1 295-1

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



Created by COPILOT

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



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

- Creation of beetleroot:
- 4 hrs & SKL:4 makes 1 vial (10 pinches) of cinderroot.
 - Beetle shells, Palm root, oil
 - Needs campfire.
 - Duration (Shelf life): EOY.

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

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



- Focus Items and/or Kits:**
- Damage by Insect Swarm is not rolled, set to 5 Dmg.
 - Focus Item with crystal is NOT passive.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12



- Creations:**
- Beetleroot Granules (Bag). BUY:3 GP.
- 1 Bag of Beetleroot per 4 hrs.
 - Beetle shells, Coral Lime, Pine Wood.
 - Campfire. Creation SP: x3 spell cost.

Enhancements:

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

8

Static Bolt

LEVEL

Tier 2

432-1

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



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
12	COUNTER: End Ongoing Da	End Rd	SKL	12

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	AOE Selected Target	6
9	Range +50%	6
12	Range X2	8
14	Damage X2	12
14	Save +1 Col	8
18	AoE = 2 Targets	10

11

COUNTER: Disrupt Perimeter

LEVEL

Tier 3

566-1

Counter spell disrupts Magical perimeters.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	20 Squares	1 Spell	Instant	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Battle-Offense	DOK-SYL-STM-EOL-ORX	SKL3



Created by COPILOT

Details:
COUNTER SPELL.

- Forces another casters spell to end.
- Work on currently active circles.

This DOES...

- Does work on currently active spells



This does NOT...

- Does NOT have any effect on caster's own spells,
- Caster should use "Caster Ends Spell".

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

12 Class Power Attack

LEVEL

Tier 3

675-1

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



Created by COPILOT

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



Details:

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

This DOES...

- Does allow targets the with the same class as the caster to Save for 1/2 damage.
- Does allow the caster to use their class power to attack a target.
- Does the power will do 4d10 + ACU points of damage,
- Does allow the target to roll a RM:3 to avoid half of the total damage with a passing result.
 - IF the target is able to used the same type of power they are attack with.
- Does send a bolt of power directly to the target.

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

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

17

Lightening Bolt

LEVEL

Tier 5

823-1

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



COST	RANGE	AoE	DURATION	ROLL OUT
20 pts	12 Squares	Direct Line	Instant	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Mundane	Battle-Offense	STM	AGL2



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

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

9

Young Helper

LEVEL

Tier 3

335-1

Helper can be far away but healing can be done through it.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	1/2 Mark	1 Square	1 Hour	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Illusion-Reality	STM	none




Created by COPILOT

- Details:**
- Caster summons a human-shaped creation made of yellow ribbons.
 - The creature obeys the caster's commands.
 - The creature may seem sentient, but is not.
 - The creature has 15 HP and 10 AC.

- This DOES...**
- Does allow the caster to command the creation to execute basic tasks
 - Such as walking, carrying light items, and opening unlocked doors...
 - It can deliver a short message (1 to 15 words) to a creature within range.
 - Does end if the creature leaves the range.

- This does NOT...**
- Does NOT carry on a conversation (only deliver a message once).
 - Does NOT allow the caster to send the creature outside of the range.
 - Does NOT allow the caster to cast spells through the creation (it would get hit).
 - Does NOT allow the creation to cast spells or take actions instead of the caster.

- 
- Focus Items and/or Kits:**
- Focus ring with crystal is NOT passive.
 - Allows the caster to cast HEALING spells through it.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

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

Enhancements:

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

1

Draw Up Ground Water

LEVEL

Tier 1

246-1

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



Created by COPILOT

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
16	Rollout 1 Min	8

4

Improve Food

LEVEL

Tier 1

306-1

Food becomes nutritional.



Created by COPILOT

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
18	Duration X4	10

15

Create Food For A Family

LEVEL

Tier 4

458-1

2d12+10 meals w/ water.



Created by COPILOT

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Improves taste and quality of the food.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
12	Rollout Initiative	12
14	Range Set At 3 Sas	8
18	Range X4	10

1

Basic Healing

LEVEL

Tier 1

252-1

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



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



Created by COPILOT

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

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

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0



- Creations:**
- Healing Potion. BUY:80 GP.
- Heals 2d6.
 - Mercury, Astral Specks, Wheat Stalks, Berry Wine.
 - Campfire. Creation SP: x4 spell cost.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
16	AoE = 2 Recipients	8
18	Healing +4	10
18	Healing +8	10

1

Forced Heal 1d6 HP (+more)

LEVEL

Tier 1

310-1

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



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



Created by COPILOT

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

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

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



- Focus Items and/or Kits:**
- Focus Item with crystal is NOT passive.
 - Reduces fragility Save by 1 coloumn. Check timing.

- Xxx'Em Spells (Bonds/Connections):**
- No connection.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

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

Enhancements:

LVL	ENHANCEMENTS	COST
3	+2 To Healing Spell	2
4	Aura Notablv Brightens	-2
5	+1d6 to Heal	4
6	Aura Dims To Almost Unseen	4
8	+1d8 Healing	4
10	+4 to Heal	6
13	+2d6 to Heal	8
17	+2d8 to Heal	8

2

Heal Sickness

LEVEL

Tier 1

277-1

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



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



Created by COPILOT

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

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

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

Focus Items and/or Kits:

- Not required.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
10	COUNTER: Block Healing	Instant	SKL	13



Creations:

- Cure Sickness Potion. BUY:5 GP.
- Pass Save SKL:1 to cure the sickness.
 - Green Hemlock Ashes, Honeysuckle, Oak Leaves.
 - Campfire. Creation SP: x3 spell cost.



Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
18	AoE = 2 Targets	10
18	Range X4	10

4 Delayed Healing 2d6

LEVEL

Tier 1

301-1

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



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
10	COUNTER: Block Healing	Instant	SKL	13



Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
16	AoE = 2 Recipients	8
18	Healing +4	10
18	Healing +8	10
18	Range X4	10

4

Repair A Dead Body

LEVEL

Tier 1

876-1

Preps a body for funeral viewing.



Created by COPILOT

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



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

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

- This does NOT...**
- Does NOT provide any substantial healing.

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

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

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
10	COUNTER: Block Healing	Instant	SKL	13

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
12	Range X2	8
12	Rollout Halved	6
18	AoE = 2 Targets	10
18	Range X4	10

4 Slow Healing

LEVEL Tier 1 374-1

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



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



Created by COPILOT

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

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

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

- Focus Items and/or Kits:**
- Focus ring with crystal is NOT passive.
 - Makes the healing +12 HP / Hr.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Block Healing	Instant	SKL	13

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
16	AoE = 2 Recipients	8
18	Healing +4	10
18	Healing +8	10
18	Range X4	10

6

Common Healing

LEVELTier 2365-3

X



By: Typhoonflame

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

Details:

- Caster heals a creature for 1d8+2.

This DOES...

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

This does NOT...

- Does NOT damage the target before healing.

Focus Items and/or Kits:

- Adds another d4 of healing,
 - Total healing is 3d8 + 1d4 + 2 HP.

Xxx'Em Spells (Bonds/Connections):

Endings:				
LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

- Cherry Wood Sap mixed with Marigold Wine.
- Creates a Potion of Milky Yellow Liquid.

Enhancements:		
LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
18	AoE = 2 Targets	10
18	Healing +4	10
18	Healing +8	10

7 Electrifying Sickness Cleanse

LEVEL Tier 2 794-1

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



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
10	COUNTER: Block Healing	Instant	SKL	13

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	Rollout Halved	6
12	Rollout Initiative	12
14	Duration X2	8
14	Range Set At 3 Sqs	8
18	Range X4	10

8

Extra Healing

LEVEL

Tier 2

312-3

X

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



By: Typhoonflame

Details:

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

This DOES...

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

This does NOT...

... heal any diseases, poison or any other ailments.

Focus Items and/or Kits:

- Adds another d4 of healing,
 - Total healing of 3d8 + ACU Bonus + 4 HP.

Xxx'Em Spells (Bonds/Connections):

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
16	AoE = 2 Recipients	8
18	Healing +4	10
18	Healing +8	10

9

Heal Disease

LEVEL

Tier 3

278-2

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



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Block Healing	Instant	SKL	13

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
12	Rollout Initiative	12
16	AoE = 2 Recipients	8
18	Range X4	10

11

Heal 5d6+2 HP

LEVEL

Tier 3

451-3

X



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

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

This DOES...
... heal 5d6 + 2

This does NOT...
... affect Dead, Undead, or Living Dead

Focus Items and/or Kits:
-- Adds another 1d4 healing.
- Total is 5d6 + 1d4 + 2 + Enhancements.

Xxx'Em Spells (Bonds/Connections):

Endings:	LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
	0	No Counter Available	none	none	0

Creations:

Enhancements:	LVL	ENHANCEMENTS	COST
	6	Aura Dims To Almost Unseen	4
	9	Range Set at 1 Sq	6
	14	Range Set At 3 Sqs	8
	18	Healing +4	10
	18	Healing +8	10

11 Life Zap

LEVEL Tier 3 447-1

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



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Creature brought back comes back with 10 HP.



Xxx'Em Spells (Bonds/Connections):

- This Is an Nae'Em connection with the creature.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Block Healing	Instant	SKL	13

Creations:

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

Enhancements:

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

12

Heal 5d6+6 HP

LEVEL

Tier 3

398-3

X



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

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

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

This does NOT...
... work on Undead or Living Dead.

Focus Items and/or Kits:
-- Adds another 1d4 healing,
- Total of 5d6 + 1d4 + 6 + Enhancements.

Xxx'Em Spells (Bonds/Connections):

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range Set at 1 Sq	6
16	AoE = 2 Recipients	8
18	Healing +4	10
18	Healing +8	10

12

Ranged Forced Healing 2d8+2 HP

LEVEL

Tier 3

397-1

Roll 2d8+2. Dmg x1 then Heal x2



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



Created by COPILOT

Details:

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

This DOES...

- Does heal more than just civilized people.

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
9	Range Set at 1 Sq	6
14	Duration X2	8
20	Rollout Instant	16

14

Healing Bolt

LEVEL

Tier 4

457-1

1d2 Dmg. Then 6d6 Healing.



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



Created by COPILOT

Details:


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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Adds another 1d4 to the healing,

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
18	AoE = 2 Targets	10
18	Healing +4	10
18	Healing +8	10

16

Consecration of Corpse

LEVEL

Tier 4

459-1

Block animation and removes Nae'Ems.



Created by COPILOT

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

Details:

- Blocks the dead from becoming animated.

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Xxx'Em Spells (Bonds/Connections):

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0



Creations:

Consecration Anointment. BUY:150 GP.
- Sprinkled over dead. Blocks animations & Nae'Ems.
- Astral Specks, Cinderroot, Ether Grass, Obsidian, Mold
- Holy Symbol, Lab, Focus Ring. Creation SP: x3 spell.

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
18	AoE = 2 Targets	10

17

Group Heal

LEVEL

Tier 5

460-1

3 persons minimum within AoE. 200 pts divided equally.



Created by COPILOT

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Block Healing	Instant	SKL	13

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
18	Healing +4	10
18	Healing +8	10

2

Feather Bed

LEVEL

Tier 1

273-1

A feather bed for 2 appears.



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



Created by COPILOT

Details:

- Caster creates a soft sleeping area.

This DOES...

- Does continue even once the caster is out cold, asleep, etc...

This does NOT...

- Does NOT create any objects,
 - No blanket, bed, feathers, etc.
- Does NOT give comfort to more than 1 person, except when a Focus Item is used.
- Does NOT change any properties of the area.
 - Only a creature lying down will notice a difference.
- Does NOT enhance a sleeping area equal to or better than a feather bed.



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
9	COUNTER: Remove Shelter	Initiative	SKL	12

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	AOE +50%	12
12	Rollout Initiative	12

5

Quarantine Isolation

LEVEL

Tier 2

557-1

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



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Block Healing	Instant	SKL	13

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
14	Save -1 Col	8

7

Strumos Waystation

LEVEL

Tier 2

431-2

3x3 Sqs platform that protects from some weather



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



Created by COPILOT

Details:


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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
10	COUNTER: Remove Magic D	Instant	SKL	12

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	AoE X2	6
14	Duration X2	8
18	Duration X4	10

13 Astral Shed

LEVELTier 4456-1

Small shed outside... 5 rooms inside.



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



Created by COPILOT

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

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

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



- Focus Items and/or Kits:**
- Focus ring with crystal is NOT passive.
 - Creates one additional bedroom (adds 1 bed.)

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
9	COUNTER: Remove Shelter	Initiative	SKL	12

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Damage Increased +50%	8
14	Duration X2	8
18	Duration X4	10
20	Rollout Instant	16

3 Create Temp Nae'Em w/ Acolyte

LEVEL

Tier 1

283-1

Creates a permanent Nae'Em connection.



COST	RANGE	AoE	DURATION	ROLL OUT
4 pts	15 Marks	1 Recipient	Permanent	4 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Nae'Em-People	STM	none



Created by COPILOT

Details:

- Caster connects with a known acolyte at any church they've prayed at,
 - If it is within range.
- Caster may choose the acolyte,
 - Acolyte must be willing.
 - If initial Acolyte is not willing GM rolls to determine a random Acolyte.

This DOES...

- Does define 'Acolyte' as creature same class but lower level than caster.
- Does allow a two-way interactive communication.
- Does require the recipient acolyte to accept the conversation.
- Does connects the caster and acolyte regardless of classes and religions.
- Does require the acolyte and caster
 - spend 4 hours together to get to know them for the connection to work.

This does NOT...

- Does NOT have any effect if the acolyte is not personally aware of the caster or refuses the connection.



Focus Items and/or Kits:

- Focus ring with crystal is NOT passive.
- Makes the duration up to 20 minutes.



Xxx'Em Spells (Bonds/Connections):

- This Is an Nae'Em connection with a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
9	Range +50%	6
12	Range X2	8
12	Rollout Initiative	12
16	AoE = 2 Recipients	8
18	Nae'Em Clues Removed	20
18	Range X4	10

6

Speak With The Resting Dead

LEVEL

Tier 2

370-1

X



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	1 Square	3 Squares	15 Minutes	5 Rounds
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Nae'Em-People	STM	SKL2



Created by COPILOT

- Details:**
- Caster performs a summoning ritual using a summoning circle and a memento of the deceased person, then summons their spirit to speak to them.
 - Communication is also voluntary on the spirit's part.
 - The summoning itself is not voluntary.

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

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



- Focus Items and/or Kits:**
- Focus ring with crystal is NOT passive.
 - The save required is now SKL:1.

- Xxx'Em Spells (Bonds/Connections):**
- This Is an Cae'Em connection with Construct.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
9	Range +50%	6
12	Rollout Halved	6
14	Duration X2	8
18	Nae'Em Clues Removed	20

7

Create Permanent Nae'Em

LEVELTier 2309-3

A Willing person becomes connected to the caster.



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Touch	1 Recipient	Permanent	3 Days
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
3	Magical	Nae'Em-People	EOL-SYL-STM	SKL1

Details:

- This bonds a person to the caster with a Nae-Em.

This DOES...

- Does allow the caster OR bonded to initiate an instant mental conversation.
 - This conversation is strictly 1 to 1.
- Does allow either caster or recipient to end this spell and connection,
 - This can be done at any time and only takes a minute to do.
- Does require a SKL:1 Save to be passed.

This does NOT...

- Does NOT send any tactile, olfactory, or audible senses.
- Does NOT send any mental images.
- Does NOT allow casting through the bond.



Focus Items and/or Kits:

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

Creations:

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



Xxx'Em Spells (Bonds/Connections):

- This is a Nae'Emn is a connection to a person.
- Nae'Ems do NOT allow Counters.

LVL	ENHANCEMENTS	COST
12	Rollout Halved	6

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

11

Connect To An Arcane Focus Item

LEVEL

Tier 3

627-3

Creates connection between caster and a Arcane Focus Item.



COST	RANGE	AoE	DURATION	ROLL OUT
36 pts	Touch	1 Item	Permanent	3 Days
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Nae'Em-People	DOK-SYL-STM-EOL-ORX	RM3



Created by COPILOT

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

- This DOES...**
- Does require the item to be of the highest quality.
 - Minimum GP value of 15,000.
 - Does work only if the caster is not currently connected to another Arcane Focus Item.
 - Does create the casters connection to the item provided the Save is passed.

- This does NOT...**
- Does NOT have any effect if the Save fails (at end of Rollout).



- Focus Items and/or Kits:**
- Focus ITEM with crystal is NOT passive.
 - Caster must not have a current Focus Item.



- Xxx'Em Spells (Bonds/Connections):**
- This is an Tae'Em connection with a thing.
 - Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
9	Range Set at 1 Sq	6
12	Range X2	8
18	Range X4	10

11

Disconnect An Arcane Focus Item

LEVEL

Tier 3

626-3

Removes connection between all creatures and focus item.



COST	RANGE	AoE	DURATION	ROLL OUT
36 pts	Touch	Current Item	Permanent	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
99	Magical	Nae'Em-People	DOK-SYL-STM-EOL-ORX	SKL2



Details:

- Removes the connection between the casters current Arcane Focus item

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Creations:

- No creations. Usable only as the action.

Xxx'Em Spells (Bonds/Connections):

- This is an Tae'Em connection with a thing.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
18	Nae'Em Clues Removed	20

12

Eavesdrop on Nae'Em Convo

LEVEL

Tier 3

630-1

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



Created by COPILOT

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

Details:

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

This DOES...

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

This does NOT...

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

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- This is a Nae'Emn is a connection to people.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6

13

Summon Nae 'Em

LEVELTier 4455-3

X



COST	RANGE	AoE	DURATION	ROLL OUT
16 pts	PMP	1 Nae'Em	2 Hours	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Nae'Em-People	STM	none

Details:

- Contacts a previously created Nae'Em to request they come to the caster.
 - the Bonded travels at 4x speed, but anyone watching will see it as normal speed.
- The magic and impetus behind this spell lasts until end of travel.

This DOES...

- ... allow the caster to ask their Nae'Em to come their side.
- ... allow the Bonded to travel at 4x speed.
- ... last until the Bonded reaches the caster.
- ... allow the caster to send instructions to the Nae'Em (up to 50 words)
 - i.e. "Do not take the high pass"

This does NOT...

- ... teleport the Nae'Em to the caster.
- ... affect anyone but the Nae'Em.

Focus Items and/or Kits:

- Allows the Nae'Em travel at 8x speed.

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
18	Nae'Em Clues Removed	20
20	Rollout Instant	16

16 Reveal True Name

LEVEL Tier 4 631-3

This uses all the clues to find the True Name.



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



Created by COPILOT

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Xxx'Em Spells (Bonds/Connections):

- This is an Nae'Em connection with a person.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

Creations:

- No creations. Usable only as the action.

Enhancements:

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

19

Dead Spirit Conversation Circle

LEVEL

Tier 5

462-3

X

COST	RANGE	AoE	DURATION	ROLL OUT
20 pts	6 Squares	1 Spirit	10 Questions	10 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Nae'Em-People	STM	SKL2



Details:

- Caster performs a summoning ritual using a summoning circle, then summons a spirit to speak to them.
- Communication is also voluntary on the spirit's part,
 - the summoning itself is not voluntary.
- It is expected each question/answer takes a minute.
- If a question is not answered it does not count as one of the 'questions'.

This DOES...

- ... require a 15-minute summoning ritual to be performed by the caster.
- ... require the caster to pass a SKL:2 save to summon the spirit. (Fail: no summon)

This does NOT...

- ... allow the summoning of deceased persons that's been dead for a 100+ years.
- ... require a memento or token from the dead.
- ... allow the caster to continue the ritual once it's been interrupted.
 - They must start over for the full duration.
- ... allow the caster to force the spirit to comply with requests.

Focus Items and/or Kits:

- The Save required is now SKL:1.

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
9	Range +50%	6
12	Rollout Halved	6

20 Bring Back The Dead

LEVEL Tier 5 463-1

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



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
20 pts	Touch	1 Corpse	Permanent	8 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Mundane	Nae'Em-People	STM	SKL 2

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

This DOES...
- Does bring a person who has been dead for less than 20 years back to life with Save .
- Does restore them to 5 HP.
- Does work if the person is missing body parts.
- Does allow the person to be healed back to full HP with other spells.

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



Focus Items and/or Kits:
- Focus ring with crystal is NOT passive.
- Heals the person to 10 HP. (Additional 5 HP)



Xxx'Em Spells (Bonds/Connections):
- Is an Nae'Em connection w/ a person/construct/Animal.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
18	AoE = 2 Targets	10
18	Healing +4	10

7 Astral Portal

LEVEL

Tier 2

343-1

GM Saves for accurate destination.



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	1 Square	1 Square	1 Minute	2 Hour
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Vae'Em-Venue Site	STM	SKL 4



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	Rollout Halved	6
14	Duration X2	8
14	Save -1 Col	8
18	Duration X4	10

8

Summon Nisse Vae'Em

LEVEL

Tier 2

435-2

X



COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	Self	8x8x8 Sqs	1 Day	5 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Vae'Em-Venue Site	STM	SKL1

Details:

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

This DOES...

- ... allow the caster to summon a Nisse. ... allow the caster to request the Nisse to help out.
- ... require the caster to make a SKL:1 save (pass: summon, fail: no summon).
- ... allow spell to continue even if the caster is out cold, asleep, etc.

This does NOT...

- ... allow the caster to command the Nisse to do any of the things it dislikes.
- ... allow the Nisse to stay with the caster permanently.
- ... create a month-long bond with the Nisse.

Focus Items and/or Kits:

- Allows the caster to choose a "partner" Nisse they will summon by default.

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
9	Range +50%	6
12	Rollout Halved	6
14	Duration X2	8
14	Stacking Limit +1	8
18	Duration X4	10
18	Nae'Em Clues Removed	20

9

Search for Arcane Focus Item

LEVEL

Tier 3

267-2

X

COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Self	1 Mark	4 Hours	1 Day
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	Magical	Tae'Em-Thing	DOK-SYL-STM-EOL-ORX	SKL2



Art by GEB

Details:

- This is a spell to find a Arcane Focus Item.

This DOES...

- Does let the caster specify what type of Arcane Focus Item is searched for,
 - It can be an item for any class, but must be specified.
- Does require the caster to be in a circle of protection (of any kind).
- Does require caster to pass the Save.
- Does allow the caster to designate how the signal is received (if Arcane Focus is found),
 - Default vibrate (tactile). Vibration grows as caster nears item.
 - or glow (visible). A glowing dot (to all) grows brighter as the caster nears the item.
 - or audible low siren (sound). The volume increases as the caster nears the item.

This does NOT...

- Does NOT allow the caster to know who the sought-after Arcane Focus Item belongs to, if to anyone.
- Does NOT continue if the circle of protection is crossed.

Focus Items and/or Kits:

- In this special case, casters Focus Item MUST be used.

Xxx'Em Spells (Bonds/Connections):

- This is a(n) *ae'Emn is a connection to xxxxxxxx.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Creations:

- No creations. Usable only as the action.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	AoE X2	6
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10
20	AOE X4	20

18 Summon Astral Beast of Burden

LEVEL Tier 5 461-2

X



COST	RANGE	AoE	DURATION	ROLL OUT
20 pts	8 Squares	2x2 Squares	1 Month	20 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
3	Magical	Tae'Em-Thing	STM	SKL 2

Details:

- About the Astral Creature:
 - it is a non-intelligent beast of burden.
 - as a beast of burden it will be docile unless provoked/surprised.
 - it will likely resemble a horse, oxen, camel or lama.
 - it will have 25 HP and an AC of 17 and the speed of 18 (1 1/2 times normal)
 - its battle stats: Init+0 Attk:x0x1 ToHit+0 Dmg:1d3

This DOES...

- ... summons a healthy astral beast of burden with a MGC:2 Save
- ... wild/unruly creatures will not be summoned.
- ... work well with circles:
 - Animal Protection,
 - Astral Expulsion,
 - Containment,
 - Expulsion of All Planar.

This does NOT...

- ... summon creatures that are unable to live within the PMP
- ... ensure commoners will react well to such a strange sight.

Focus Items and/or Kits:

- ensures the creature will not panic within the first 5 minutes.

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
4	Cast from below level (Per Lvl)	25%/Lvl
6	Aura Dims To Almost Unseen	4
12	AoE X2	6
12	Range X2	8
12	Rollout Halved	6
14	Damage X2	12
14	Save -1 Col	8
14	Stacking Limit +1	8
18	Duration X4	10

5

Detect Magic

LEVEL

Tier 2

893-1

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



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



Created by COPILOT

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

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

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



- Focus Items and/or Kits:**
- Focus ITEM with crystal is NOT passive.
 - Save to detect is easier. Save column reduced by 1.

- Xxx'Em Spells (Bonds/Connections):**
- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%

- Creations:**
- No creations. Usable only as the Arcane skill.

Enhancements:

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

10

Counter: Block Scrying

LEVEL

Tier 3

588-1

GM rolls Save.



COST	RANGE	AoE	DURATION	ROLL OUT
12 pts	Touch	4 x 4 Squares	1 Hour	Initiative
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVECOL
1	na	Find-Hide-Reveal	DOK-SYL-STM-ORX	SKL2



Created by COPILOT

- Details:
- COUNTER SPELL
 - Blocks active scrying on the caster.

- This DOES...
- Does work on currently active spells
 - Does require the caster to place the spell in a single location (Range: touch).



- This does NOT...
- Does NOT have any effect on caster's own spells,
 - Caster should use "Caster Ends Spell".
 - Does Not move with this caster.

Focus Items and/or Kits:

- Not required.

Creations:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	No Counter Available	none	none	0
0	Unable To Continue	Instant	none	0

Enhancements:

LVL	ENHANCEMENTS	COST
0	No Enhancements	0

3 Strumos Run

LEVEL

Tier 1

248-1

1.5 times normal travel.



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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

**Focus Items and/or Kits:**

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

Xxx'Em Spells (Bonds/Connections):**Endings:**

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Perimeter	Initiative	SKL	12

**Creations:**

- 4 hrs makes a potion of speed. Init+2. Move+2.
- Mercury, Beetleroot, Java Meal Spice,
- Requires campfire and acceptance from recipient.
- Duration: 2 hrs. Shelf life: EOY.

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Duration +50%	6
12	Rollout Halved	6
18	AoE = 2 Targets	10

6

Increase Nae'Em Fighter Movement

LEVEL

Tier 2

352-1

Target moves faster in normal conditions. +2 Move.



Created by COPILOT

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0



Creations:

Potion Of Martail Speed. BUY:25 GP.

- Fighters Movement +2 for normal walk/fly/swim.
- Honey, Viper Snake Scales, Veggie Oil. 20 Min.
- Kitchen/Lab. Creation SP: x3 spell cost.



Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
14	Duration X2	8
18	Range X4	10

10 PMP Projection

LEVEL

Tier 3

608-1

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



Created by COPILOT

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

11 Astral Plane Projection

LEVEL Tier 3 452-2

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



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



Created by COPILOT

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
11	COUNTER: Disrupt Images	Instant	SKL	12

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
6	Aura Dims To Almost Unseen	4
12	Rollout Halved	6
14	Duration X2	8
18	Duration X4	10

1 Arcane Light

LEVEL

Tier 1

806-1

Default Light: Candle light



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



Created by COPILOT

Details:

- Light Chart:

Description	Viewing	Seen
Coal	1 Sq	3 Sqs
Candle	2 Sqs	8 Sqs
Torch	6 Sqs	20 Sqs
Lantern	20 Sqs	60 Sqs
- Description is an example to indicate how bright the light is,
- Seen is the maximum distance an outside creature can be and still see the light

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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

Xxx'Em Spells (Bonds/Connections):

- No Nae'Em connection.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0
1	Tiro Mess To Block Skill	Instant	SKL:3	25%



Creations:

- Astral Powder of Light. BUY:45 GP.
- Creates light (2 sq sphere) for 20 minutes.
 - Astral Spects, Lye Soap, Standstone, Charred Oak Roots
 - Kitchen/Lab. Creation SP: x3 spell cost.

Enhancements:

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

3

Shadow of the Magi

LEVELTier 1

911-1

Darkness centered just above caster.



Created by COPILOT

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

Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Creations:

- Bag of Dust of Darkness. BUY:20 GP.
- Creates a dark shade for 20 minutes, 2x2x2 squares.
 - Ginger Oil, Grave Dirt. Sand, Fine Grit.
 - Kitchen/Lab. Creation SP: x3 spell cost.

Xxx'Em Spells (Bonds/Connections):

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	No Counter Available	none	none	0

Enhancements:

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

5

Arlo's Astral Storage

LEVEL

Tier 2

338-2

X



Draw some kind of pocket dimension

COST	RANGE	AoE	DURATION	ROLL OUT
8 pts	1 Square	1 Square	10 Minutes	2 Minutes
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
1	Magical	Utility-	STM	none

Details:

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

This DOES...

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

This does NOT...

- ... allow anyone but the caster to,
 - Open or close the storage.
 - Withdraw and deposit items within.
 - See the items within.
- ... allow large items or creatures to be stored (i.e. boulders, housing).

Focus Items and/or Kits:

- Allows an extra 5 small or medium items to be stored.

Xxx'Em Spells (Bonds/Connections):

- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0

Creations:

Enhancements:

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

8 Find Clues To True Name

LEVEL

Tier 2

629-1

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



Created by COPILOT

COST	RANGE	AoE	DURATION	ROLL OUT
16 pts	4 Squares	1 Item	Permanent	2 Hours
STACK	OUTCOME	COLLECTION	CLASS GROUPS	SAVE COL
99	Magical	Utility-	DOK-SYL-STM-EOL-ORX	RM 2



Details:

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

This DOES...

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

This does NOT...

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



Focus Items and/or Kits:

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



Xxx'Em Spells (Bonds/Connections):

- This is a Tae'Em connection with a thing.
- Nae'Ems do NOT allow Counters.

Endings:

LVL	ENDINGS/COUNTERS	ROLLOUT	SAVE	COST
0	Caster Ends Skill	Initiative	none	0
0	Unable To Continue	Instant	none	0

Creations:

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

Enhancements:

LVL	ENHANCEMENTS	COST
4	Aura Notably Brightens	-2
6	Aura Dims To Almost Unseen	4
9	Range +50%	6
12	Range X2	8
12	Rollout Halved	6
18	Range X4	10